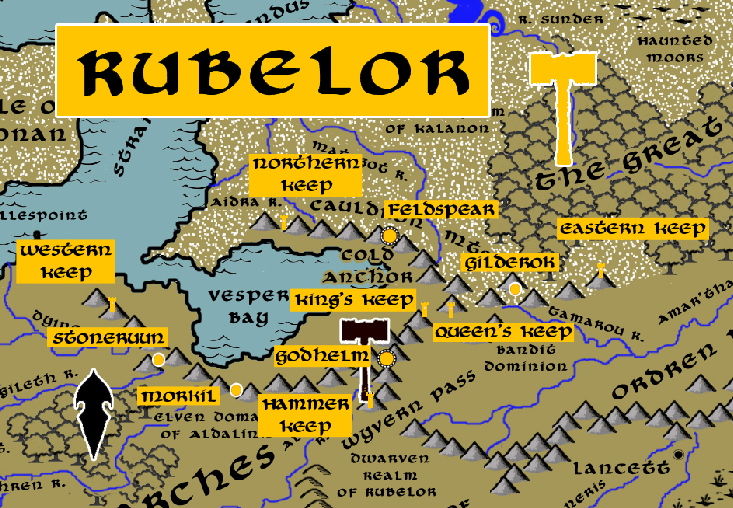
Notes on the Dwarven Kingdom of Rubelor



**Location: Cauldron Mountains, Western Amadar bordering the Plenish Marches**

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**Overview**

One of the four kingdoms founded by the sons of Raknem the Chainbreaker. In 570 PA2 Yuddolin Chainbreaker headed out from the Kingdom of Daemunndra and established the Rubelor colony.

Rubelor is located under the Cauldron Mountains that run around the edges of Vesper Bay. The dwarves of Rubelor tend to be the most worldly-minded of their race, mingling with surface-dwellers more than most dwarves. It is common for them to venture into the Vale of Emeron and trade their wares with the ships that come to port in Cold Anchor. They also tend to be more friendly and open with others and are thought to be masterful diplomats when dealing with outsiders.

The Dwarves have taken advantage of their outside contacts by crafting polished stones that are but baubles to their kind but have become a commodity exported around the world of men. Rubelor stones can be found in everything from high fashion to clerical adornments and are even valuable in magical applications for their extreme clarity.

The Dwarves of Rubelor, along with their Citerak cousins to the east, are in a constant state of siege with the indigent orc and goblinoid population in this part of the world. Rubelor’s main hall is reputed to host the largest collection of orc skulls in the world, rivaled by the goblin collection hosted by Citerak. In fact, the two kingdoms enjoy a rivalry with one another as to which trophy collection is larger.

At the four terminal ends of the kingdom (Hanfast, Stoneruun, Silverok, Hardkiln) there is a magic item called the **Gong Alarum**. They have not been rung in 500 years. When foes draw near, the guard bangs the gong which alerts the entire Dwarfhold – this, if rung in Hanfast, it sounds at each gong in Stoneruun, Silverok & Hardkiln. The Gong Alarum was a gift given by elfin mages to the south in ages past.

The Dwarves of Rubelor enjoy the game of **Sledge**, which involves ten Dwarves armored up and trying to move a heavy stone from one end of a 161 ft long cavern to the other. The distance is a tribute to the **Divine Ratio** of measurements that Dwarves revere. Heavy hammers are employed to brute-force opponents out of the way. The ceremonial stone, called a **Karoch**, is carried, thrown, and even struck with hammers to move it. Fire pits located throughout the field often catch loose, rolling Karochs and heating them up, making them difficult to retrieve and keep in play. Both teams battle it out savagely. The sport is very popular among Dwarves and steeped in tradition. Each town and city has its own team and the common Dwarf’s zealotry for their team is rivaled only by their passion for real battle.

A common greeting among Dwarves is the phrase “**Jerston Besoon**,” which is rumored to be a contraction of the phrase “Your stones be sound.” Therein lies a double meaning: one is a wish for one’s stonework to be sound, the other possibly referencing strength in masculinity.

* an enterprising community that works well with elves and in humans in this remote part of the world, always creating projects for improving their kingdom
* the best lapidarists in dwarven kind, masters at the cutting, grinding, and polishing of precious stones
* appearance: light brown skin with reddish-blonde hair
* common attire: leather dyed in different hues of red, fond of gloves and gauntlets
* weapon of choice: greataxe
* natural enemies: orcs, goblins, ogres, hill giants
* favored mounts: giant beetles
* craft polished stones that have become a commodity exported around the world.
* shares a strong bond with Citerak over fighting the dark forces of the north together and enjoy a rivalry over their trophy collections
* enjoy the game “Sledge” where teams move an enormous rock
* custom: fond of lobbing stones at one another, with the target expected to react quickly and catch them – often a formal greeting and when meeting strangers
* common saying: “Life’s more labor than luck,” answered with “a mountain of slag for just one ingot.”

**Dwarven Towns and Cities** **of Rubelor**

* [**Western Keep**](#westernkeep) **–** small town, population 2,000, guards / soldiers 20, militia 100
* [**Morkil**](#morkil) **–** large town, population 5,000, guards / soldiers 50, militia 250
* [**Hammer Keep**](#hammerkeep) **–** small town, population 2,000, guards / soldiers 20, militia 100
* [**Godhelm**](#godhelm) - metropolis, population 50,000, guards / soldiers 500, militia 2500
* [**King’s Keep**](#kingskeep) **–** small town, population 2,000, guards / soldiers 20, militia 100
* [**Stonruun**](#stoneruun) **–** small town, population 2,000, guards / soldiers 20, militia 100
* [**Northern Keep**](#northernkeep) **–** small town, population 2,000, guards / soldiers 20, militia 100
* [**Feldspear**](#feldspear) **–** large city, population 25,000, guards / soldiers 250, militia 2250
* [**Queen’s Keep**](#queenskeep) **–** small town, population 2,000, guards / soldiers 20, militia 100
* [**Gilderok**](#gilderok) **–** large town, population 5,000, guards / soldiers 50, militia 250
* [**Eastern Keep**](#easternkeep) **–** small town, population 2,000, guards / soldiers 20, militia 100

**Western Keep**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Thiggumin Oakenback and his wife Harbanelyn (f)

**Home**:

**Steward**: Varberlun Undergranite

**Marshal**: Avoungrid Oreview (f)

**House Priest:** Elstrerlug Chaoscoat

**House Adviser (Scholar/Mage/etc):** Kragnouc Smeltriver

**Captain of the Guard**: Barighod Hammermaster

**Chief Warriors in Service**:

Bhakulim Brighthood

Hevoudrid Chainshoulder (f)

Bekdrurim Barbedbraids

Orikholir Brownborn

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Morkil**

**Size:** large town, population 5,000, guards / soldiers 50, militia 250

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Lord Throzaebelyn Deepflayer (f)

**Home**:

**Steward**: Varheth Battlesword

**Marshal**: Vornoki Wraithbiter

**House Priest:**  Groosgraegar Pebbleheart (f)

**House Adviser (Scholar/Mage/etc):**  Thromnumlin Noblebelly

**Captain of the Guard**: Aramet Rubybane

**Chief Warriors in Service**:

Thraddinelyn Flintmaul (f)

Groubamri Deepriver

Buddock Darkhood

**Local Powers:**

**Local Sites:**

**Description** :

The Dwarves of Morkil are the best hunters and trackers of subterranean beasts. They are masters of converting hides and bones into clothing, jewelry, and even armor.

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Hammer Keep**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Fisen Magmabrand and his wife Gosaetrud (f)

**Home**: Jomnorlug Redmane

**Steward**: Yamnus Steelpike

**Marshal**: Yorrerlum Marbleforge

**House Priest:** Brotmitaine Icebrewer (f)

**House Adviser (Scholar/Mage/etc):** Gotgruinelynn Barbeddelver (f)

**Captain of the Guard**: Brurfeatalyn Nightbreaker (f)

**Chief Warriors in Service**:

Lostead Redblade

Kafeas Onyxgranite

Sirgroulsia Goldenhand (f)

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Godhelm**

**Size:** metropolis, population 50,000, guards / soldiers 500, militia 2500

**Trade Goods:** mithril, copper, silver, gold, stone

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** King Gimurt Beljyr the Gold Bringer and his wife Dognalyn (f)

**Home**:

**Steward**: Glakdrim Goldengrin

**Marshal**: Hordran Shalechin

**House Priest:**  Lozzira Blesstone (f)

**House Adviser (Scholar/Mage/etc):**  Dukgren Brewblade

**Captain of the Guard**: Thederas Forgestoke

**Chief Warriors in Service**:

Dokkilda Obsidiol (f)

Barinduli Bloodmace

Brousdruth Brownguard

**Local Powers:** Petrichor Sanctum (school of magic)

**Local Sites:** The King’s Rest (inn and tavern)

**Description** :

Godhelm controls the market on all precious metals in Rubelor. All precious ores are sent here for refining and fashioning into ingots or works of art.

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**King’s Keep**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Kistrorlim Chaintoe and his wife Dalovouren (f)

**Home**:

**Steward**: Durgreas Amberbow

**Marshal**: Bubroulydd Fieryheart (f)

**House Priest:** Nughom Heavyforge

**House Adviser (Scholar/Mage/etc):** Hessout Dragonrock

**Captain of the Guard**: Halmaet Honordelver

**Chief Warriors in Service**:

Tubealyn Orcbraids (f)

Sithout Largebeard

Dasaeck Blackmaster

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Stonruun**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Lord Notgreack Goldenbelly and his wife Elmdaelda (f)

**Home**:

**Steward**: Dwolgrumlin Cragheart

**Marshal**: Hagromri Undershoulder

**House Priest:**  Throldren Stonesunder

**House Adviser (Scholar/Mage/etc):**  Thukhick Hillbow

**Captain of the Guard**: Thodmaeline Pebblecoat (f)

**Chief Warriors in Service**:

Brurdrumli Darkbreaker

Dogned Kegaxe

Kralgrulim Greyflayer

Kunmotir Magmashield

**Local Powers:**

**Local Sites:** The King’s Rest Inn & Tavern

**Description** :

The Dwarves of Stonruun are the best masons in all of Rubelor. They are famed for their stonecutter factory as well as their circle of mages who place crafty wards and spells on stonework.

**Industry:**

**Key Figures:**

Notes from game:  
This is Grim’s home town. Key people of note:

**Luthar Brenn** - Patriarch of House Brenn, Master smith (weapon/armor) Fighter of 7th level - gruff, distant. A powerful voice among the clans, well regarded by the various dwarven guilds, has met the king on three occasions.

**Hadrana Brenn** - Matriarch of House Brenn, Cleric 3rd level. Often times the buffer between Grosnan and Grim during their stormy youth. A nurturing soul.

**Grosnan Brenn** - Journeyman Smith, Fighter 4th level, Grim's chief familial rival/tormentor - Oldest brother (Grim is #2)

**Jovas Brenn** - Journeyman Smith, Fighter 3rd level.

**Madrik Brenn** - Deceased. Journeyman Smith, 2nd level - killed in a cave in while delving for veins of ore - Grim does not know this. Potential for both conflict and healing here.

**Eldrom Brewbol** - Lower Acolyte to the Patriarch Thimas Hornbolt. Basically a go-fer. 4th level cleric, a bit of a ne'er-do-well. Grim's best friend during his initiate.

**Forhilda Crossforged** - Former sweetheart of Grim's during his initiate. Basically a zero level character and dwarf mistress of little note. She may see opp'y w/ Grim's return.

And, of course, **Torgrim Ironfist** 3/3lvl Fighter/Thief. Part of a small clan of miners, decided he didn't like breaking up rocks, so escaped to make his way in the world (not sure this is where you want to introduce my guy, but figured I'd offer an idea in that direction.

**Throldren Stonesunder**, High Priest of Moradin in Stonruun

**Local Lore:**

**History:**

**Customs:**

**Northern Keep**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Moggaeg Broadbraid and his wife Mokwida (f)

**Home**:

**Steward**: Kistruc Coinbranch

**Marshal**: Goddoulda Rubyspine (f)

**House Priest:** Thundreag Steelbender

**House Adviser (Scholar/Mage/etc):**  Snakream Blessedmace

**Captain of the Guard**: Mavith Battleblade

**Chief Warriors in Service**:

Fothigrett Underbreaker

Dalodmeabelynn Bloodpike

Umirsire Duskaxe

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Feldspear**

**Size:** large city, population 25,000, guards / soldiers 250, militia 2250

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Lady Hadgrabelyn Kragshield (f)

**Home**:

**Steward**: Monmorlun Brickbraids

**Marshal**: Homunli Thunderfeet

**House Priest:**  Toreven Hillgrip

**House Adviser (Scholar/Mage/etc):**  Baridmibella Goldenbrewer (f)

**Captain of the Guard**: Thrognomi Longdigger

**Chief Warriors in Service**:

Fovure Noblehelm (f)

Brarrohilde Merrysword (f)

Alfordragaer Granitegranite (f)

**Local Powers:**

**Local Sites:**

**Description** :

Feldspear is the site of the **Hel Forge**, a foundry of such enormous size and power that the largest and most powerful tools and devices are created here. Whenever there are machine works or siege weapons created in Rubelor they are commissioned to be made in Feldspear.

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Queen’s Keep**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Dwolgrolim Bronzeminer and his wife Gerdrid (f)

**Home**:

**Steward**: Alfosgruck Amberbrand

**Marshal**: Daressaeck Trolltoe

**House Priest:** Nusgroick Lavadelver

**House Adviser (Scholar/Mage/etc):** Thetmaebella Woldstone (f)

**Captain of the Guard**: Barindred Fierybuster

**Chief Warriors in Service**:

Fidgrumlir Pebbleborn

Stronmaen Beastforge

Dakhaehilda Noblebeard (f)

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Gilderok**

**Size:** large town, population 5,000, guards / soldiers 50, militia 250

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Lord Grondrumi Forgemaster

**Home**:

**Steward**: Kuwaetelin Heavypike (f)

**Marshal**: Fomwatalyn Goldminer (f)

**House Priest:**  Dulgear Bitterpike

**House Adviser (Scholar/Mage/etc):**  Glabrumin Grimdelver

**Captain of the Guard**: Whuler Minetank

**Chief Warriors in Service**:

Gasaem Anvilhorn

Thragnoir Undertoe

Nurakgrumlir Deepmace

**Local Powers:**

**Local Sites:**

**Description** :

The Dwarves of Gilderok are the master delvers and explorers of Rubelor. Throughout Rubelor’s history, all expeditions underground have been led by Gilderok Dwarves and the pilot tunnels crafted and reinforced by them. A school of delving and mining called the Down is located here and trains Dwarves from other towns and cities on the building and maintenance of tunnels. It is an almost religious level of pride they take in the craft.

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Eastern Keep**

**Size:** small town, population 2,000, guards / soldiers 20, militia 100

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Belgatha Fury (f)

**Home**:

**Steward**: Broufouc Boneback

**Marshal**: Botrulim Minebrand

**House Priest:** Dhofratin Brightbrew

**House Adviser (Scholar/Mage/etc):** Brurgear Koboldsunder

**Captain of the Guard**: Reimramli Giantbeard

**Chief Warriors in Service**:

Jotmeagret Flintspine (f)

Kindraethra Snowbrand (f)

Duritdrarlun Blazingchin

Thusum Bottlechest

Reistoug Strongbrew

Namaehulda Sapphiredigger (f)

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**History**

**First Primordial Age (PA1)**

**Second Primordial Age (PA2)**

570 PA2 - Yuddolin of the Five Brothers departs Daemundra and goes west to establish the Dwarven Kingdom of Rubelor

**Third Primordial Age (PA3)**

**Fourth primordial Age (PA4)**

**First Ancient Age (AA1)**

**Second Ancient Age (AA2)**

**Third Ancient Age (AA3)**

850-873 AA3 - Great Orc War of the West

851 AA3 - The Great Orc Army splits into four forces: The Banners of Blood, Bone, Claw, and Teeth; Blood and Bone march west, Claw invades the Dwarven Kingdom of Citerak, Teeth marches east into the Friendless Fringes

852 AA3 - Dwarves of Rubelor march to Citerak to aide their brethren

853 AA3 - Orcs of the Claw Banner conquer Dark Keep, Hardkiln, and Silverok

854 AA3 - Banner of Claw takes Glitren and holds off reinforcements from Rubelor

854 AA3 - the legendary Five Hammers of the Deep are lost in the ensuing battles

855 AA3 - Orcs of the Teeth Banner meet the Dwarves of Daemundra at Long Keep in the Evermore Mountains and defeat them; Orc forces cross the Evermore Mountains into Erigoth

857 AA3 - Orcs of the Claw lure Rubelor and Citerak forces into Glitren and unleash demons from a deep fissure they have created

858-872 AA3 - fighting continues off and on around the Plenish Marches, Bane Wood, the Gunnar Gap, and the Plains of Arbock

873 AA3 - a series of victories over the Orcs drive them back from the Plenish Marches and the lands east of the Evermore Mountains

**Fourth Ancient Age (AA4)**

**First Written Age (WA1)**

**Second Written Age (WA2)**

230-250 WA2 - War of the Gray Ghosts: Duergar spies infiltrate the Kingdom of Rubelor, open the gates to a Duergar invasion by their warlord Koggar the Clever

235 WA2 - hero Erlond Durhak falls protecting the Hall of Rubelor from being razed by Duergar mercenaries

250 WA2 - reinforcements from Citerak save the Dwarves of Western Amadar from destruction at the hands of the Duergar invasion; Koggar's head is mounted as a trophy in Rubelor Hall

**Third Written Age (WA3)**

640-670 WA3 - Second Dark Crusade

642 WA3 - Mortavay's forces invade Dwarven Kingdom of Garnettran; a second front opens south at Tarvos Pass

644 WA3 - Dwarven kingdoms of Daemundra, Citerak, and Rubelor dispatch armies to join the fight

644 WA3 - Battle of Tarvos: Dwarves of Garnettren join Tirudoran forces to stop Mortavay at Tarvos Pass; Mortavay destroys the human and dwarven host and continues westward

662 WA3 - Elves of Ari'Aahn join with the Dwarves of Garnettren to aide the humans in encircling Mortavay's forces in Erigoth

663 WA3 - Trevilish and Tirudoran cities still free rally to attack Mortavay's center forces, cutting them off from the east; joined by the Elves of Ulynar attacking from Tredfut Forest

665 WA3 - Dwarves of Citerak and Rubelor rouse from their mountains and attack Mortavay's forces in Gremira

670 - Mortavay defeated; end of the Second Dark Crusade

**Fourth Written Age (WA4)**

**Notes on Culture**

**Magical Items**

**Developer Notes**

Names: Dwarven names from [www.fantasynamegenerators.com](http://www.fantasynamegenerators.com)