

Dwarves

History

As far as Dwarves are aware they have literally been present in this world since its beginning. The first Dwarves of the world were a very proud and mighty people to a fault, the first Dwarves were according to legend accompanied into the world by a dragon, a gold dragon named Adadel. The stories say that with the introduction of the Dwarves into this world by Adadel they founded a great city in the mountains, named Kirikhul Mizimul, Iron Jewel in the common tongue, located in present day Norvis in the Thunder Mountains..

With the first Dwarves of The Iron Jewel came The Maker a great forge maul, also brought by Adadel where a great many tomes and codices. All of these are kept in the Citadel of Khebabul in The Iron Jewel. The first Dwarves were divided into the great houses, the house of Urkhasul was for many thousands of years revered as the greatest house as they ruled over The Iron Jewel for many generations due mostly to their extreme wealth, wealth gained despite a lack of talented smiths and artisans. Other houses included Ordos, Ulmil, Mahuwmakh (Keepers of the Citadel of Khebabul), Kidhez, and Zesel. Of the five main houses there were countless lesser houses, all of the greater houses were expected to give all of their fighting age boys even those who were to inherit to the Citadel for a period of time not less than ten years to serve as guards. Those wishing to gain rank within the Citadel guard including those who could inherit could become lifetime guard by renouncing their rights to titles and lands, they were allowed to keep their family's name.

With this structure Kirikhul Mizimul was a shining beacon, and a thriving trade route. Under the leadership of Zabadel Mahwebesh Urkhasul first Zabadel of Kirikhul Mizimul, with the guidance of Adadel who himself refused to rule became the greatest city the Dwarves of this world have ever known. There was peace and balance, for many years; in fact Zabadel Mahwebesh was the first Zabad to receive the gift of Adadel

Adadel was very powerful and old even before the founding of the Iron Jewel. No one really knows for certain where Adadel came from before the founding. Adadel's natural form being that of a great gold dragon was not well suited for city life; accordingly Adadel for those many glorious years of The Iron Jewel took the form of a great golden Dwarf. In times of great trial of infighting Adadel always seemed to lead the current Zabdadel directly to the path that led to the Dwarves salvation from whatever plight.

The Dwarven Houses

House Mahuwmakh has been tasked with the maintenance and upkeep of the Citadel since its construction. In fact over the years the name Mahuwmakh's meaning has been forgotten and simply replaced by, to be responsible for, indicating their family's devotion to the upkeep of the Citadel. Of house Mahuwmakh there are no lands only titles as that with a few shameful exceptions all of age males of house Mahuwmakh become lifetime Citadel guards.

House Urkhasul has thru the founding of The Iron Jewel and even into current times somehow managed to remain one of the richest Dwarven houses. At The Iron Jewels height a majority of its wealth was attributed to House Urkhasuls vast trading network with other civilizations.

House Ordos was the body of the Dwarven military for thousands of years and for the most part still are to this day, Ordos had great political strength for many generations despite having few lands of their own, this has been contributed to their direct control of several legions of standing heavy infantry capable of overtaking almost any standing city of the time with the exception of perhaps the citadel itself.

House Kidhez, and **Zesel** have been the most land rich houses sense the founding of The Iron Jewel both houses are almost in constant conflict over lands and who has right to them or who should have powers over any newly acquired lands, being that they have the most lands of all of the houses both house Kidhez and Zesel are known for their mines and ore as well as precious metal and gemstone exports, however for some reason both houses have lacked the ability to develop necessary contacts to trade effectively outside of Dwarven society, leaving them to deal with House Urkhasul who took their fair cut of all proceeds gained thru the trade of their resources.

House Ulmil is still to this day remembered by Dwarven society as the greatest smiths and craftsmen to have ever lived. This isn't to say that there haven't been notable smiths or craftsmen of the other houses, in fact there are many; it is just that if you where an Ulmil you most likely mastered smithing by the time you have come of age or at least shortly their after.

Gifts of the Gold

The gift of Adadel that was first given to Zabadel Mahwebesh, has always been seen as the greatest honor amongst Dwarves, the gift was rarely given in a single generation of dwarves, and sometimes not at all. Adadel would take a piece of himself and gift it to the Dwarf he found most deserving, it seemed as though the recipient had almost always aided his people in some great way, normally at great personal sacrifice. With the gift, actually came two gifts. The first would be that the recipient would be brought into Adadels family through some magical means; the recipient would become part gold dragon, normally taking on dragon like features which would generally include features that lent themselves to the recipients' current station or abilities. The second gift would be quite literally a piece of Adadel again typically suited towards that individual's talents or station alto not altogether practical. Zabadel Mahwebesh Urkhasul the first to receive the gift seemed to gain the ability to lead, and mediate even between those who would just prior to his involvement would have rather killed one another then speak. Also the gift given to Zabadel Mahwebesh was a great banner topped with a spear head made of a spike from Adadels tail. It was said to be near indestructible, had had upon its very appearance to reinvigorate and inspire even the weariest of Dwarven fighters. After Zabadel Mahwebesh's passing the banner became an heirloom of House Urkhasul. To be handed down from Zabad to Zabad of that house. It seems as though through the ages each house has had at least one member that has received the gift.

Zabad Ablakhruk Ordos, during the second Hill Giant uprising found himself outside the walls of The Iron Jewel with only his dagger against the Giant "lord" if you will, Zabad Ablakhruk was able to best the Giant Champion with this dagger. Without their leader the remaining giants scattered back into the mountains, and the city was saved from what could have easily been a long and hard fought siege. Ablakhruk was never given credit for saving the city as that all of the other dwarves believed that city walls impenetrable. Adadel recognized Ablakhruks efforts and accomplishments for what they were, and granted him the gift, as Ablakhruk was already an accomplished leader he was granted the hardened golden skin of Adadel as well as sharp claws, and abnormal strength. For the second part of the gift Adadel gave a single claw to Ablakhruk, Ablakhruk was honored by the gift even given its slight stature. The claw was no bigger than a dagger to most dwarfs, and most dwarfs saw this gift as a joke on Ablakhruk, however Ablakhruk recognized the gift for its quality's as it was incredibly hand and had a keen edge that never seemed to dull. It is said that when receiving the gift Ablakhruk was told by Adadel himself that if and Ordos could do so much with just a dagger he feared to give one anything more powerful.

The gift was granted several more times through the ages for various deeds and to various houses. Here follows a few of those accounts.

Zabad Murkhel Mahuwmakh the fifth of his name took into the Citadel several hundred of the cities inhabitants during a time of great sickness where several hundred dwarves fell ill and died within only a few weeks. Adadels gift to Murkhel was clarity of mind through all adversity, and second was a large hardened scale from Adadels back which allowed Murkhel the ability to remove the sickness from Dwarves with only the touch of it. After the great sickness had been cured by Zabad Murkhel Mahuwmakh the fifth of his name, the city reentered a rebuilding phase. This was greatly aided by the great generosity and effort of Zabad Dohyaral Ulmil who nearly put his house in the poor house to rebuild The Iron Jewel to its former glory for Dohyaral was of an age that he could remember the city prior to the giant wars, and the great sickness. After great strife between Dohyaral and some younger members of House Ulmil, who had grown spoiled and prideful saw Dohyarals actions more as an attempt to deny them any inheritance, and less as an attempt to save their city. Adadel again recognized what was possibly one of the last documented great acts of a dwarf for some time to come. Adadels gift, this one last time had several notable differences about it, this gift of insight into the structure of how things are made was given to Dohyarals, as well as the ability to breath a dragons fire albeit on a much smaller scale this ability allowed Dohyaral the ability to heat and work the hardest and most exotic of metals, Adadels second gift was for the first time not a part of him directly but rather something he had crafted. He made for Dohyaral an anvil made entirely of Mithril. It was said that this Anvil allowed for Smiths to imbue almost completely random magical effects upon any item forged on it. The second odd quality of this gift was that Dohyarals ability to see and almost instantly understand the structure and composition of objects seemed to pass down to his children, although that was so long ago that none know if his descendants still have this power.

It was shortly after the giving of this gift that Adadel had seen the flaw in protecting the dwarves for all these generations in the manner in which he did, most all dwarves had become proud and vain, and spoiled by their relative safety and success. It was within three years of

Adadel's last gift that he left with no warning or advice. It is believed now that Adadel could no longer sit by and watch what had become of the dwarfs. The dwarfs of the time felt his vanishing as a great betrayal. With the exception of the Citadel guard and those legions comprised almost completely of House Ordos, all dwarves seemed to abandon all but the most self-serving of customs and practices. This became the way of The Iron Jewel for several years, before the fall which began with the disappearance of The Maker from the Citadel of Khebabul. The greater houses with the exception of House Mahuwmakh who were too busy attempting to figure out how the breach had occurred, and House Ordos who were charged with keeping the city safe; began to fight amongst themselves. House Mahuwmakh was of no assistance as they had to defend that citadel from the other houses many of which thought that the Mahuwmakhs had taken The Maker for themselves and were just hiding it deeper within the citadel. House Ordos was attempting to not only protect the city from within but also from the dangers outside the city. Many houses turned on each other and broke down to open conflict and murder in the streets. So ended the great reign of Kirikhul Mizimul. Many houses simply fled the city altogether while others remained to fight out for control of the city, the citadel held out for weeks before being breached and that was only after enough rubble was piled at the base of The Citadel that it reached almost the tops of the walls the citadel was then almost burned completely to the ground. Many of the Tombs and Codices within were either destroyed or lost, as well as all of the artifacts contained within. After almost two years of fighting all hostilities ceased suddenly between the houses to this day it is not known why this sudden halt occurred, but those still believing that Adadel was helping the dwarven people believe that he may have intervened although if he had this is the last event that anyone believes he had anything to do with. The citadel was partially rebuilt to protect what knowledge remained that had not been destroyed by the civil war.

So began the second founding where the city was rebuilt, lacking much of its previous luster and glory. Many hundreds of dwarves had been killed in the war and several thousand more had fled to distant lands, some never to be seen or heard of again. It is believed that many either were killed during their flight or simply integrated into whatever lands and society's they finally settled into. It is even said that some dwarfs found themselves in a land inhabited by Fey creatures and began cross-breeding with them, the resulting children have been described a fairly dangerous "genius" race known as "gnomes".

It is important to note that the second founding was still eons ago, and that there are a few of the old customs practiced in Kirikhul Mizimul today however the great houses still send their of-age boys to the citadel as guards although this practice was abandoned for several years before it became customary to do it again. The only known gift of Adadel still in existence is the Shield of Murkhel it is kept in the Citadel to this day. There are no stories of the destruction of the other gifts, just of there being lost.

Heart of Gold

While once believed to be a lost relic of the Dwarven Nations the stories of its magnificence would inspire hundreds of generations of Dwarves to strike the hot iron in the hopes of one day

living up to their ancestors mark. It is said that in the time before the end of the third age, a final gift was given to the Dwarves; a gift that would unite the people under the Iron Jewel and bring the houses together. A forge unlike any other that had ever or would ever exist again, a forge so powerful that it could forge relics that would last the ages. Fueled by the might of the Gold Dragon and enchanted by the hands of Titans, this would be the crest of a people. The forge was said to require special tools to work and that the tools could only be used by the blood of each house separately, it was in this vain that the Dwarven houses would have no choice but to work together as a unified people to keep their glory.

Even among the greatest of scholars the truth is still very vague, was the forge a real thing or was it merely an object that was then glorified in story as to inspire hope and prosperity? And if the forge was real where did it go, how could such a thing simply slip away and be lost to time without anyone knowing what happened? These are questions that have haunted great leaders of the Dwarves for an age, even in modern days the legacy of the forge is a driving factor for the Dwarves. But many have forgotten the old tales and there are many lords of the great houses that seek to find the forge and claim it for themselves, feeling by right that grants them the seat of ruler ship.

Racial Information

Lifespan- Dwarves due to their rugged and hearty lifestyles have a reasonably long life span living up to 200 years in age.

Appearance- Male dwarves must have full beards , and females must wear their hair in braids. Dwarves have a history of war with the giants of Norvis and due to their battle hardened lives they always wear armor, even their mages wear hardened leathers and steel.

Role-Play- While not every Dwarf is good at Smithing, as a people they venerate the craftsman. Anyone can learn to swing a blade, but mastering the ability to turn the most mundane of resources into a work of art that will last; that is a thing to treasure. When looking at skills craft skills reflect the Dwarven outlook on creation, while there are few Dwarven scholars they are still there often times more focused on the past than the future.