

# Dyllarian Dwarves

## **Society:**

Dyllarian Dwarf society is based on the idea that hard work leads to better living. Only through the creation of sturdy strongholds and profitable mines can the Dwarven people insure their place in the world. Any Dwarf worth his daily salt practices a trade that has been handed down to him from his father and from his father's father. Often times this trade or craft involves the construction of weapons, armor, and/or the brewing of strong ale. These are three of the most important trades in the Dwarven Kingdom of Dyllaria. Dyllarian Dwarves are nearly constantly at war with their neighbors in the Beard Mounds, and crafting fine weaponry is a natural outgrowth of this fact of life. Also, drinking large amounts of ale before battle is a Dyllarian Dwarven tradition. No case of pre-battle jitters has ever stood up to a couple of pints of Greenstone Ale!

The social structure of Beard Mound Dwarves revolves around age. To address one as a "*Gray Beard*" is considered a great compliment. The older a Dwarf the more experience he has in the areas of drinking, battle, forging, and countless other exploits. There is much about living that a young Dwarf can learn from such a grizzled old veteran, and the older a Dwarf the more weight his opinions carry with the other Dwarves. Other than age, the length of a Dwarf's beard is a symbol of status and pride.

## **Laws**

The Kingdom of Dyllaria's laws have formed the basis of the Laws of the Kingdom of Stonegate. In addition to the laws found in this document, there are many local laws that each Dwarven Lord has established within his own settlement that speaks to the need of the local populace. Also, there are three Kingdom-wide documents that dictate the actions of the Dwarven People, and these are found below.

### ***Royal Book of Grudges***

The Royal Book of Grudges is kept by the Scanna Clan as a reminder as to offenses against the Kingdom. Entries include those that have backed out of pacts with the Kingdom, those who have failed to come to the aid of the Dwarves in their times of need, and other similar offenses. This list is ever-changing, and has at times been quite long. Once a name has made the list it is never truly removed, although offenses can be forgiven if adequate compensation is made.

### ***Royal Debt Registry***

Less public than the other two lists kept by the Kingdom's scribes, this document is no less important. This details the favors, monetary sums, and military assistance that are owed to other Kingdoms. This list is usually very short, as Dwarves do not like debts hanging over their head.

### ***Writ of Hated Foes***

Beginning with King Grell II in 602, the Kingdom of Dyllaria has made a public list of enemies that are to be attacked and destroyed on sight by any and all citizenry. More condemning than the Royal Book of Grudges, this document states that these races can never be forgiven for past deeds against the Kingdom and the Dwarven race as a whole, and lists them as "evil beyond reproach." The races listed in this document are the Fallandran (Dark) Dwarves, Kobolds, Orcs, Ogres, Troglodytes, Goblins, Hobgoblins, Bugbears, and Trolls.

## **Personality:**

Generally, Dyllarian Dwarves are very strong-willed and stubborn. As a result of their tremendous work ethic they do not generally shy away from any challenge. They are very loyal to a cause that they believe in and will not abandon true friends in their time of need. It is considered very noble to die in combat, especially if you are defending your home. Most Dyllarian Dwarves detest disorganized combat, and are therefore considered to generally be superior military leaders. As a result of their thick-headedness, Dyllarian Dwarves have a tendency to make quick decisions and stick to them. They are suspicious of newcomers and many do not trust magic. Dyllarian Dwarves keep a tome that has all of their

enemies listed in it called a Book of Grudges. This is not only so the Dwarf can remember who has wronged him, but it is also passed-on to alert descendants of the misdeeds of others against the clan.

### **Marriage:**

Dyllarian Dwarf marriage is a no-nonsense ceremony in which each Dwarf speaks his or her vows before a collection of relatives from both sides. Usually words such as honor, love, and cherish are used by each in their short but definitive proclamation. Dyllarian Dwarves take only one wife in their lives and will never remarry – even if the spouse dies. Females can remarry because of the low number of them, and the high number of premature male deaths due to war and adventure. Divorce does not exist in Dyllarian society. Marriages are usually arranged, with the male's family paying a dowry. This is the case because of the low number of females, and the need to perpetuate the clan.

### **Birth:**

In Dyllaria, Dwarven Birth is difficult at best. It is considered bad luck to see a pregnant female, so she will usually only interact with her family members (not her husband or children) during her pregnancy. In addition, much of a female Dwarf's body hair is lost during pregnancy and so she will often be ashamed of her appearance. A successful birth leaves the mother incapacitated for months. During that time an aunt or grandmother will nurse the baby to health. The newborn almost always survives the birth, but mothers do not roughly ten percent of the time. Only about 1/3 of Dwarven babies are female, and as a result females are highly prized.

### **Death:**

Among Dyllarian Dwarves death is not considered a tragedy but a time of reflection. Funerals are tributes to things that were accomplished by that particular individual during his or her life. This is usually begun by all of the deceased's friends and family sharing a bottle of ale over the body while each tells a favorite story about the dead individual. Dyllarian Dwarves are generally buried with all of their belongings. Inheritance is not common. Mourning is unknown among the Dwarves of Dyllaria, and Dwarves that feel sad when a loved one has died are chastised for feeling sorry for themselves. The natural lifespan of a Dyllarian Dwarf is around 200 years.

### **Interracial Relations:**

Dyllarian Dwarves dislike Elves and Hobblings. Hobblings usually because they are so pampered and occasionally annoying, and Elves because they are considered extremely arrogant. Mystic Wood Elves and Drae are considered to be nothing more than elves, and are disliked as well as distrusted. Ever since the famed Dark Wars in which the Dyllarian Dwarves fought against the Dyllarian Drae and their allies, many Dyllarian Dwarves still feel a strong hatred toward all Drae.

All Dyllarian Dwarves have an intense hatred of Goblinoids, Dark Dwarves, and Ogroids. Most other races are likewise distrusted at first, but many can overcome this initial prejudice and may eventually even come to be viewed as friends. In general, Humans are fairly well accepted by Dyllarians, as are Barbarians. The Barbarian love for necromancy is not acceptable, but is viewed with pity because it is felt that they just don't know any better.

### **Family:**

The family structure of Dyllarian Dwarves is dominated by males. Power lines run from the oldest male down through to the youngest. Extended families are common but nuclear family structure is not frowned upon. Each Dwarven family clan has its own trade and many have historical significance. Trades are passed down to insure the continuance of the family line. Young Dwarves that do not embrace the trade specialty of their clan are almost always shunned, and inevitably become outsiders.

The following is a list of the major Dyllarian families and a brief description of each. It is by no means complete, as there are countless minor families within the society as well.

**Scanna** (skân-nah) - This is the royal family of the Dyllarian Dwarf clans. The first Dyllarian King, Verle I was a Scanna and his line has continued. They have no practical trade other than governing, but some have dabbled in smithing.

**Steelbender** - The Steelbender clan specializes in armorsmithing and weaponsmithing. They make the finest weapons in all of Dyllaria.

**Stonehand** - The finest stone cutters around, this clan's expert abilities are sought by all. Members of this clan worked to make Stonegate Keep and Bloodhammer Forge the most beautiful castles in all of Dyllaria.

**Goldentounge** - This small group is the romantic wing of the Dwarven nation. They write battle songs and poems. They are great story-tellers and tend to be a little more open-minded than other Dwarves.

**Oakbringer** - These woodcutters have often taken to adventuring. They can do marvelous things with wood and many humans employ their services. Also, in the year 321, it was Dwalin Oakbringer who was killed in a great battle with the famed Firedrake, Amiron.

**Sandybeard** - These Dwarves are the makers of the finest Dwarven crystal.

**Hornfist** - This clan has dedicated itself to the service of the royal Scanna family. The Hornfists are servants, soldiers, cooks, etc. In addition, several members of this clan rank among the most highly decorated soldiers in the history of the Dyllarian Dwarves.

**Shinglefoot** - Another small clan, this Dyllarian family is noted for their wartime exploits. Outside of soldiering t

**Cannied** (can-eyed) - This clan no longer lives in the Beard Mounds but has moved onto the Stonegate Plateau south of the Stonegate Keep to farm. They supply much of the food for Dwarven people. Extremely small, the Cannied clan nearly died-out several years ago.

**Greenstone** - Makers of the famous Greenstone Ale that is the preferred drink of nearly all Dwarves. This potent races but may be consumed by the heartiest Humans, Barbarians, and Biata.

**Ironblade** - This warrior clan provides some of the best weaponsmiths around. They are also excellent miners.

**Silverskin** - In the year 398, Olo Silverskin discovered an extremely pure vein of silver in the Dragon's Fire Peaks, which led to the start of the bloody Dark Wars. This clan specializes in mining.

**Trafylle** (Traff-ile) - This small clan is known for being brave adventurers. Many are also excellent gem cutters a

## **Names:**

### **Male Names**

Dyllarian Dwarven males are most commonly given a name that rhymes with the name of their father. Giving a son the same name as his father is less common than in Human culture, but is not unheard of. It's more common for names to skip a generation or more. Here is a sampling of male names:

Balin	Divik	Gili	Ori
Borin	Dorvi	Gloin	Sarathon
Bubla	Dwalin	Grell	Thain
Caldar	Eari	Larn	Thorin
Cassius	Falgar	Marko	Threll
Cyric	Fimnar	Nari	Verle
Dilni	Garn	Oin	Wari

### **Female Names**

Dyllarian Dwarven females are not generally named according to any set pattern, and there is a lot more freedom in naming than in the case of males. Almost all of them end in the letter a. Here is a sampling of female names:

Ala	Enva	Krista	Parinda
Ana	Eara	Kyla	Prin
Brea	Fara	Lina	Rea
Brin	Filmina	Mina	Sara
Cara	Helena	Noda	Sonya
Dina	Ira	Onka	Tara
Dora	Jorda	Pana	Vera

**Leisure:**

When not working, Dyllarian Dwarves enjoy fighting Orcs, Trolls, and other nasty opponents. They are almost always working, however, and so Dwarven games are almost non-existent. When they do have a chance to play, most Dwarves enjoy rolling some dice. A few of the most common dice games among the Dyllarian Dwarves are outlined below.

**Brewers and Thieves** – Brewers and Thieves is a game for four or more players that is played with two eight-sided dice. Each player agrees that a “barrel” is a single coin of a specific type (either gold, silver, or copper), and each antes a single barrel into the brewery (pot). Randomly determine who gets to be the brewer first, and all other players are thieves. The brewer rolls one die, and this becomes known as the “watch die.” If the watch die comes up a 1 (a bust), the brewer puts another barrel into the brewery and passes the dice to the left, making that player the new brewer. If this happens, no player but the busted brewer antes. If the watch die comes up an 8 (a score), the brewer wins the pot, passes the dice to the left, and everyone antes again with the player holding the dice as the new brewer. Assuming that the brewer rolls neither an 8 nor a 1, play proceeds as normal. Starting with the first one on the left of the brewer, each thief gets a chance to steal some barrels. The thief gets to roll a single “rogue” die, and he will either take barrels from the brewery or be forced to ante more barrels depending on the result of his roll. A thief can also choose not to roll, and can instead pass. When a player passes he pays 1 barrel into the brewery and gives the rogue die to the next thief. A thief that chooses to try and steal a bit can get one of three results on the rogue die – higher than the watch die, lower than the watch die, or equal to the watch die. If the rogue roll ties the number showing on the watch die, the thief does not take any barrels, nor does he pay any barrels. Instead he simply passes the die to the next thief. If the rogue die comes up lower than the number showing on the watch die, the thief has been caught and must pay a ransom. This ransom is equal to the watch die minus the rogue die, and the thieving character must pay this many barrels into the brewery and pass the die on to the next thief. If the thief gets a number higher than that showing on the watch die, he has made off with some barrels. The number of barrels that the thief takes out of the brewery is equal to the rogue die minus the watch die, unless the rogue die comes up an 8 (a score). If the rogue die comes up 8, regardless of what the watch die is showing, the rogue gets a score and wins eight barrels. As soon as the brewery is busted (has no barrels left in it), the brewer takes the dice and passes them to the left, making that player the new brewer. Regardless of the die rolls, a player can never win more barrels than there are currently in the brewery, but he could win all of the barrels, busting the brewery and causing play to start again with a new brewer. Once each thief has an opportunity to roll or pass, the brewer wins all of the barrels left in the brewery, and passes the dice to the player to the left who becomes the next brewer.

**Dwarven Craps** – There is a fairly simple but entertaining dice game known as Dwarven Craps. The game is played by two or more players with a pair of eight-sided dice. Each player antes a set amount of Dyllars into the pot at the start of the game. Each player rolls a single die, with the highest roll going first. The player that goes first puts another ante into the pot, and passes one of the dice to the player on his right. The player on the right rolls the die and takes note of what the number is. He then hands the die back to the player whose turn it is. The player then has that many rolls in which to roll doubles. If the rolling player does not cast doubles before he is out of rolls, he loses, the pot stays as it is, and he passes the dice to his left. If the player does roll doubles, he wins the pot, everyone antes up again (new players can join at this time), and he passes the dice to his left. Remember that, the new player whose turn it is always antes before he begins his rolls. Anyone that walks away from the table during a game of Dwarven Craps gives up their spot and does not have a chance at the pot. No players may join a game unless a player has just won the pot.

High Roll – This very simple game is played with one die (usually a twenty-sided one). Every player places the agreed upon ante into the pot. Each player that has anted gets a single roll of the die. After all players have rolled, the highest roll gets the pot. In the case of a tie for the highest roll, the tying players re-roll until one defeats the others.

Pick a Fight – Played with five eight-sided dice, this game for two players has a simple object – to get the most dice on your side for the “fight,” and then to win the melee at the end. The game starts with each player paying an ante into the pot. The suggested ante can be anywhere from one silver piece and up, although it is hardly ever more than ten gold. The first player (randomly determine who starts) then rolls all of the dice to see how many “allies” he can get. A die that comes up with a roll of five or more is set aside as an ally, and the rolling player antes one coin into the pot per ally acquired. The rest of the dice are then passed to the other player, and this continues until there are no dice to be passed, at which point the “fight” will commence. In order to fight, each player rolls and adds all of his ally dice together. The player with the highest total score wins the pot.

Below is a list of the Craftsman skills that Dyllarian Dwarves prefer:

<b>Archaeologist</b>		<b>Jeweler</b>	
<b>Armorsmith</b>		<b>Mason</b>	
<b>Engineer</b>		<b>Miner</b>	
<b>Gem Cutter</b>		<b>Smith</b>	
<b>Historian</b>		<b>Weaponsmith</b>	
<b>Innkeeper</b>		<b>Yeoman</b>	

Dwarves are not noted singers, but many like to belt out ditties when they drink. These songs are usually crude and derogatory, but will also have a bit of history in them as well. They are never written out in musical notation, and the tune of a song will often change at the whim of the singer while the words generally remain the same. The following song, entitled *Orcs and Ogres* is an example of a Dwarven drinking song:

*Chorus:*

Orcs and Ogres, never fear  
 They'll soon run when a Dwarf is near  
 Kobolds, goblins, undead too  
 We'll kill them all before we're through

Two frail Elves just passed by here  
 I offered them a snort of beer  
 They just kept on walking by  
 Strutting around with their noses high!

*Repeat Chorus*

Two dirty Drae looking awful poor  
 Trying to steal some Dwarven ore  
 Picked a fight than whined and moaned  
 Now they're sleeping in the Valley of Bones

*Repeat Chorus*

Human gals ain't hairy enough  
 Dwarven women got the right stuff  
 Flowing beards and fuzzy feet  
 Hairy armpits can't be beat!

## *Repeat Chorus*

### **Dialect:**

The Dyllarian Dwarves speak the common tongue of Tyrra (English), but there are several words and/or sayings that have originated within Dwarven culture. Following is a breakdown of some of the most used of these.

### **Sayings**

Greener than a Goblin's tooth – said to refer to something that is really green, or to a person that is really sick, or in amazement or disbelief as in “well I'll be greener than a Goblin's tooth!”

He unloaded his gems – means a person has gone crazy.

Hoofing with Trolls – means a person has been mixed up in shady business.

Like an Elf in a coal mine – implies that someone is where they do not want to be. For example, “I ran like an Elf in a coal mine,” or, “I was as nervous as an Elf in a coal mine.”

### **Terms**

Downdweller – a member of one of the races that live underground, as in a Dwarf, Drae, Troll, Goblin, Hobgoblin, or Bugbear.

Underrealm – The collective tunnels, caverns, and other underground regions of Tyrra.

Underway – a series of underground corridors that connect the Dyllarian Dwarven settlements to each other.

Updweller – A member of one of the races that live above ground, as in a Human, Elf, Ogre, Orc, Minotaur, Troglodyte, or Sarr.

Upworld – The above ground realm.

### **Organization:**

#### **Settlement Types**

Deep – a deep is a subterranean dwelling that is characterized by its cylindrical, vertical, central shaft with several horizontal side tunnels that connect to it at varying depths like spokes from a wheel. In most instances this shaft is completely hollow or open, and movement from level to level is accomplished by the use of many elevators, both massive and small. There may be stairs that lead from one level to another that adjoins it, but these will be rare, and most movement is accomplished via the central shaft. In a closed deep, the central shaft is more like a vertical axle with several elevators inside. In this type of deep, there is usually also a central stair that spirals around the central shaft and allows movement from level to level when the elevators are out of service or over-crowded. A few of the most important deeps have access to the upworld, but not all of them do. Those with access will generally have at least one structure that will act as the gateway into the deep, and access to the surface will always be limited to a single entrance. As with all Dwarven settlements within Dyllaria, each deep will have access to the Underway in one aspect or another.

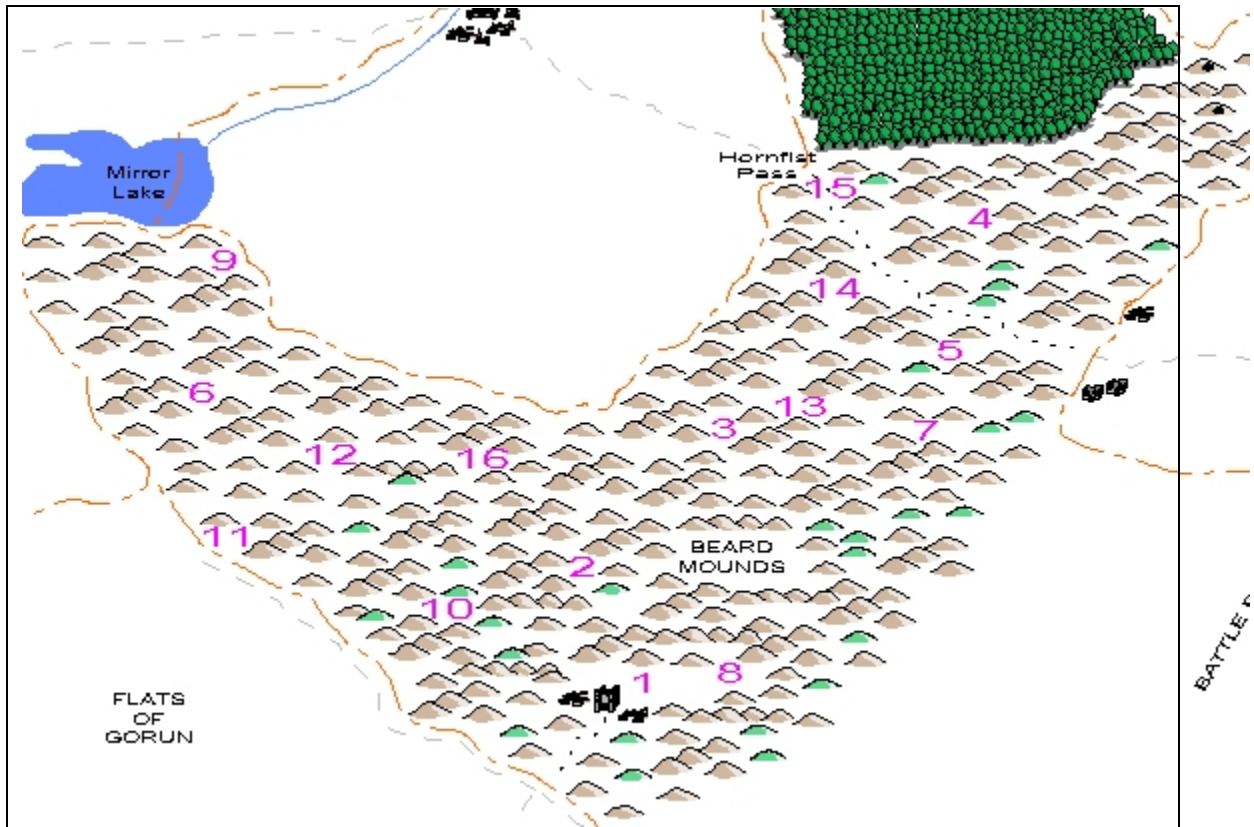
Forge – A forge is a place dedicated to trading and/or other interaction with updwellers. This place will generally have several upworld structures that act as marketplaces for the goods produced within the forge, and it will always attract the finest Dwarven artisans. The forge will be built into the side of an enormous mountain or cliff, and its uppermost level is known as the great hall. This is where the Lord will meet with updwellers of note for matters of diplomacy. This hall will be one large chamber that will act as the Lord's throne room and banquet hall. Well below the great hall, and connected by a series of large elevator shafts, will be the foundry. It will be here that the items that are sold will be crafted. The name foundry implies the importance of metal working to the Dwarves, but stonework and jewel craft will also take place here. In several chambers surrounding the foundry will be the common halls. These will hold the artisans, soldiery, and other Dwarves of non-noble standing. Connected to the common halls in a few places by strategically placed stairwells, the Lord's halls will be found directly under the foundry. The only access to the underway will be through the common halls.

**Hold** – A hold is a settlement that looks and functions very much like a Human town. These places are established primarily for military purposes, although all Dwarven holds will have subterranean passageways that lead to the underway, and possibly to nearby mines.

**Undergate** – An undergate is a settlement built along the sides of the underway. This place will be characterized by its enormous gatehouse, which will block the progress of the underway. These settlements have been built as defensive measures against the swarms of Goblinoids that occasionally find their way into the Dwarven passages. During the Goblin Wars there were no undergates, and these dwellings are relatively new and scattered at this time, but the Royal Engineers Guild has been requisitioned to improve the defenses of the Kingdom by planning and building these types of settlements in increased number in the centuries to come. All undergates will have at least some limited access to the upworld.

### Settlements

<b>Name</b>	<b>Type</b>	<b>Established</b>	<b>Population (approx)</b>
Bloodhammer Forge	Forge	564	84,000
Copper Gulch	Deep (open)	21	2,000
Dwalin's Deep	Deep (closed)	11	3,500
Eastgate	Undergate	591	10,000
Farin's Gap	Forge	102	27,000
Flowfall Deep	Deep (open)	17	1,000
Goblinsbane Gate	Undergate	544	10,000
Ironfist Gate	Undergate	578	10,000
Northgard	Hold	133	16,000
Redfire Forge	Forge	305	12,000
Sandstone Forge	Forge	146	19,000
Steelhaven	Forge	124	35,000
Stonehaven	Deep (closed)	87	4,000
Thunder's Deep	Deep (open)	67	12,000
Upwatch Keep	Hold	576	7,000
Whitesteam Deep	Deep (open)	20	6,500



- 1: Bloodhammer Forge – This is the current capitol of the Kingdom of Dyllaria. It is the economic, political, and military center.
- 2: Copper Gulch – The economy of this community centers around the mines that tap into the largest vein of Copper ore in all of Dyllaria. This deep has a gate to the upworld.
- 3: Dwalin's Deep – Formerly known as Firerim Deep, this community renamed itself after one of its native sons, Dwalin Oakbringer died in 321. This deep has no access to the surface, and it rests next to an active but stable lava tube that keeps it warmer than most other deeps.
- 4: Eastgate – Established by King Grell II, this undergate is the youngest of The Kingdom's settlements.
- 5: Farin's Gap – One of the most important communities in early Dyllarian history, Farin's Gap was the capitol of The Kingdom until 248. Still a thriving forge, this is the resting place of King Bubla I, the first King of Dyllaria.
- 6: Flowfall Deep – The smallest Dyllarian settlement, this tiny community has no access to the surface. It is remarkable for the subterranean stream that cascades down the middle of its central shaft.
- 7: Goblinsbane Gate – The first undergate ever built, this place was founded before the end of the Goblin War in 544.
- 8: Ironfist Gate – Ironfist gate is named for the clan that supplied the bulk of the labor and settlers for this undergate.
- 9: Northgard – The first hold established in Dyllaria, Northgard was once one of the most heavily populated settlements within The Kingdom.
- 10: Redfire Forge – The smallest of the Dyllarian forges, Redfire Forge boasts some of the finest jewel crafters in all of The Kingdom.
- 11: Sandstone Forge – One of the earliest Dyllarian Forges, Sandstone Forge boasts stonework by a large number of Stonehands.
- 12: Steelhaven – This forge was the capitol of The Kingdom from 248 until 564.
- 13: Stonehaven – This mining deep has no access to the surface.
- 14: Thunder's Deep – The largest of the Dyllarian Deepes, Thunder's Deep has played an important role in the early history of The Kingdom. It has access to the upworld.
- 15: Upwatch Keep – This hold overlooks the northern mouth of the Laval Gate Pass.

16: Whitesteam Deep – A geothermal pocket vents into the central shaft of this deep three to four times per year, warming the air and filling the entire place with a fog of white steam for over two weeks each time. There is no direct access to the upworld from this deep.

### **Noble Titles**

King – The highest title in the land. All Dyllarian citizens and nobles pay homage to the King. He wields the highest military, legislative, and judicial power.

Lord – The ruler of a deep, hold, forge, or undergate. Second only to the King in authority, a Dwarven Lord will be granted the title of King by a trial of combat should the throne be vacated without an heir. Each Lord is responsible for the defense and prosperity of his own domain. He also holds the ultimate military, judicial, and legislative power within his settlement, second only to that of The King. The top military leaders within the Kingdom will also achieve this title, and will serve directly under The King. Those that survive long enough to retire will be given their own settlement to rule.

Earl – The assistant to a Lord, a Dwarf of this rank would act supervise the activities of several Wardens. In cases where this rank is in use, Wardens will most often not have access to the Lord. An Earl will sometimes act for his Lord in certain special cases, but this rank has no power to act of its own volition.

### **Common Titles**

Warden – Each Dwarven settlement will be separated into two or more wards that will each have a Warden presiding over it. They are responsible for the day-to-day operations of their particular Ward, and tend to matters such as repairing damaged infrastructure, waste disposal, water supplies, and other such tedious tasks.

Sheriff – A petty servant of the Ward who acts to maintain the peace and apprehend criminals.

### **Military Titles**

Unlike the armies of Humans and Elves, the Dyllarian Royal Army does not have any special divisions or regiments dedicated to magic using soldiery. Instead, magic users are assigned throughout the normal rank and file troops, and all of them are expected to wield weapons in combat as well as magic. In major confrontations, the Earth Casters' Guild will provide healers who will accompany regular troops, and will be subservient to even the lowliest of Clansmen.

General – The highest rank attainable within the military structure. Many Generals have become Lords as a reward for distinguished service. Men of this rank will lead forces of between 500 and 1,000 strong into battle.

Commander – A leader of men in the field, this rank will command a force of 100 soldiers into battle.

Captain – The assistant to a Commander, each Captain will oversee a force of 50 soldiers.

Longbeard – This rank will be in charge of ten soldiers.

Clansman – This is the lowest rank within the Royal Dyllarian Army. One Clansman within a squad will be designated as the Senior Clansman of the group, and will act as the right hand man of the Longbeard, and will take his position temporarily in the field should the Longbeard become unable to perform his duties.

### **Normal Units**

Cavalry – Units mounted atop ponies and equipped with spears, shields, hatchets, and wear leather armor.

Crossbowmen – Units armed with crossbows, hatchets, and wear leather armor.

Infantry – The rank and file units, these warriors are armed with long axes, shields, and wear heavy (chain and/or plate) armor.

Javelineers – Units armed with javelins, shields, short axes, and wear chain armor.

Slings – Units armed with slings, shields, hatchets, and wear leather armor.

### **Special Units** (all follow the normal ranking system)

- Berserkers** – Berserkers are special units of dishonored Dwarves who seek redemption through dying a glorious death in battle. Armed with a short axe, a long axe, and leather armor.
- Charioteers** – Three Dwarves to a unit, along with a single Giant Armadillo. The Dwarves are armed with slings, spears, shields, short axes, and chain mail armor.
- Maulers** – These units are specialty light infantry shock troops that wield two blunt weapons in combat, wear leather armor, and specialize in flanking maneuvers.
- Rakers** – Rakers are particularly tough units that specialize in close quarters combat. They use shields, long axes, and wear fitted plate mail armor.
- Sappers** – Sappers are special units of troops that specialize in the destruction of tunnels, walls, and constructions. All of these soldiers will have at least some background in mining, engineering, and trap making. Sappers can dig tunnels and trenches at a rate that is easily twice as fast as a normal unit. These units will be equipped with picks (long axes), hatchets, leather armor, explosive traps, and assorted digging gear (such as shovels, buckets, and liquid lights) that has limited use in a fight but is essential to their craft.

### **Unit Sizes**

- Squad** – Ten Clansmen led by a Longbeard, a single Chariot crew.
- Division** – Five squads led by a Captain.
- Command** – Two Divisions led by a Commander.
- Battalion** – Five to ten Commands led by a General.

### **History:**

#### **Time Line**

This outline is the history of the Dyllarian Dwarven population as seen from their point of view. Originally the Dwarves kept track of events on the Dyllarian Calendar in which the new year was celebrated in August, but they have since converted to the Evendarrian Calendar(c. 498). Many Dwarven families still celebrate the “Dyllarian New Year” or “Dwarven New Year” in August, but the dates here have been converted to the new calendar in order to eliminate confusion. The Dyllarian Calendar runs exactly 150 years and 7 months behind the current system.

There are currently four ages in the history of the Dyllarian Dwarves:

- The Age of Strife (pre-history to 183)** – In which the warring Dwarven Clans fight among themselves for supremacy within the realm of Dyllaria.
- The Age of War (183 to 421)** – In which the unified Dyllarian Dwarves expand their influence and power through military exploits.
- The Quiet Age (421 to 515)** – In which the Kingdom is blessed by a time of peace and prosperity.
- The Age of Reason (515 to present)** – In which the Kingdom has made alliances and solidified its borders within Dyllaria.

The table below shows the major wars in the history of the Kingdom of Dyllaria:

<b>Years</b>	<b>War</b>	<b>Enemy</b>	<b>Major Battles</b>
161 – 178	Clan Wars	Dwarves	--
195 – 203	First Ogre War	Ogres	Thunder’s Deep (201), Stone Mountain (203)
261 – 274	First Orc War	Orcs	Fallen King (263), Death Grove (272)
337 – 342	War of the Kindred	Dark Brethren	Ebon Vale (341)
367 – 371	Second Orc War	Orcs	Long March (369)
371 – 382	War of Hatred	Erlunn Elves	Blood Creek (375), Redfire Forge (376), Steelhaven (377), North Wood (382)
401 – 420	Dark Wars	Dyllarian Drae	Fallen Hall (402), Sack of Kuroiude (408), Rock Gorge (417), The Head (420), Bones (420)

515 – 535	Second Ogre War	Ogres	Old Stone Gap (521), Wart Gorge (529)
535 – 554	Goblin War	Goblins	Living Plains (536), Basmar Fields (549), Lava Gate (554)
598 – 607	Horde War	The Dark Horde	Liberation of Helmwood (599), Bloody Cloak (600), Grave Wounding (607)

The following table outlines the history of succession to the throne of Dyllaria:

<b>King</b>	<b>Reign</b>	<b>Notes</b>
Bubla Scanna I	183 – 191	First King of Dyllaria. Died fighting Ogres.
Grell Scanna I	191 – 217	Died of natural causes.
Thorin Scanna I	217 – 223	Died of a cold.
Bubla Scanna II	223 – 251	Blown up by alchemy.
Gilben Scanna I	251 – 261	Died by his own hand.
Bubla Scanna III	261 – 263	Killed by Orcs and Ogres.
Phillip Scanna I	264 – 273	Resigned the throne. Dies 310.
Thorin Scanna II	273 – 310	Poisoned by bad water.
Nari Scanna I	311 – 313	Died in a rock slide.
Bubla Scanna IV	315 – 318	Died in a formal magic backlash.
Balinor Scanna I	318 – 371	Assassinated by Elves.
Balinor Scanna II	371 – 375	Died in the Battle of Blood Creek.
Bofur Scanna I	375 – 380	Assassinated by Elves.
Thorin Scanna III	380 – 402	Died in the Battle of Fallen Hall.
Balinor Scanna III	402 – 417	Died in the Battle of Rock Gorge.
Sarathon Scanna I	417 – 426	Died of plague.
Olin Scanna I	426 – 512	Died of old age.
Nari Scanna II	512 – 533	Lost while fleeing the Battle of Wart Gorge.
Verle Scanna I	533 – 590	Died of old age.
Grell Scanna II	590 – 607	Slain in a mortal struggle with The Overlord, Tilicaf.
Thorin Scanna IV	607 – present	

The historical outline of the Dyllarian Dwarves:

#### 151

Phillip Dyllar finds True Silver within the mines of the Beard Mounds. Immediately the warring Dwarven clans begin trying to forge it into stronger and more durable weaponry.

#### 154

The fighting among the clans reaches new heights as leaders join together to bully and eliminate single clans.

#### 161

The Scanna clan finds a way to forge the True Silver. Suddenly many groups join with them voluntarily, and the slow process of unification begins. Those opposed to unification offer strong resistance. The Clan Wars originate from this conflict.

#### 178

After almost seventeen bloody years the Clan Wars trickle to a halt. The bickering Dwarven Lords sit in debate of who should be king and many times the shaky peace is nearly broken.

#### 183

Five years of discussion finally lead to the crowning of King Bubla Scanna I. His throne rests at the fortress of Farin's Gap. His land shall be called Dyllaria.

#### 186

The first attempt on King Bubla's life is part of a rebellion plot masterminded by some of the remnants of the unification opposition. King Bubla executes all those involved, effectively sending a message to other would-be conspirators.

#### **191**

King Bubla I is slain while fighting Ogres on the plains north of the Dwarven homeland. His eldest son Grell is crowned as King Grell I amid some opposition.

#### **195**

In the first unified Dwarven military action, King Grell leads his forces against the numerous Ogre tribes which have been raiding the Dwarven strongholds. This marks the beginning of the Ogre Wars.

#### **201**

At the Battle of Thunder's Deep King Grell holds a failing left flank against a horde of marauding Ogres nearly single-handedly. His skill and bravery have finally won him the respect of the other Dwarven Lords. He is severely wounded however and must have his left arm amputated.

#### **203**

The Ogre Wars end with a resounding Dwarven victory at the Battle of Stone Mountain. The defenders repulse an early morning assault and then launch a critical counter-attack on the heels of the retreating Ogres. The fleeing tribes are pushed eastward out of Dwarven territory, and only a few unorganized stragglers remain for the Dwarves to contend with.

#### **211**

The five-pointed star is adopted as a symbol of the new Dwarven unity. It is to represent the cooperation of the five main Dwarven fortresses of Farin's Gap, Steelhaven, Northgard, Sandstone Forge, and Thunder's Deep.

#### **217**

King Grell I dies of natural causes. His only son is crowned King Thorin I.

#### **218**

While mining deep within the Beard Mounds the Dwarves uncover an ancient vault. Within its walls is trapped a powerful being of unknown origins. The unsuspecting miners open the rune-covered door in order to inspect the contents and are greeted by a large flaming being carrying an enormous battle axe. Those who survive tell of the creature's great strength and deadly gaze. The foul abomination roams freely and terrorizes several nearby settlements. King Thorin calls the creature the Fire Master because of its seemingly limitless ability to produce searing hot flames and to hurl globs of scalding hot lava. The king and his bravest warriors set out to do battle with the Fire Master, but the being flees in the face of such a confrontation. The Fire Master is finally caught and slain with the help of an Elf named Gaelin Goldenleaf. The mountain pass in which the Fire Master is slain comes to be known as the Lava Gate Pass.

#### **221**

The first visit to Farin's Gap by an Elven envoy is seen as a momentous occasion. King Thorin I proclaims it a great day for the Dwarven people and the Erlunn Nation as well.

#### **223**

King Thorin I catches a deadly chill and is bedfast for weeks. Eventually he expires in the night, leaving his only son to ascend to the throne as King Bubla II.

#### **226**

King Bubla II is severely wounded while inspecting the newly opened mines at Stonehaven. A cave-in leaves him paralyzed from the waist down. Immediately questions concerning his ability to rule are raised among the Dwarven Lords and the commoners alike. A promising young smith named Gilak Steelbender creates a set of metal legs which will allow the king to walk and even run with little or no limp. Bubla II is permitted to retain the crown amid the grumbling of many skeptics.

**231**

In an effort to establish trade with the nomadic human tribes to the west of the Beard Mounds, King Bubla II marches onto the Flats of Gorun on route to the western woodlands. While fighting a particularly nasty swarm of giant ants, his majesty is overcome and stung repeatedly. He becomes deathly ill and his group is forced to return with him to Farrin's Gap where the best Dwarven healers can tend to him. He remains unconscious for 37 days. During this time his cousin, Lord Dwilben, assumes the King's duties, but refuses to sit upon the throne. After the ordeal the King recovers almost miraculously and resumes his duties within two days of waking.

**233**

Gilak Steelbender, now the Royal Smith of the Scanna Clan, creates a wonderful Battle Axe made of True Silver for King Bubla II. This weapon is finely crafted and extraordinarily balanced. Its light-weight construction and perfectly sharpened edge make it a menace to shields and almost totally oblivious to armor. The King and his advisors come to call this Axe "Quicksilver" and it is regarded by all that examine it as the finest weapon ever made.

**240**

The Erlunn Elven nation engages in a war with the neighboring Ogre Tribes of the Beard Mounds. King Bubla II sends one of his top strategists and a small army to assist. The Dwarves score many decisive victories and clearly turn the tide of the war in the Elves' favor.

**248**

The Royal Keep at Farin's Gap is becoming too small and King Bubla II decides that a new one will be built at Steelhaven. This will shift the seat of Dwarven power, and several voices rise in opposition to the move. The King eventually wins the debate and construction begins on a new castle.

**251**

While studying with the famed alchemist Garin Silverskin, King Bubla II is caught in an explosion which kills both he and his mentor. Foul play is not ruled out, but is never proven. Having no direct heir in his lineage, the crown falls once again to Lord Dwilbin. Once again Dwilbin declines Kingship, and his son, Gilben I assumes the throne.

**254**

Lord Dwilbin, who has served as his son's most trusted advisor, dies of natural causes. Gilben I holds a large banquet to honor his father, but is unable to attend. Many of the Dwarven Lords view this as a sign of the King's weakness.

**257**

King Gilben I is disgraced when he is forced to admit to an affair with a serving wench. This sort of thing is unheard of in Dwarven society and commoners and nobles alike are outraged. The product of this scandalous act is the King's bastard son, Phillip.

**260**

The new Royal House at Steelhaven is finished and Gilben I moves there with his family and Phillip. Late in the year trouble begins brewing in the east among several renegade Orcs and the Ogre bands. They begin working together and raiding Dwarven outposts. The King does nothing in response. The Dwarven Lords are furious and openly critical of the King's lack of activity.

**261**

The Orc and Ogre raids intensify. King Gilben I is found dead in his bed chambers of natural causes. His eldest son, Bubla III assumes the crown and immediately leads the army against the enemies to the east. So begins the first Orc Wars.

**263**

While camped east of the Lava Gate Pass, King Bubla III's company is set upon by an enormous group of Orcs and Ogres. The attack is a surprise and the Dwarven Army suffers heavy casualties. King Bubla III is mortally wounded while trying to rally his men. The Battle of Fallen King is lost and the Dwarves retreat with the King's remains westward. Phillip is the next in line to the throne, but he is young and tainted. A heated debate rages among the Dwarven Lords as to who should rule. Phillip's younger half-brother, Thorin, is but an infant at the time, far too young to rule.

#### **264**

With the Royal House still leaderless, the keep at Northgard is attacked and razed. The garrison is annihilated and hundreds of Dwarven civilians are murdered. Astonishingly none escape the fortress, and word does not reach Steelhaven until a month later. Upon receiving the news, Phillip makes a daring speech before the Dwarven Lords demanding that they recognize him as King Phillip I. Reluctantly the Dwarven Lords agree. King Phillip's first move is to promote Dwilnar Cannied to the position of Lord High Commander General of the Royal Army of Dyllaria. Dwilnar is the finest military leader of his time and is an excellent choice to lead the Dwarven forces in the field. He is second only to the King in terms of military affairs. Together he and King Phillip I orchestrate a beautiful campaign and score many decisive victories in the coming months.

#### **268**

The Orc War grinds along with the Dwarves slowly pushing their enemies farther eastward. Lord Gimmin Goldentongue challenges King Phillip I's right to the throne before the other Dwarven Lords. He openly insults King Phillip I by calling him the "Bastard King" during his denouncement of him. King Phillip I immediately challenges Lord Gimmin to honor combat. General Cannied offers to be the King's champion and cautions Phillip that Lord Gimmin is a seasoned warrior. Phillip fights the combat himself and slays Gimmin. With a still bloody ax Phillip turns to the gathered Dwarven Lords and asks if anyone else wishes to challenge the King. All are silent and Phillip leaves the field victorious but badly wounded. He recovers slowly, and Dwilnar Cannied keeps the war moving during this time.

#### **272**

Having pushed the Orcs and Ogres well east of their original frontier, King Phillip I and Dwilnar lead their army onto the Battle Plains in pursuit of a large force. They are hoping to discover a base of operations that is believed to be located on the plains. The Dwarves encounter the Orcs and Ogres along with some of their Barbarian allies near a small stand of trees. A hard fought victory is earned in the Battle of Death Grove. The Dwarves travel home along the plains just south of the Beard Mounds. Along the way King Phillip establishes a trade agreement with some of the humans of these plains.

#### **273**

After returning home to Steelhaven, King Phillip becomes a recluse for a period of four months. The Erlunn Elves send mages and archers to assist in the final stages of the clearing of the Beard Mounds. Finally, King Phillip announces that he will address the Dwarven people in a public ceremony. At this time he resigns the throne, passing the title of King to his younger half-brother, Thorin. Phillip and the former Queen Dwala move north to live the rest of their days in the Green Mountains. Several Dwarves go with them and they establish the city of Fallandra, with King Phillip as its leader.

#### **274**

King Thorin II proclaims the Orc War to be over and pulls back all of his troops. A series of outposts are set-up just east of the Lava Gate Pass. This area is used as a buffer zone against future attacks and serves to make the pass much safer for travelers. A long period of peace begins.

#### **280**

The venerable Dwilnar Cannied resigns his position and begins farming. His family takes up the trade and become renowned as excellent growers.

#### **285**

King Thorin II and the Erlunn Elven King Raemir I visit each other's kingdoms and proclaim the two to be allies and friends. Bar Steelbender, son of the long-dead Gilak Steelbender, creates a powerful magical

hammer for King Thorin II. Its powers are unrivaled in all of the realm. It is called Allindar, an ancient Dwarven term that means “troll killer”. Thorin II decrees that this fine weapon shall be passed from king to king to symbolize their power and authority.

### **295**

King Thorin II establishes ties with a group of Battle Plains humans known as the Vistaran. Dwarven merchants begin trading almost exclusively with this group of all the Battle Plains clans.

### **298**

Orni Traffyle becomes the first Royal Wizard of Dyllaria. Many scoff at the position, but King Thorin II takes it seriously. Not long after his ascension, Orni demonstrates his power by personally decimating a group of 31 Orcs without sustaining any damage.

### **302**

A young warrior named Dwalin Oakbringer slays a Dyllarian Drake by himself. The beast had been terrorizing the small settlement of Copper Gulch. Dwalin enters the drake’s lair and slays it and its young. He is offered the title of Lord of Copper Gulch by King Thorin II, but declines it.

### **304**

King Thorin II visits the Vistaran village and is given a helm and a cloak made of Minotaur hide. He takes a particular liking to these gifts and is seldom seen thereafter without them. He becomes known as the Horned King.

### **310**

King Thorin II visits his half-brother Phillip at his home in the Green Mountains. The community of Fallandra is growing and doing well despite many hardships. While there King Thorin II and Queen Araina are killed. The story is that the death was due to bad water. Crown Prince Nari does not believe this and thinks there is foul-play involved. He sends the entire Royal Army of Dyllaria against the Fallandrans to avenge his parents’ deaths. He personally leads the assault.

### **311**

King Nari I is crowned in a proper ceremony at the center of the razed town of Fallandra. The Sack of Fallandra begins in the early Spring and is accomplished in 17 days. There are few survivors of the massacre, and those that do survive are driven deep below the ground. The new King returns to Steelhaven to find many of the Dwarven Lords and commoners opposed to his actions. This is the first time that Dwarf has fought against Dwarf since the end of the Clan Wars, a dark and bloody time in Dwarven history.

### **313**

While on an expedition to the Dragon’s Fire Peaks, King Nari I’s company is lost. Numerous explorers seek his remains, but no success is had. His brother Gorin is also among those lost, so the next in line to the throne is the third son of Thorin II, Prince Bubla. Bubla refuses to accept the throne until his brothers’ remains are found.

### **315**

The remains of King Nari I and Prince Gorin are recovered and laid to rest with all of their belongings. A rockslide killed and buried the entire group. King Bubla IV is crowned in a small ceremony that also marks the passing of his two brothers.

### **317**

To the shock and surprise of the entire Dwarven Nation, King Bubla IV announces his intent to learn Celestial Magic from Royal Wizard Orni Traffyle. He begins to study and learns the art surprisingly quick.

### **318**

While sitting in to observe a formal magic spell cast by Orni, King Bubla IV is killed when something goes wrong. His younger brother, Prince Balinor inherits the throne. King Balinor I is crowned. He conducts a

trial to investigate the death of his brother. It lasts only two hours and results in the death of Orni Trafylle and the abolition of the position of Royal Wizard of Dyllaria.

### **321**

Dwalin Oakbringer leads a doomed expedition to find a notorious Great Wyrn named Amiron. Members of his party return later that year with terrible stories of the dragon's might. Despite his skill as a dragon slayer, Dwalin's men say that he was simply outmatched by the strength and cunning of the massive dragon.

### **330**

The keep at Northgard is finally rebuilt and King Balinor I proclaims it a great day for the Dwarven Nation. Refugees from other Dwarven strongholds and keeps repopulate this ancient site. Its revival is slower than expected and Northgard never again grows to achieve its past glory.

### **337**

Almost 26 years after the destruction of Fallandra, the town's survivors resurface within the Green Mountains. These Fallandrans lead several raids on outlying settlements in the Beard Mounds. Many Dwarven citizens are mercilessly slaughtered by the Dark Brethren, and King Balinor I is outraged. He personally leads an army in search of these scoundrels. So begins the War of the Kindred.

### **341**

After much searching, and many small skirmishes, King Balinor I finally discovers a large encampment of what he has termed the "Dark Brethren." The Fallandran Dwarves and their Orcan allies put up a struggle, and the battle is hard-fought. After their defeat, many of the Fallandrans flee deeper into the mountains. This confrontation comes to be known as the Battle of Ebon Vale. As the losers flee, King Balinor I presses on after them in hopes that he can kill all of the renegades and prevent any future trouble with them. During a small battle in the mountains, King Balinor I is seriously wounded and his party is decimated. Allindar is lost down a deep gorge during the fight.

### **342**

King Balinor I returns home exhausted. He declares the Dark Brethren to be a menace to Dwarves everywhere, and decrees that no Dwarf shall rest until their kind is extinct. Thus ends the War of the Kindred. Throughout the year King Balinor I hires several parties to find his hammer, but Allindar is never recovered.

### **345**

In protest of King Balinor I's persecution of the Dark Brethren, Bain Sandybeard creates a crystal statue of King Phillip I. He also begins speaking against King Balinor I and teaches other of the bravery and goodness of King Phillip I. He even goes so far as to challenge the validity of the noble line. King Balinor I finds Bain guilty of treason and orders him publicly executed. Hundreds of commoners and nobles look on as Bain is beheaded.

### **346**

After several of Bain Sandybeard's followers are jailed for treason, Oroin Darkstone leads a group of others away to the south. In an open letter to the king, Oroin declares he and his followers to be in opposition to the current line of Dwarven Royalty. King Balinor I declares Oroin Darkstone and all of his followers to be Dark Brethren.

### **350**

The first contact with the Dyllarian Drae is established. Borinar Goldentongue, acting as the king's envoy, visits the Southern Mountains and speaks with Queen Mother Elnina II. A tentative trade agreement is negotiated and both sides seem satisfied.

### **354**

Queen Mother Elnina II falls ill on the verge of a visit by King Balinor I. The visit is cancelled, and diplomatic contact is lost for some time.

**359**

A mine cave-in at Sandstone Forge kills several Elven miners who were attempting to learn from the superior Dwarven workers. Among the group of Elves is the son of a very powerful noble. The Elven King Jarrin II implies that it was not an accident. Relations become very strained.

**363**

King Balinor I denounces the Erlunn Elven Nation as a valid entity after several years of bickering. All trade and military ties are broken. Dwarven diplomats return home from the North Wood.

**367**

Orc tribes, moving south out of the Orcan Lowlands, begin resettling southwest of the Mirror Lake. King Balinor I dislikes the closeness of these incursions to the outlying Dwarven settlements, and so he declares war. So begins the second Orc War.

**369**

King Balinor I's champion Dilwin Ironblade slays the Orc King Grojac and shatters the inter-tribal at the Battle of Long March. This leads to much in-fighting among the petty Orc Chieftains.

**371**

King Balinor I declares the second Orc War to be over. As he returns home from the campaign most of his forces stay behind to solidify the region. He and a small group of his personal guards are ambushed and slain. None of the enemy are ever found, but Dwarven trackers follow a trail leading from the scene to a nearby stand of trees. Within this small wood is discovered a recently abandoned camp. Among the items found there are a broken Elven arrow and a scrap of paper with ancient Elven text on it. The new King Balinor II declares war on the Erlunn Elves for the death of his father. So begins the War of Hatred.

**375**

As the War of Hatred grinds along both sides have taken heavy casualties. The Dwarves gain information of a secret attack on Northgard and intercept the Elven forces at a stream just east of the stronghold. The death toll on both sides is tremendous, and King Balinor II is slain in the battle. The Elves are finally repulsed, but at a very high cost. The bloody ground turns the stream red for several days, and the contest becomes known as the Battle of Blood Creek. Balinor II's son, Bofur I is crowned a few days later and he declares his wish to seek peace with the Elves. The Dwarven Lords strongly oppose this, and a great debate ensues concerning the king's ability to rule.

**375-377**

Lord Kainan Oakbringer of Thunder's Deep calls a Noble Council to protest King Bofur I's rule, and suggests that his younger brother, Thrainor should assume the throne. The Dwarven unity is tightly strained, and the disorganization shows on the battlefield. While the Dwarven Lords quarrel the Elves win decisively at Redfire Forge and Steelhaven, occupying both. The Noble Council eventually decides that Bofur I is the rightful king, and that they shall follow his lead so long as he does not bring disgrace to his crown or his people.

**379**

On the heels of a decisive victory at Steelhaven, The Royal Army of Dyllaria surrounds Redfire Forge, but there is no attack. King Bofur I sends word to the Elven King Pylarius II that he wishes to negotiate a peace agreement. Pylarius II agrees, and invites Bofur I to his land to discuss terms. King Bofur I agrees, but it is a trap. While the King and his men await the negotiations to begin the building is set ablaze and they are all burned alive. Bofur's eldest son is crowned King Thorin III and he immediately launches an attack on the North Wood.

**382**

The Dwarven Army sets fire to the North Wood in many places. Heavy fighting ensues, and the casualties on both sides are staggering. King Pylarius II is slain, and his son, Pylarius III, is captured. The Elven Elders immediately order a stop to the fighting and admit total defeat. They will surrender without any

more blood shed if their Prince is returned to them unharmed. Tired of the fighting, King Thorin III agrees. The Treaty of Binding is signed by King Thorin III and Prince Pylarius. It states that all prisoners would be returned to both sides. The treaty cites the Dwarves as victors, and does not allow the Erlunn Elves to ever lay claim to any land outside of the North Wood. King Thorin III declares the War of Hatred to be over and holds a great festival to mark its passing. The week-long celebration is known as the Warrior's Rest.

### **383**

King Thorin III declares the Warrior's Rest to be an annual holiday that will be held from November 11 - 17. The celebration is to include many festivities, but never a fighting tournament involving melee combat of any kind.

### **385**

The Elven King, Pylarius III, is wounded in an assassination attempt. The Drae assassin indicates that King Thorin III has had something to do with it, and the Erlunn demand an explanation. The King denies any knowledge of the Drae or his attempt, and the matter is settled.

### **389**

Negotiations are restarted with the Drae of the Southern Mountains in an attempt to come to a peaceful agreement on the division of territory found there. In an agreement known as the Homeland Pact, it is agreed that the Dwarves will have settlement rights to all of the mountains west of the easternmost fringe of the Stoneface Vale, a large, broad valley that separates the Dragon's Fire Peaks from the Southern Mountains. The first Dwarven colonists move into the region to try and establish some settlements there.

### **392 - 395**

The early years of settlement in the Dragon's Fire Peaks are hard, but Dwarves move there in astounding numbers. Some seek adventure, while others are seeking to escape less than respectable reputations. In general the settlers are a hardy, strong-willed lot. The mettle of these people is strenuously tested by the harsh conditions posed by the peaks. Daily run-ins with Drakes, Wyverns, Griffins, and many other nasty creatures serve to harden the people further, and they eventually start to carve an existence out of the wilderness. At the end of this period in 395, the colony of Stonevale Deep becomes the first permanent Dwarven settlement in the region.

### **398**

Drae miners visit the growing community of Stonevale Deep to learn mining techniques from the Dwarves there. One of the miners living in Stonevale Deep, Olo Silverskin, has discovered the largest vein of pure silver in all of Dyllaria. The Drae are very impressed, and the new community is a testimony to the Dwarven work ethic.

### **401**

A group of Dwarven explorers uncover secret Drae silver mines in the Dragon's Fire Peaks, well west of the borders established in the Homeland Pact. King Thorin III demands an explanation, but the Drae are silent. Sensing that they are up to something, King Thorin immediately declares war on the Drae. So begin the Dark Wars.

### **402**

King Thorin III, angry about the betrayal of the Dyllarian Drae, enters them into the Royal Book of Grudges. He personally leads assaults on their underground tunnels, and the fighting becomes quite intense. The King's force fights its way into a large, cavernous hall with archers lining its walls. The battle rages on, and the Dwarves eventually break the Drae defenses, but not before King Thorin III takes his final death. The encounter is known as the Battle of Fallen Hall. His eldest son, Balinor III assumes the throne without opposition.

### **406**

King Balinor III has proven to be quite a warrior. He has led several tough offensives against the Drae, and has never lost a battle that he has led. It is said that he pulls many of them out by the sheer force of his will. He is stubborn and arrogant, good qualities in the field but not so much at home. Luckily the

Dwarven Lords realize that the war against the Drae hangs in the balance, and they do not call for his removal.

#### **408**

At the Sack of Kuroiude (a Drae Underhall), King Balinor III's personal regiment rallies against several waves of defenders and refuses to retreat. At one point the King and his men are completely surrounded by Drae and cut off from the rest of the Royal Army of Dyllaria. Just when things seem totally lost, the King takes up the battle cry, "for the unborn," which inspires his men to a higher purpose. With an axe in each hand, the King becomes the wedge that drives a gap in the Drae lines, reuniting his faltering regiment with the rest of his army, and saving the day. The Dwarves take the settlement two days later. King Balinor III comes to be known as The Unquenchable Fury among his troops and military leaders alike. The Dwarven Lords are a bit taken aback by his popularity at home as well, as news of the incident reaches the Beard Mounds.

#### **411**

The Drae begin to mount victories as the Dwarves grow tired of the struggle. The Dwarven Lords begin to speak of peace, and much of the Dwarven population begins to agree. King Balinor III will have nothing to do with peace, and vows not to rest until all of the Drae are exterminated. Seeking to show unity in this time of war, the Dwarven Lords agree to continue on with the fighting, but they begin to secretly doubt the competence of their King.

#### **414**

Several bad losses in a row have pushed the Dwarven forces out of the Southern Mountains, and have led to the most advanced Drae occupation of the Dragon's Fire Peaks to date. King Balinor III calls for more forces to be recruited at home, and all of the Dwarven Lords but two deny his request. Furious, Balinor promises to deal with the traitors after the war has been won.

#### **417**

King Balinor III's army is finally totally defeated at the Battle of Rock Gorge. True to form, the King refuses to surrender down to the end, and his entire regiment was totally wiped out as a result. King Balinor receives his final death at the hands of the Drae, and his cousin is crowned King Sarathon I. In the icy cold of winter the body of the fallen King is returned to Steelhaven.

#### **418**

King Sarathon I begins to mend his nearly fractured kingdom almost immediately by insisting at his funeral that King Balinor III was a great man with a misguided vision. He says that the total annihilation of the Drae is neither reasonable nor desirable, and that they simply need to be taught a lesson. He puts together an excellent plan of attack. Despite its strategic strength, the King's plan is much criticized by the Dwarven Lords, many who secretly feel that they should rule.

#### **420**

King Sarathon I's brilliantly laid out campaign against the Drae has them reeling. At the Battle of The Head, the Dwarves are attacked by a large force of Drae and Water Elementals near the headwaters of the Shadowgate River. The battle is going well when a group of Elven archers led by Prince Alipostos Erlunn joins in on the side of the Dwarves, sealing the outcome. The Dwarven Lords are furious that King Sarathon I has enlisted the aid of the Erlunn Elves, but they cannot complain about the success. The Drae force is badly defeated and is forced to retreat. King Sarathon I chooses to pursue the Drae rather than let them rally and lick their wounds. The following day King Sarathon I's force engages the last remnants of the Drae army in the Stoneface Vale. The battle is extremely vicious, and the smaller Drae force is totally wiped out while the Dwarves take over half casualties. The fighting lasts for nearly two weeks, and eventually the combatants are standing on the picked-clean bones of their once living comrades as they fight. This long engagement becomes known as the Battle of Bones. During the fighting, the Elven Crown Prince, Alipostos Erlunn, is slain. What is left of his force build a new Elven homeland named after him in the southern Forest of Tears. Royal Army squadrons patrolling the valley in the coming months begin calling it the Valley of Bones because of the number of bones that cover the battlefield, as well as the high incidence of undead minions that can be found there.

**421**

King Sarathon I orders his troops out of the Dragon's Fire Peaks, ending the effort by the Throne to colonize the range. Dwarven maps of the region begin to rename the Stoneface Vale as The Valley of Bones instead.

**426**

King Sarathon I dies of plague. He is remembered as a great healer of the people and a brilliant strategist. His sole heir assumes the throne without opposition, and is crowned King Olin I. He becomes known as The Quiet King.

**434**

After a brief time of peace and reflection, King Olin I declares that he will construct a great vault beneath the fortress of Northgard for the storage of the great artifacts and heirlooms of the Dwarven Kingdom of Dyllaria. Many of the Dwarven Lords scoff at the project, saying that the time and effort would be better spent expanding the empire. The King ignores their grumbling and proceeds with his project.

**442**

The Vault of Northgard is completed. It is said that it is so well constructed that if Tyrra were to tear apart at the seams (no doubt due to some Elven magic) that it would stay intact and would be the only safe place to retreat to during such a cataclysm. Among its rumored features are an entire section in which magic of all types is suppressed, a corridor through which only Dwarves may pass, as well as an outer shell that will not allow Elementals of any type to penetrate.

**452**

The Alipostos Elves send an ambassador to Steelhaven to the dissatisfaction of many of the Dwarven people, including the Dwarven Lords. King Olin I seems impervious to the criticism, and unabashedly welcomes them with open arms. He says that any ally in troubled times is also an ally in times of peace, and that should the Alipostos Elves need anything he will be happy to do what he can to assist them in getting it.

**466**

King Olin I signs the Treaty of Long Peace with the Alipostos Elves. He also accepts a permanent Alipostasian envoy in the capitol city of Steelhaven. There is much grumbling that Elves are becoming so common in Dwarven lands that soon the Dwarven children will begin to lose their distrust of them.

**475**

An exploratory party of Dwarves from the far western halls of Stone Deep finds its way to the Beard Mounds. King Olin I meets with the members of the group and discusses the particulars of their people. He declares that all Dwarves are potential allies, and that the Dwarves of Stone Deep are not Fallen Brethren, so therefore they are cousins. The King agrees to a treaty in principal with the newcomers, and they leave for home bearing gifts from many of the Dyllarian Dwarf Lords.

**482**

An official envoy from Stone Deep arrives, and the Cousins' Pact is signed. In it the two promise to treat each other with mutual respect and to aid each other in whatever way can be done within reason.

**500**

Marauding Ogre Clans east of the Lava Gate Pass have been sacking several outlying Dwarven settlements, and King Olin is forced to take action. He dusts off the Royal Dyllarian Army and orders them to guard the pass, and to set up several small forts just within the hills on each side of the pass. The soldiers and leaders of the army are happy to have something to do, and they eagerly hunt down the Ogres and establish the defenses that King Olin requests in the next several years.

**512**

King Olin I dies of natural causes while sleeping in his bed at age 241. No King of Dyllaria has sat as long on the throne as Old King Olin I, The Quiet King. He is remembered fondly, and his eldest son is crowned King Nari II.

#### **515**

King Nari II contacts the Elven King, Pylarius III, and seeks an end to all bad tidings. He proposes a military alliance, but his offer is rejected by the Elven King. Determined to make his kingship one to be remembered, King Nari II claims all of the Beard Mounds and the northern part of the Ogre's Den for the Kingdom of Dyllaria. The Royal Dyllarian Army launches an assault into the eastern portion of the Beard Mounds in an attempt to eradicate the numerous Ogre tribes that live there. So begin the Second Ogre Wars.

#### **517**

As the Ogre Wars grind along, a Dwarven hero named Brimri Ironblade hires the poet Grana Goldentongue to follow him during the fighting and note what has taken place. Grana's writings comprise six volumes of work, and are entitled *Brimri's Wartime Travels*. King Nari is so impressed with the texts that he appoints Grana to the position of Royal Historian and has her writing sagas during numerous battles. It is the first time that a historian has been allowed to report from the scene of the battle with first-hand information and there is quiet grumbling that it is a bad idea. Grana's account during the Battle of Granite Ford receives praise from all sides, and the King's critics become silent afterward.

#### **521**

After some mixed results in the early years of the campaign, King Nari II begins to take more of an active part in the war. He leads his troops in the Battle of Old Stone Cap in which the Dwarves catch a fleeing horde of Ogres and destroy the entire group. He insists that Grana Goldentongue come along with him so that she can write his story.

#### **529**

After years of struggle against seemingly countless Ogres, the Dwarves have managed to extend their influence well east of the Lava Gate Pass. The Ogres prove more resilient than at first thought however, and King Nari II has been unable to secure all of the territory that he had claimed. In a particularly vicious confrontation, the Dwarven forces defend a deep gorge against staggering odds, but are eventually routed from their defensive position. King Nari II and his personal guards manage to escape, but are forced to flee eastward from the fighting. The entire company is lost, including Grana Goldentongue and her written accounts of the King's exploits. The rest of the Dwarven forces are beaten badly at the Battle of Wart Gorge. King Nari II's eldest son, Crown Prince Verle Scanna, leads many successful forays into the far eastern part of the Beard Mounds while looking for his father.

#### **531**

After two years of battles and hardships, Prince Verle has taken control of the Beard Mounds, and has led his army to the doorstep of the Ogre's Den. Verle has proven to be a better military leader than his father ever was, but his forces are badly stretched. Despairing over the loss of his father, Prince Verle refuses to abandon hope, and vows to hold the eastern part of the mountains until his father can be found.

#### **533**

After four years without a King, the Dwarven people are on the verge of rebellion. A group of Humans have settled along the Basmar River, and they have begun to construct a fortress. The people fear what will happen once this keep is completed. Several of the Dwarven Lords begin to think that perhaps they should be the one to be crowned if Prince Verle does not want the throne. Just when things seem to be about to break down totally, Prince Verle returns to Steelhaven and announces that he will occupy the throne of the Kingdom of Dyllaria. He is crowned King Verle I in a hastily organized ceremony. During the coronation The King vows that he will only occupy the throne until his father is found alive, at which time he will abdicate it to him.

#### **535**

King Nari II has not been found, nor have his remains. King Verle I is forced to recall his troops from the eastern portion of the Beard Mounds in the face of a large Ogre incursion. The Ogres have become more organized and the overextended Dwarven lines can no longer be held. Barbarian allies of the Dwarves warn of a large force of Goblinoids amassing on the Battle Plains under the leadership of a being known as The Overlord. King Verle I declares the Second Ogre Wars to be over, and totally abandons the eastern portion of the Beard Mounds. By the end of the year The Overlord's forces begin to move toward The Beard Mounds. King Verle I declares war, and the largest part of the Royal Army of Dyllaria marches out to engage the enemy on the Battle Plains. The Goblin Wars have begun.

#### **536**

The Royal Army of Dyllaria engages the Goblin Army in the Battle of Living Plains. The battle is so named because on the first morning of the engagement the plains are covered with enemy as far as the eye can see. The Dwarves make a valiant effort, but The King and his generals soon understand that they cannot defeat such a large force, and they have no choice but to retreat. King Verle I leads his personal regiment to break the enemy lines and open a corridor through which the rest of the army can flee. The fighting becomes particularly grueling, and over half of the Dwarven force is lost. King Verle engages the enemy general, a large creature of stone and flesh that stands twice as tall as The King. The two fight one-on-one for quite a while, until the enemy flees and is lost in the flow of battle. As a result, King Verle loses his opportunity to slay the beast. Reluctantly, King Verle leads his army from the field and retreats back to the relative safety of the Beard Mounds. It is The King's first recorded defeat on the battlefield, and he is quite angry over the incident. Realizing that this foe may be coming into the mountains, King Verle decides to fortify the Dwarven strongholds and he orders his troops to abandon the Lava Gate Pass and return home.

#### **539**

A large group of Humans under the leadership of Lord Garic Lorne arrive at Northgard. They have been defeated by the Goblin Army, and are on the run. King Verle I receives the group's leader at Steelhaven, and is not impressed with the man's self-imposed title. The King decides to enter into an alliance with Garic based upon the Human's fighting prowess and apparent leadership abilities. In addition, the Dwarven forces are slow to recover from the Battle of Living Plains, and the Humans are a sizable force. By the end of the year the Royal Army of Dyllaria has taught the Humans a thing or two about fighting Goblinoids, and the alliance has scored many small victories in skirmishes with the enemy.

#### **541 - 544**

An infestation of Goblins within the underway causes the allied offensive to stall. King Verle I, concerned for the safety of his own people as well as future generations, decrees that there shall be great undergates constructed to defend the underway. By the end of this period, the first of these has been completed and it is named Goblinbane Gate.

#### **545**

With the underway secured, King Verle I leads a combined force of Humans and Dwarves into the field to face the Goblin Army, but the green-skins elude the allied force. The Human leader, Lord Garic Lorne, asks the Erlunn Elves for help despite the warnings of The King. Garic soon learns the treachery of Elves as Pylarius III refuses to even respond. Angered by the continued complacency of the Elves, King Verle I enters the entire Erlunn Kingdom into the Royal Book of Grudges.

#### **549**

The Battle of Basmar Fields takes place on the Ivory Plain, just north of the Basmar River. The alliance forces under the command of King Verle I is finally able to engage the enemy, and the battle lasts for weeks. The Goblin Army is eventually driven from the field, and is on the run.

#### **554**

The elusive Goblin Army is finally pinned down within the Lava Gate Pass, and the Warlord Krolm is slain by the Human General, Rage Sinairyus. Meanwhile, General Barris Hornfist of The King's own regiment leads a large force of heavy infantry on a forced march through the Beard Mounds to cut off the enemy's escape. The Overlord's army is slaughtered, and it is a great day for the Royal Army of Dyllaria. The

Battle of Lava Gate is won by the alliance, and General Hornfist spends the next few weeks tracking down the stragglers and eliminating them. The threat is over, and so ends the Goblin Wars.

#### **556**

At the southern end of the Lava Gate Pass, King Verle I agrees to construct a town that will welcome the plainsmen of the Battle Plains, as well as Humans from Stonegate. The town will be named Barris, and will be a testimony to the newfound unity between Dwarves and Humans in Dyllaria. King Verle I appoints his own nephew, Dwain Scanna, as Lord Protector of Barris.

#### **560**

King Verle I signs the Treaty of Barris. This document has both sides agreeing to come to the others' aid in times of war. The Humans also agree not to settle the Dwarven ancestral farmlands, and promise to help protect the Lava Gate Pass against further attack from Ogres and other nasty creatures. King Verle I makes plans to build the greatest Dwarven Stronghold to date, and construction is begun in earnest on Bloodhammer Forge.

#### **564**

The mighty castle at Bloodhammer Forge is completed, and the mines open to a resounding cheer from the Dwarven people. Part of the fortress is built into the side of a cliff overlooking a beautiful lake. Dwarves come from all around and move into the newly constructed dwelling. Within a year of its completion it comes to be known as the most defensible dwelling ever built. King Verle I moves there with the Royal Family, and makes Bloodhammer Forge the capitol of the Kingdom of Dyllaria.

#### **570**

Elven spies are caught trying to smuggle some goods through the Lava Gate Pass. It is believed that the Elves carry ivory to trade with the rogue Barbarian Clan known as the Children of The Black. This tribe is a long-time supporter of The Overlord, and enemies of the Kingdom of Dyllaria. The Elves carry an official writ of passage from the Erlunn King, and they arrogantly refuse to recognize the authority of the Dwarven patrol. A skirmish breaks out and a Dwarven citizen is slain. King Verle I immediately declares war on the Erlunn nation. He sends word to Lord Garic and asks for the Humans' help. Lord Garic replies that he will get to the bottom of this, and that he is sure there is treachery at work. Meanwhile, the Erlunn and their Children of The Black allies attack Barris killing several small children. King Verle I immediately mobilizes and begins to march on the North Wood. As the might of the Royal Army of Dyllaria stands at the edge of the North Wood, the Erlunn tremble and beg to negotiate. King Verle I demands restitution for the loss of a Dwarven life, and says that no less than 5 Elven people shall be made to die for the act. Lord Garic, weakened by the advice of his Elf-loving son, Palinor, refuses to march with King Verle I, and lobbies for the lives of the Elves. King Verle I refuses to meet with any Elven diplomats, and pledges that he shall personally slay the first Elf that he sees. As the Royal Army prepares to march on the hapless Elves, Lord Garic offers to guard the Lava Gate Pass with his own forces. King Verle I considers the offer, and says that he will accept this offer under one condition, that no Elf shall ever enter any Dwarven homeland again, including Barris. The Erlunn agree, and The King returns to Bloodhammer Forge with a signed document known as the Lava Gate Pact.

#### **589**

Lord Palinor, now the lord of the Humans, has infuriated King Verle I by forgiving the Erlunn for their inactivity in the Goblin War. As a response, The King orders all Dwarven people to abandon Barris, and proclaims that the Dwarven Homeland of the Beard Mounds will be off limits all outsiders, including the Humans. Barris is abandoned and the Lava Gate Pact comes to an end. The name Palinor Elf-Lover is added to the Royal Book of Grudges.

#### **590**

King Verle I dies of natural causes while dining at his son's birthday. Prince Grell Scanna is crowned as King Grell II on his 84<sup>th</sup> birthday. He is widely known to be a good Dwarf, and a capable warrior.

#### **592**

The new leader of the Humans, Lord Balladan, seeks an audience with King Grell II. He is granted audience and apologizes for the actions of his father, Palinor Elf-Lover. King Grell II accepts the apology and removes Palinor's name from the Royal Book of Grudges.

#### **594**

King Grell II agrees to mint coins for the Humans in exchange for a portion of the gold minted. Lord Balladan of Stonegate Keep and The King both sign the Treaty of Steelhaven, and the two form a strong military alliance once again.

#### **598**

After Lord Balladan of Stonegate is captured, King Grell II pledges aid to the Humans in their war against the Dark Horde. The Horde Wars begin, and The King's sons, Prince Threll and Prince Thorin, each take control of a large part of the Royal Army of Dyllaria. Prince Threll helps to fight against The Dark Horde in the south, while Prince Thorin fights in the north. Meanwhile, King Grell II leads his Royal Guard in search of Lord Balladan. The Humans are scattered and ready to quit, and The King feels that the only hope to save the alliance is to rescue Lord Balladan.

#### **600**

Prince Threll receives his final death in the Battle of Bloody Cloak. The battle is won, and the Erlunn Elves have finally come out of their woods to help the alliance against the Dark Horde. The Erlunn King, Pylarius III uses his cloak to shroud The Prince as he is buried in the field with the other fallen Dwarven troops. King Grell II, touched by the show of sympathy, removes the Erlunn people from the Royal Book of Grudges.

#### **607 – 608**

King Grell II receives his final death in a valiant battle with The Overlord, Tilicaf late in the year 607. The combined might of the Erlunn King Alipostos, King Balladan of Stonegate, and King Grell are required to defeat the powerful poly-elemental, and all but King Alipostos receives their final death as a result. Grell's body is lost in the struggle, and a closed casket ceremony is held. The following day Grell's only remaining son is crowned King Thorin IV. King Thorin's first act is to declare a month-long period of mourning for The Kingdom. He also decrees an end to the Horde War.

### **Tales**

#### ***The Battle of Stone Mountain***

Wave after wave of yellow-skinned Ogres pounded the Dwarven lines as King Grell I watched the battle unfold. The creatures didn't have the military wit to contend with the Dwarven strategists, not to mention good old-fashioned Dwarven might. The bodies of the enemy were piling up to create quite an obstacle near the front lines, and barely any Dwarven dead could be counted.

Just then, a large band of enormous War Ogres pushed through their smaller cousins and engaged the Dwarven left flank. The fighting became intense as the massive yellow-skinned juggernauts viciously assaulted the stout Dwarven defenders. The lines were pushed back, and several times seemed about to break, but each time a new clansman stepped in to fill the breach created by the thrust of the enemy attack. King Grell and his young son, Thorin, stood watching intently from their position atop the high cliff face. Among the group of gathered advisors and Royal Guard, no one said a word.

Just when it seemed that the Dwarves would drive off the War Ogres and hold the flank, a new threat appeared. An Ogre with blue skin emerged from the mobs near the trouble spot and began conjuring magic in the queer way of Ogres. Bolts of searing flame and lightning tore into the Dwarven lines, and with each blast the War Ogres seemed to gain more strength as they worked themselves into a blood-induced frenzy. Suddenly the Clansmen broke for the last time, and the War Ogres pushed deep into the Dwarven rear ranks, followed by a nearly endless tide of smaller yellow-skins.

"Thorin, stay here." Said The King with barely a look at his son. "You men, come with me."

"But father," Thorin started to protest, but the look on The King's face told him that now was not the time to argue.

Without another word, King Grell moved down the trail that led from the cliff face to the battlefield. With a squad of twelve of his Royal Guard in tow, he intended to join the fray and save the

failing left flank. He only hoped that a one-armed King had enough fire left in him to inspire his troops to a glorious victory. He looked down at his remaining arm as he reached the base of the cliff. It was strong. It would have to be as strong as two arms today.

When the wounded and reserved troops saw The King run from the cliff base into the fray, a great cry rose up among their ranks.

“The King!” they shouted. “The King is here!” Even the most desperately wounded among them struggled against the healers to rejoin the fight, and the reserve leaders didn’t have a chance to hold back their troops. All of the gathered clansmen wanted to fight next to their king and taste the glory of the victory that he would surely deliver to them. Standing on the cliff overlooking the battle, Thorin saw this and marveled at the sudden change in morale of the troops that only moments ago seemed tired and weary of the struggle. He hoped that some day he would make half The King that his father was.

As The King’s small squad of warriors moved toward the front lines, the battle was at its worst. The War Ogres had dominated a position in the heart of the left flank, and the mass of yellow-skinned regulars was working on annihilating the Dwarven troops who were separated from their brethren. A full third of the Dyllarian force had been cut off from the rest of the army by the surge of the War Ogres, and they were now precariously surrounded. In a matter of moments they would be overwhelmed and decimated.

Avoiding the War Ogres on purpose, The King cunningly cut a swath through the lines of the lesser Ogres. As the enemy realized that The King of the Dyllarian Dwarves had come to fight, panic began to spread through the attackers’ lines. Many of the cowardly yellow brutes ran away without striking a blow at the Royal Guard. Within minutes The King had driven a wedge into the assault and joined up with the separated left flank. He then called out to them to fight on, that the day was not yet lost. Hearing the voice of The King, the soldiers took heart and fought with renewed vigor. The troops that seemed destined for slaughter only minutes earlier now turned the tables behind the inspiring leadership of King Grell.

The King took the lead and pushed the beleaguered troops back toward the War Ogres. The Dwarves fought hard and with a tenacity that startled the enemy. Again the panic began to spread, and soon The King and his Royal Guard stood toe to toe with the massive brutes at the center of the Ogre assault. The fighting became very heavy as the enormous War Ogres took the battle straight to the Royal Guard. The head of King Grell’s magical war hammer crackled with lightning as he smote countless enemies. His arm grew tired, but it did not fail, and soon what was left of the War Ogres lay battered and spilled upon the rocky ground of Stone Mountain. The blue-skinned Ogre did not reappear, and the assault faltered and then failed completely as the Ogres fled for their lives.

Long after the battle was over, King Grell stood surveying the field. Green Ogre Blood stained his boots, his cloak, and his one good arm. Far off in the distance he could hear the sounds of battle as his troops pursued and destroyed the last bits of the enemy force. He could smell the scent of death and burned flesh wafting from the bonfires that were incinerating the bodies of the fallen Ogres. His arm was weary, and his back ached from the fighting. His mind was swimming with remembrances of the day, and as he thought of those who fell in pursuit of the victory he felt proud to be a Dwarf.

***Stonevale Deep (interview with Bornin Silverskin, the last surviving Dwarf to have been there, ca. 568)***

In the beginnin, Stonevale Deep was just a little place where miners would spend the night. It didn’t have nothin there but a little stone shed above ground, and a spindly little mine shaft. Then somethin happened. They found silver there. Yep, that’s what it was. And good silver, too.

I’ll tell ya right now, I seen all kinds a silver in my time. I seen that crap they pull outta the ground down in Thunder’s Deep, and I seen the good stuff straight outta Stonehaven. So, just so you know, ya can’t pull one over on old Bornin Silverskin, no sir. I am what you’d call an educated Dwarf. I been around ya see, and I know what good silver looks like I tell ya, and what they had in Stonevale Deep was the good kind.

Now there come another problem, ya see. It was them daggumed dirty, stinky Drae. Ya can’t trust ’em! They talk about honor and all that – troll pucky! I know what they is, and there ain’t no honor among their kind I tell ya! They gets a look at all that silver at Stonevale Deep, you know, the good stuff, and they says to them selves, “well, we think that we oughtta be getting some of that.” And then they decide to take that what’s ours! We sure showed ’em, now didn’t we? He he he...

Anyway, where was I? Oh yeah, Stonevale Deep. It starts out real humble, like I was sayin. But before long after the good silver gets found, boy does it start ta grow! The head boss, he brings in all kinds

of miners to help pull the ore out. That's when I came in. After that, there was all kinds of stuff. We got smiths, and potters, and masons, and they starts ta workin on buildin a proper Dwarven settlement down there. Of course, we never did have no women or children, cause we didn't quite get as established as we wanted because of them confounded Drae you see. Dirty rascals!

Anyways, we works the mine and starts producin as good as any of these tapped-out mines that they work today. I tell you, I don't know how the Kingdom stays afloat. Things ain't like they used to be, that's for sure. We used to find good ore, not this half shale junk they pull outta the ground these days. And I'm tellin ya that, when we was there in Stonevale Deep, we had good ore. Some of the best I've ever seen. It was the best time of my life. Oh yeah, the critters down there was a bit rough on ya sometimes, but that's the price ya gotta pay for the good stuff, ya know? It don't come easy! If it did, everyone would go and get it! But we had the good stuff, and we was pullin it out fast too boy. Things was really looking up for the Kingdom in those days.

That's when it happened. Some diplomat had some hair-brained idea to invite the Drae over for a look-see. The higher-ups think it'll be good to impress'em with our skills, and that if we shows'em a thing or two they'll owe us somethin. HA! You know what they done? They starts in minin in our territory! Tryin ta steal the ore right out from under our noses! Cheatin piles of Orc dung! Ya can't trust'em I tell ya! Not even them Northern ones! They're no different in my mind. Once a lousy, stinkin cheat, always a lousy, stinkin cheat! Drae is Drae is Drae, I say. Don't sit here and try ta tell me different. You wait and see, it'll all come out some day. All them Drae is in league together! Mark my words! Old Bornin might be a little short on the book smarts, but he ain't no dummy. Fool me once shame on you, fool me twice, shame on you and I'll kill ya for it, that's what I always say! Stinkin Drae...

Oh yeah, back to my story. Where was I? Oh yeah, so anyway, like I was sayin, Stonevale Deep starts gettin ta be a pretty workin place. We got mines, we got homes, we got merchants, and even a little barracks for the soldierly types ta live in. Now mind ya, we didn't have no keep or nothin like that, but there was talk of one before the war started. Once the war did start, all the merchants left, and I thought that we was gonna leave too, but we didn't. We kept right on a minin ore and watchin out for Drae. I never saw no Drae. Well, I take that back, we did see some scouts come around when Old Balinor finally unloaded his gems. But then he died right after that, and King Sarathon takes over for him. And that's when we started ta whoopin'em. He he he...makes me chuckle. Spindly little Drae thought they could tangle with the Royal Army. HA!

Well, there ain't much ta tell after that. We kept on minin as much as we could, but without any soldiers there we ends up havin to seal ourselves in. We get down there in the mines and just keeps on a working. Eventually, the boss gets word that King Sarathon is callin everybody back to the Beard Mounds. Well, we packs up what we could carry, leaves the rest, and heads for the homeland. What else could we do? I always wanted ta go back though, cause we sure did leave a lot of ore there. Some of it was already mined and sittin in the carts! What a shame. Some of my buddies did go back, but I ain't never heard no tell of them again. I reckon they died.

### ***The Calling (the tale of Dwalin Oakbringer's struggle against the Drake of Copper Gulch)***

The sleepy little deep of Copper Gulch was the home of The Mangy Rat, an inn known for its lizard pies and stout ale. Like all deeps, the place was mostly underground, and upworld passersby would have thought that only a handful of Dwarves lived there, as there were only three buildings that could be seen from the surface. Of the three, one was the guardhouse that protected the main gateway into the deep, while the other two of them were inns, neither of which compared to The Mangy Rat. It was Copper Gulch's finest drinking establishment, and boasted some of the best entertainment in the entire Kingdom of Dyllaria.

The Rat (as the locals called the place) was housed within a large cavern that was specially carved to hold a foundry. When the smithing trade dried up in the little deep, old Grimri Greenstone won the place from the local Lord at the gambling table. Grimri had left his ancestral home in Sandstone Forge some months earlier to help spread the Greenstone name. He had looked at locations for opening an alehouse in Northgard, Steelhaven, and Farin's Gap, but had not decided on a place. As luck would have it, he got into a rather high-stakes game of dice (the Greenstones were a very wealthy clan) while passing through, and the rest is history. Old Grimri had a knack for entertaining, and his inn became the pride of Copper Gulch in no time.

It was on a night in early 302 (by the Evendarrian Calendar) that Grimri held one of his famous parties at The Rat. The party was on account of the birthday of one Dorin Ironblade, a rich patron and

close personal friend of the proprietor's. The entertainment for the evening included wrestling, Goblin tossing, burlesque (featuring many fine, hairy, Dwarven dancing girls), and a sing along. Now the last was perhaps the most peculiar of the entertainment, as Dwarves know very few songs, and they are not generally enthusiastic singers. All except Dorin Ironblade that is, who was very fond of singing, if not that good at it. In any case, the singing of drunken Dwarves is quite an experience, especially with the high ceiling that marked the main chamber of The Rat. The gathered friends sang on through the night into the wee hours of the morning, until one by one they found their way to the rooms of the inn. Some fell asleep in the main chamber, and that was alright with Grimri, as he collected his silvers in either case.

It was the next morning, when the partiers were just starting to stir, that a group of strangers came into the inn. The small company, five in total, quietly approached the front desk and spoke to Grimri about acquiring five personal rooms that were close to each other, adjoining if possible. They wanted to rent them for a month each, and they had gold to pay up front. Grimri told them that would be fine, and that he would need to clear the rooms out and have them cleaned, but that this could be accomplished within a few hours. In the meantime, they could take a seat in the tavern and partake in the locally produced Greenstone Ale, the finest brew that Copper Gulch had to offer. The travelers seemed pleased by the prospects of this, and found a corner table at which they could drink in peace.

And drink they did. Each member of the little party drank enough to make any Dwarven mother proud. All the while they spoke in low tones about things that could only be guessed. Other patrons came and went as breakfast was served and morning turned into afternoon. Lunch had just finished when the group called Grimri over to sit with them a while, which he did. Grimri always felt that it was part of his duty to spend some time with the customers, especially ones that spent as much gold as these Dwarves had. And so he sat there for most of the afternoon and spoke to the party about the townsfolk, the local events and history, but most of all they spoke about the dragon.

You see, Copper Gulch had a problem, and that problem came in the form of a dragon. The foul, gray-skinned beast had been spotted many times and was notorious for terrorizing the upworld around the little deep. Oh, it wasn't really a full-blown dragon, but it was a drake of large size nonetheless, and the locals were terrified of it. Their terror was amplified when the youngster, Wilnir Shinglefoot came up missing and all that was found were his boots. The poor lad had been running from the northern gorge toward the gateway and appeared to have been snatched in mid stride and consumed in one bite! No doubt the work of a bloodthirsty dragon, many said.

And as such, it was talk of the dragon that occupied most of the afternoon for Grimri and his guests. The newcomers asked things like, where did the dragon live? Had it been seen in any particular part of the mountains more than any other? Had any scales been found? How dark was its shade? Had anyone faced the dragon in combat? Of these questions (a small sampling of the total number that were asked of Grimri), the last gave the innkeeper the biggest shock. "Mercy no!" was his reply. Fighting a dragon was about the closest thing to suicide that old Grimri could envision, and he became flustered at the thought of such a notion. He wondered what the point of fighting such a creature would be, and hoped to himself that it would just eventually go away on its own.

But to the five strangers, fighting was exactly the point. They had come to Copper Gulch for just that reason in fact – to fight (and presumably kill) the dragon. Of the five, three of them were brothers, Dwalin, Falin, and Balin Oakbringer. The Oakbringers had originally come from Firerim Deep, a quaint little community noted for its excellent woodcrafters, as well as its unusually warm air. Most that met the Oakbringer brothers liked them, but thought them a bit crazy and a little too adventurous. The other two, Wari Frothbrew and Tilgar Sandybeard, were friends of the Oakbringers of less than noble birth, and had been swept away from their drab existence by the notion of high adventure and fame and fortune (mostly the fortune part). In any case, these five had heard stories of Copper Gulch's dragon, and were bound and determined to see its end by their hands. Oh what bravery lies in the mind of fools thought Grimri.

That evening the strangers slept well thanks to the hospitality of The Rat's staff (and the Greenstone family recipe, no doubt), and the next day they began making preparations. Wari, who was quite a weasely little rodent, had recently come into some amount of gold you see, in a way that most Dwarves would consider less than scrupulous, but that shall not be mentioned here, and this was the main reason that he was allowed to accompany the group on their little adventure. The Oakbringers had plans for Wari's gold, and despite his loudest protests, they managed to get what they felt certain was needed for proper dragon slaying. Weapons and armor of the finest make, potions and salves for tending to their wounds once the beast was dead, and an enormous sack for toting the creature's head back to the Gulch to retrieve their reward. They had it all worked out.

And so it was that seventeen days after their first arrival in Copper Gulch, the five strangers set out to find the dragon's lair. They headed out north, because that was where the most sightings had been, including the strange abduction of the lad, Wilnir Shinglefoot. As they moved through the northern gorge, they spoke quietly of everything that they had learned of substance from the local Dwarves in the last two plus weeks of investigation. They expected that the creature's lair would be a large cavern or other similar place, that it would be full of treasure, and that they would have some trouble finding it. Not that it would be hidden, but that they would have to cover quite a large area in their search for it. They also hoped that they could have an opportunity to scout the lair and attack the creature when it was least aware. Their plans seemed well thought out and each of them was full of confidence as they made their way over the rocky terrain.

As the little company moved along the thin trail through the lowest part of the gorge, a shadow of something large passed over them. Startled, the adventurers looked up just in time to see the drake's massive jaws closing on poor Tilgar, who was too surprised to react and was immediately torn nearly in half. Dazed by the swiftness of the attack, the others gawked at the mangled body of their expired friend with dumb looks on their faces. The first to regain his senses was Dwalin, who just managed to raise his crossbow and squeeze off a shot at the drake as it wheeled for a second pass. The bolt connected with a thud, sticking in the large creature's shoulder area, but seemed to have little effect. As the beast bore down on them again, the party scattered like rats in a flood, scrambling to avoid those deadly jaws. A little slower than the rest, Falin took a nasty gash to the shoulder and went down hard. He tumbled from the thin trail down deeper into the gorge as the others headed for higher ground.

Dwalin led the way, and as he heard his brother fall from the path, he saw looming in the distance a small flat on which the party might be able to make a stand. Shouting to his fellows, Dwalin moved toward the flat at top speed. The three arrived at the spot as the drake bore down on them again, but this time Balin was ready. The eldest of the Oakbringers, Balin was also the most seasoned warrior in the group, having served in the Orc Wars a few decades before. He raised his shield just in time to ward off the creature's tooth-filled maw, and immediately brought his long axe up into the soft flesh of its exposed underbelly. The beast's flight path wavered a bit as the strike obviously found its mark, and the Dwarves took heart from the creature's pain. As the drake flew by it dipped its tail and caught Balin in the head. The blow landed hard and knocked the warrior from his feet onto his rear end and looking quite senseless. Wari fired an errant bolt and threw his crossbow down in disgust.

As the creature returned for another pass, both Dwalin and Wari shouted to their fallen comrade to get up and defend himself, but Balin was a bit too dazed to react. Seeing the drake headed straight for his defenseless brother, Dwalin stepped up to defend him. Shrieking a bloodthirsty cry, the drake flew straight into Dwalin, knocking him backward so that he tripped over Balin and fell onto his back. This was too much for Wari, who promptly dropped his weapons and fled down into the gorge to find a place to hide. A few feet away from the fallen adventurers the drake landed and turned to face them. The two brothers had little time to react as the drake moved swiftly to cover the ground between it and them. Neither hero had recovered his senses by the time the beast reached them, and the situation seemed exceedingly grim.

Just then a shout came from the trail behind the drake. The beast turned its head in time to see a wounded but determined Falin charging toward it with his battleaxe raised. The youngest Oakbringer had taken a nasty spill when he fell from the trail and had slid and rolled down the slope for quite some time before coming to a stop thanks to a particularly large boulder. He had lost a good amount of blood from the wound inflicted by the drake's attack, and now had bruises and nicks in several places as well. As he reached the flat the drake was there to meet his charge. The two clashed in a flurry of blows, and Falin fought against the beast with a determination and will that were not to be taken lightly. The blood flowed freely from his shoulder as he attacked, and his tunic and weapon arm were soaked in it. He knew that he could not continue for much longer, as already his strength was leaving him. Desperately he called to his brothers for help.

The two elder Oakbringers joined in the melee by attacking the drake's flanks, and Balin landed a particularly nasty blow, cleaving the beast's side and opening a wound from its ribs all the way back to its tail. Furious, the drake roared and spun to face Balin. In a flash of claws and fangs, the eldest Oakbringer took a hit to the side of his head and fell to one knee. Again, Dwalin was there, forcing himself between the enemy and his fallen brother and delivering a blast to the creature's snout with his war hammer that sent the drake staggering backward. At the point of near exhaustion, Falin was unable to get out of the stumbling beast's way and went down, getting trampled in the process.

Dwalin sensed that he had the beast off balance and pressed the attack, striking several blows to its head and shoulders. Balin had regained his feet and joined his brother's assault on the drake with renewed vigor. The creature's gray blood was flowing freely from several wounds, and Dwalin now delivered a crushing strike that crippled its right wing. Badly wounded and unable to fly due to its latest injury, the drake reared back and breathed a stream of tiny stone chips from its maw that tore into the flesh of Balin and he went down. Dwalin brought his war hammer to bear and struck the drake's head, crushing the right side of its face. The drake collapsed in a heap and twitched in its final death throws.

Dwalin immediately dug into his pouch and pulled out one of the magical potions that they had bought. He grabbed Balin's head and forced-fed the contents of the vial to his dying brother. Instantly Balin's wounds began to heal and he regained consciousness. Dwalin then went and healed his younger brother in the same way and the three moved over to look at the fallen body of the drake. As they looked on in awe of the creature's enormous claws and teeth, they heard a shout from down within the gorge. Wari called to them and said that he had found the drake's cave and that it was indeed full of treasure. The weary brothers smiled at each other and went down to have a look.

When they returned to Copper Gulch, the four heroes headed straight for the Mangy Rat. There Old Grimri greeted them with a surprised look on his face. The innkeeper had thought them all fools and doomed from the start, and had never even once considered that they might actually kill the dragon. He smiled with joy at the sight of them and sent one of his barmaids to summon the local Sheriff.

That evening, as the word spread of the company's deeds many a Dwarf came to The Rat looking to see the heroes. Grimri, being the perfect host that he was, made sure that everyone had enough to drink and eat as they listened to tales of the party's struggle against the dragon. The four retold their story countless times to the gathered patrons before retiring to their rooms for the night. Many of the locals stayed in The Rat into the wee hours that night recounting what they had heard and making up tales of things that they thought were true.

In the morning the heroes were summoned to the Lord's Manor Hall to tell the details of their adventure to Lord Ori Steelbender, who thoroughly enjoyed the telling and proclaimed that there would be a day of rest and banqueting in the great hall of his manor the next day to celebrate the defeat of the dragon, and to mourn the death of Tilgar. During the festivities the four were awarded special medals for bravery, as well as finely crafted weapons and armor from Lord Steelbender's personal stock.

A few days later the party left Copper Gulch to follow up a rumor that they had heard of a drake near Farin's Gap that was in need of slaying, and thus started an amazing series of slayings that would span the next 20 years and over 35 dragons. No Dwarf or company of Dwarves before or since has ever had as much success as that of Dwalin Oakbringer, and it is doubtful that any ever will.

### ***The Life and Death of Crown Prince Threll Scanna***

Prince Threll Scanna was born in 555 after the end of the Goblin Wars. His father, who was at the time the Crown Prince Prince Grell Scanna, and his mother, Lady Sonya, had been married for less than a year, and were very much in love. The new babe quickly became the talk of the Dwarven people and a hit with the servants in the Royal Estate. In his early years he shows a great fondness for upworld foods, especially chicken eggs, potatoes, and pig bacon. By age 12 Threll had quite a long beard, much longer than other Dwarves his age, and there was much talk about the fact that he would make a fine king some day.

At the age of 23, Prince Threll had learned to fight from his grandfather, King Verle I. He was fond of hunting Giant Lizards as well as other subterranean creatures that plagued the Dwarven fungus farms in the deep caverns of the underworld. In addition to the long axe, he also learned the use of the mace and throwing hammers. By the time he reached 30, he had already killed his first Troll and seemed to be much more mature than his peers. It was at this time that he entered the Royal Dyllarian Army as a Charioteer.

Prince Threll enjoyed service in the army, and he was several times promoted due to merited behavior. His early years of service were marked by his exercises in the eastern Beard Mounds. During one such exercise when the Prince was a Captain, his entire Division was set upon by marauding Orcs and Ogres under the leadership of a particularly nasty creature named Warlord Dringit. Dringit's force swept down out of the hills and took the Division by surprise. The Dwarves, outnumbered and at a serious maneuverability disadvantage, would have surely been slaughtered had it not been for the iron nerve and quick thinking of Captain Threll who rallied the disorganized Division and led a vicious counter-attack that

killed Dringit and sent the attackers into an all out retreat. The men in the division started calling the Prince "Iron Blood" after the encounter.

By the time his grandfather, King Verle I died in 590, Threll had climbed his way to the rank of Commander. He was much loved by his men, and his Command was in the best fighting shape of any in the King's Army. When his father, King Grell II ascended to the throne, Prince Threll had other duties that took him away from his troops, and although he stayed in charge of his Command, his Captains basically ran things for him.

In 598 when the Human settlement of Stonegate was attacked and razed by the Dark Horde, Threll was placed in charge of several Battalions and sent south to help defend the lands of Galavast and Helmwood against invasion. The Iron Blood Army (as the members of Threll's force come to call themselves) scored many victories and was crucial in the liberation of Helmwood. As a result, by 600 the Dark Horde was on the run and the Humans had gained control of the lands around Helmwood and Galavast once again.

It was during this time that Lord Balladan was returned home as the Lord of Stonegate Keep and accepted the position as King of Stonegate, and the Erlunn King came out of the woods to fight against the Dark Horde as well. As part of a major offensive involving the combined might of the Dwarves, Humans, and Elves, Prince Threll led the Iron Blood Army in a forced march through the Lava Gate Pass to prevent the retreat of Horde troops through the pass.

The Prince moved his men into position and successfully cut off the retreat of the enemy through the pass. The fighting became extremely intense, and the Dark Horde forces threw the strength of their entire force against the lines of the Iron Army. Prince Threll, who was afraid that his men would not be able to hold the line, entered the fighting during the pinnacle of its tenacity. Inspired by Threll's vigor, the Clansmen held together and the enemy was annihilated. Near the end of the battle however, Prince Threll and his personal guard were swarmed by Pantherghasts, and The Crown Prince received his final death.

Prince Threll's legacy is one of such great potential that will never be realized. He was destined to be a King, and yet lived life as any other Dwarf would have, to its fullest. He enjoyed battle, drink, and fineries, and was never afraid to fight for what was right. He was a great Dwarf, a stout warrior, a hero to his people, and an outstanding prince. Our people would have been proud and lucky to have the honor of calling him King.