

Dyllarian Hobblings

This package is in addition to the information found in the [NERO International Hobbling Race Package](#).

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Society: [TOP](#)

All Hobblings in Dyllaria are from the Lumberton Shire part of the northern Forest of Tears. This is their only established homeland in the region. They are a fun-loving group of lumberjacks who care little for the affairs of the outside world.

The Hobblings are very mobile and do not always stay in one place. They have a few permanent winter sites within the Forest of Tears, and these dwellings look like mounds built into the earth. The Hobblings only live in these structures during the winter months. During the summer months they are traveling around seeking out good lumbering opportunities. They live in temporary huts that they take along with them, and they domesticate small dogs known as Vorks to help them with their moving, and also enjoy the companionship that the gentle Vorks offer.

The last Hobbling King of Dyllaria, the Great Old Guy was the only form of government that the Hobblings had. After his death, his apprentice Berry Thimblethorn took over, but after two weeks he became bored and quit. This caused the Hobblings to stop their lumbering operations because there was no one directing them. When Artemis Silvertree became the Count of the region, he decided to make the running of the lumber operations a game for the Hobblings. He brought a list of things that needed to be done and a big hat that he named The Great Old Hat. He said that whoever wears the hat gets to be in charge and gets to make sure that the list gets done. When the Hobbling in charge tires of playing the game, he gives the hat to someone else so that they can play at being in charge for a while. The anarchist nature and small numbers of the Dyllarian Hobblings prevent them from being more influential in the region, but their trade treaty with Stonegate is a very important agreement for both sides. All Hobblings respect King Balladan and Count Silvertree above all others (except for the Great Old Guy of course).

There is little to no distinction between the sexes in the society of the Dyllarian Hobblings. Males and females share work loads, and there is no such thing as a male-oriented job or a female-oriented job.

Laws

Just after he made the bad Faeries go away, the Great Old Guy established some laws that the Dyllarian Hobblings have lived by ever since. They are called the Rules of Seven. Any Hobbling that breaks one of the rules will be sent into the deep forest to a place called the Haunted Grove where he will have to stay the night (a very scary experience!).

The Rules of Six

1. No killing or fighting.
2. No stealing.
3. No public nudity.
4. No wandering in the woods alone.
5. No chopping trees with spirits.
6. No playing with Fae.
7. Always listen to your elders.

Personality: [TOP](#)

Hobblings are the most easy-going, fun-loving race in all of Dyllaria. They love stories, singing, dancing, and all sorts of games. They talk in high-pitched voices and have a tendency to really annoy anyone, save for one another.

Hobblings are not very good at combat as a result of their disposition. All Dyllarian Hobblings have extremely curious attitudes toward new things. Often items happen to end up in a Hobbling's pouch for one reason or another. Usually it got there by accident, according to the innocent looking Hobbling.

Dyllarian Hobblings love to trade and generally collect all kinds of junk. Most of them are easily distracted and cannot remain on the same subject for more than a few minutes. Dyllarian Hobbling stories are filled with exaggerations and half-truths, which make them look heroic. They seldom lie blatantly, but instead use their imagination and a convenient omission of facts to shed a more favorable light on things. In any event a Hobbling seldom stops talking unless he is scared or asleep.

Marriage: [TOP](#)

Dyllarian Hobblings "marry" freely and of their own will. Hobbling "marriage" is a mockery and a game. Usually two Hobblings claim to be married for a week or two, at which time they grow tired of playing games with one another and go out in search of new husbands and wives.

Birth: [TOP](#)

In the past, Hobbling women were selected to attend to the Great Old Guy at different times. A man of his age needed constant assistance in day-to-day activities. Mysteriously these Hobbling women always terminated their service to him in time to give birth to a child. How these two incidents occurred was a mystery to nearly all Dyllarian Hobblings except for the Great Old Guy. Hobbling men knew nothing of where children came from, and the women were nearly as mystified.

After the Great Old Guy died, there were no Hobbling babies born for two years. Count Silvertree, afraid that the Hobblings would die out, came into the village and showed the hobblings a new game that will make new Hobbling babies. The Hobblings now understand how babies are made, but the process of making them is a bit mystifying. Rumors constantly start that different things will make you pregnant, such as holding hands, walking alone in the dark, swimming naked, and countless other things that have little to do with the actual process.

Death: [TOP](#)

Dyllarian Hobblings are only sad when someone they know has died. This sadness and mourning lasts for ten to twenty seconds before they begin singing songs and dancing to celebrate the death. Hobblings do not bury their dead, but instead usually burn the body. This is of course a cause for celebration.

Interracial Relations: [TOP](#)

Dyllarian Hobblings like all races. Even though sometimes certain ones get grumpy, they are usually a lot of fun.

Family: [TOP](#)

There is no such thing as a conventional family in Hobbling society. Instead the entire community takes care of raising the young. The group is one big family, which sleeps, eats, and plays together. The Hobblings also prefer to sleep outside on the ground when the weather permits, and they will always sleep in a big pile.

Leisure: [TOP](#)

Leisure time is all that Hobblings have. They make a good game out of their work. They will play any game as long as it is simple. If the rules are too difficult they will quickly lose interest. If there are no games to be played Hobblings will make up their own. Hobblings are so attuned to making games of work that they often learn skills so that they can "play" along with their friends. A Hobbling therefore has no set preference as to what skills he will take, but these will reflect the type of "play" that he has engaged in during his past, as well as what types of friends he has hung around with.

Legends, Heroes, & Lords: [TOP](#)

The Great Old Guy – The oldest and wisest of all hobblings. He died in 599 because he was old.

Blackberry Thornfoot - Defeated six dragons single-handed.

Ivy Yellow Hair - killed a big nasty bad guy.

Ambassador/General Thistlethorn - Nearly defeated the Orc King Aug single-handed. Died in the Hobling Massacre of 596.

Blueberry Thistlebush - Beat Lord Stormwin at all kinds of games.

Daisy Greenstem - Outran forty or fifty Orcs on horses.

Raspberry Woodenleaf - Found the key to the Great Old Guy's treasure chest in his pouch. It had fallen in there by accident.

King Balladan – Second-greatest leader in Dyllaria. Deserves the most respect that any Hobling can give him. Also gives out really neat shiny stuff to Hobblings (and sometimes you don't even have to ask).

Count Silvertree – Friend of the Great Old Guy and all of the Hobblings. Has really neat horns and teaches use fun games.

The Haunted Grove - This grove deep in the Forest of Tears is haunted by all sorts of ghosts, and any Hobling that breaks the Rules of Six will be sent there. Thank goodness no one has ever broken the rules!

The Great Old Hat - If you wear it, you get to be in charge.

King Aug - Big nasty Orc guy that attacks Hobblings.

Dialect: [TOP](#)

Dyllarian Hobblings speak the common tongue of Tyrra (English), and they have totally lost the use of the ancient Hobling tongue in their speech.

Names: [TOP](#)

Most Dyllarian Hobbling names have to do with something found in nature. A Hobling child is named at birth, but adults sometime change their name as they get older. Some hobblings are known to change their name every year or so just because they want to, but this is becoming less and less common. Males and females use the same first names, as there is little distinction between masculine and feminine roles in the society. Family names have become prevalent in the last few decades, with the child adopting the mother's family name. An example of some Hobling names are:

First Names

Ash	Crasanthis	Ivy	Oak
Beany	Daisy	Lark	Pine
Berry	Elm	Leafy	Rose
Brushy	Fern	Maize	Sprig
Cotton	Holly	Millet	Sprout

Family Names

Ashbriar	Burrlip	Lillyhair	Songwhistle
Berrymouth	Burrowback	Mellonlip	Tanglefoot
Brandymoss	Gardentoe	Oakenweed	Thistlethorn
Bristleberry	Greenthumb	Ricecup	Thornapple
Brushybrow	Honeydew	Roseythorn	Trailfoot

History:

[TOP](#)

True History (you can decide how much of it your character knows)

The Dyllarian Hobblings were originally sent to this region by a group of Evil Wizards called the Keepers of the Eternal Gate. The Keepers lived in a backwater barony to the east of present-day Dyllaria, and they wanted the land that the Hobbling village occupied. The peace-loving Hobblings were forced to declare war on this group of powerful sorcerers, and the fighting led to the entire village being rifted away to Dyllaria. The Hobblings were also cursed so that they and their descendants would forever live a child-like existence.

This forced migration and subsequent curse were made possible due to a bargain made by the wizards with a powerful Fae lord. For the next several years the Fae greatly delighted in tormenting the Hobblings of Dyllaria, until the Great Old Guy found them. These initial years in Dyllaria were hard, as the Hobblings had lost all memory of what had happened to them. By 498 they had degraded to a nomadic existence and lived solely on the nuts and berries that they gathered in the forest. Most of their people had died, and the Fae relentlessly tormented them for their own entertainment. It was then that The Great Shaman and the Great Old Guy came to their rescue.

The Great Old Guy was ill when he first came to the village, but he got better thanks to The Great Shaman's medicine. He eventually took over running the village and cast a great spell that made the Fae go away. He also looked for a way to end the curse that had been placed on the Hobblings, but was never able to find a cure, and so he cared for them as his own children until his death in 599. He made it a strict policy that no Dyllarian Hobblings should marry or mate with each other in order to try and introduce new blood lines as a way to phase the curse out over time, but this did not seem to work. His teachings are remembered by the Hobblings (albeit most have childish reasoning behind them), and the long time friend of the Hobblings, Count Artemis Silvertree, has taken over as the new patriarch of the Dyllarian Hobblings.

Time Line (Taught to all Dyllarian Hobbling children, although they may forget it)

This is the time line of Dyllarian history from the perspective of the Dyllarian Hobblings.

490

We arrive in the Forest of Tears after playing with wizards in Evendarr.

495

The Great Old Guy gathers up the Hobblings who are scattered over Dyllaria playing games and teaches how to cut down trees.

520

The Great Old Guy scares away the bad people for good. He tells us that we have to learn to sing and tell good stories about stuff that has happened. We try, but the stories that we like best are the ones that have to do with stuff that never really happened.

556

We sold lumber to these soldier guys for some pretty rocks so that they could build a city. Silly soldiers.

570

The Great Old Guy meets Palinor Lorne for the first time. He is ok for a guy with skinny eyebrows.

577

Freddie Cowpie pulls a big fish out of the lake. We call him Freddie Fisherhobbling.

580

We save Artemis and Balladan from a hundred orcs while they are hunting.

583

Great Old Guy made us some neat magic items.

589

Bristle Oakenberry finds King Grell's axe when he visits the Great Old Guy. Good thing, what would a Dwarfie King be without his axe?

592

Balladan becomes Lord of Stonegate. We invite him to a big party, but he must have got lost because he didn't make it.

594

People start giving us these funny looking coins for lumber.

595

Lady Morgan signs a treaty with us for our lumber.

596

We declare war on King Aug, but he got lucky and destroyed our village and killed lots of us. But we beat him up later.

599

The Great Old Guy dies. We all cry and then go and lead all the Dwarves, Humans, and Elves to the bad guys in the Horde.

600

We played a lot of games this year, including the Great Old Hat game.

602

Artemis taught us how to play the baby game.

604

Spent most of the year moving village to new location because of a big flood. It took the whole year because it took a while to chop wood under water.