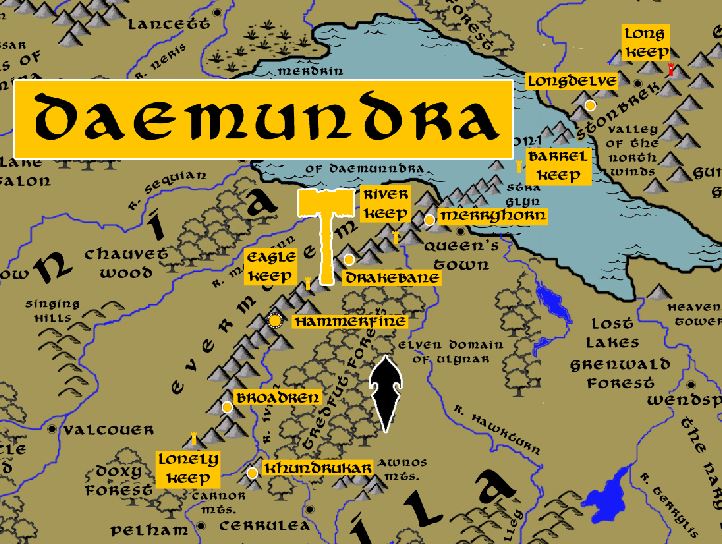
Notes on the Dwarven Kingdom of Daemundra

****

**Location: Evermore Mountains, Western Amadar between the Kingdoms of Plenia and Treviland but extending up into Erigoth and the lost northern lands**

* **[Overview](#overview)**
* **[Towns and Cities](#townsandcities)**
* **[History](#history)**
* **[Notes on Culture](#notesonculture)**
* **[Magical Items](#magicalitems)**
* **[Developer Notes](#developernotes)**

**Overview**

The kingdom under the Evermores is the oldest of its kind in the northern part of the world. It was here the Underheim formed in the Primordia Ages while its kin to the south appeared in the Darkheim. From here Moradin charged four of the **Five Sons of Racknem** (Strokkol, Yuddolin, Noldrum, and Alforrun) to go forth into the world and build the first Dwarven kingdoms. It was here Loberen created the **Sybalite,** the greatest and largest diamond of all and which almost destroyed the world.

There would be many struggles for the Dwarves from the beginning. Orcs enslaved them for hundreds of years after the **War of the Chains**, until the **Great Dwarven Uprising** occurred and then the **Dwarven Holy War** to purge all goblins and orcs in the Evermore Mountains. The hero of the uprising, **Racknem the Chain Breaker**, was crowned the first king and the kingdom was birthed in 160 PA2.

The Dwarves of Daemundra fought in the Great Orc Uprising in the Third Ancient Age and were almost destroyed in the war. Later they would rise up to aide mankind against Mortavay in the First and Second Dark Crusades.

Located beneath the Evermore Mountains that cuts across the inner Sea of Augemere, the Daemundran Dwarves play an active role in the history of man in this region. Many times, the Dwarves have closed the pass from Erigoth in the east and thwarted shipping lanes across the sea to Fleur in the west. Daemundra is usually on good terms with humans, however, except where mining rights are concerned. Disputes have flared up with lords of Stonbrek in Treviland, as well as in the Wolfenfels among the Erigoth. Daemundran dwarves enjoy the company of the lake people around the Augemere Sea, however, and come to their aid whenever called.

The Dwarves still remember heroes of other lands that came to their aide: Var Vengalen of Stonbrek, who joined the Dwarves against the Orcs in the Fourth Ancient Age, then the people of Wolfenfels in battling the dragon Syzith in 842 WA2, Masyn Elgan of Pelham who led a rescue of Lonely Keep from Orcs in 710 WA3.

* a tradition-minded community with a venerable history; holds itself in high esteem as the leaders of the dwarven peoples; very formal in their planning and execution of everything with an eye for etiquette, somewhat elitist
* the best at diplomacy and matters of state in all dwarvenkind; also the best at hydrogeology or the management of subterranean river systems and lakes
* appearance: ruddy brown skin and dark black hair
* tend to common attire: dark brown leather that has a slight sheen to it from water resistant slime they apply to it; Wear boots that have enormous traction and can even adhere to near-vertical surfaces; fond of bright copper buttons with various symbols on them
* weapon of choice: warhammer
* natural enemies: umberhulks, orcs, kobolds, bugbears
* favored mounts: giant badgers
* have a slight elitist air, fond of recounting their family tree back several thousand years
* are more comfortable around water than most other dwarves. They are adept not only at working on boats and swimming and are adept at water containment measures.
* Custom: digging a hole and burying a piece of gold in it or some other treasure before embarking on any journey, the belief being they have something to return for and it gives them resolve
* common saying “May yer beard be long,” followed in response by “and may ye live like ye earned it.”

The elves enjoy an uneasy friendship with the dwarves of Daemundra in the Evermore Mountains. Ulynar elves are amused by how serious the dwarves can be about their title as the eldest kingdom of dwarves (knowing Emraldren to the south is just as old). They smile at the contrived formality of the stately dwarves and their thinly veiled threats regarding any encroachment into their earthly domain. Ulynar elves are not above innocent pranks on the dwarves when they emerge on the surface, but they are quick to offer reparations to the easily-bruised dwarven pride. A long-held promise between them has been the **Gwaedaear** a special mine in the Evermores where the elves are allowed to obtain the ore for their magical forges and from which they craft the best swords in the world. The dwarves swore long ago to this agreement and would never think to refuse the elves access to the **Gwaedaear**, even if it galls some dwarves to remember it.

In truth Ulynar and Daeumundra have always stood together when evil threatens the land. Every ten years the king or queen of Daemundra meets with the lord or lady of Ulynar to drink a toast of friendship. And each year the dwarven ruler crushes the silver cups they drink from, swearing it is their last toast before storming off. But anyone who visits the court of Daeumundra will notice the famed silver shield **Skjoldvenn** hanging near the throne and inscribed with the motto “We remember our friends.” In truth the shield is made of the cups melted down and is carried forth as a standard in any battle where the dwarves come to the aide of the elves.

**Towns and Cities**

* Daemundra
  + [Long Keep](#longkeep) – small town, population 2,000, guards / soldiers 20, militia 100
  + [Longdelve](#longdelve) – large town, population 5,000, guards / soldiers 50, militia 250
  + [Barrel Keep](#barrelkeep) – small town, population 2,000, guards / soldiers 20, militia 100
  + [Merryhorn](#merryhorn) – large town, population 5,000, guards / soldiers 50, militia 250
  + [River Keep](#riverkeep) – small town, population 2,000, guards / soldiers 20, militia 100
  + [Drakebane](#drakebane) – large town, population 5,000, guards / soldiers 50, militia 250
  + [Eagle Keep](#eaglekeep) – small town, population 2,000, guards / soldiers 20, militia 100
  + [Hammerfine](#hammerfine) – large city, population 25,000, guards / soldiers 250, militia 2250
  + [Broadren](#broadren) – large town, population 5,000, guards / soldiers 50, militia 250
  + [Lonely Keep](#lonelykeep) – small town, population 2,000, guards / soldiers 20, militia 100
  + [Khundrukar](#khundrukar) – (ruins) – located in the Carnor Mts in the Kingdom of Treviland



**Long Keep**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Reynva Kindale (f)

**Home**:

**Steward**: Emigus Dazzlehorn

**Marshal**: Genrak Frostforge

**House Priest:** Benrak Goblinfoe

**House Adviser (Scholar/Mage/etc):** Bremma Mountainfist (f)

**Captain of the Guard**: Hurryl Frozenbeard

**Chief Warriors in Service**:

Rankom Bronzefoot

Grenkim Gemfinder

Barmiir Stonetale

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

Black dragon Syzith dwells near here.

**History:**

**Customs:**

**Longdelve**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Brumdus Brawnrock and his wife Jinvia (f)

**Home**:

**Steward**: Brumgran Rudog

**Marshal**: Tazmyl Thunderfury (f)

**House Priest:** Thurmek Dothgoraln

**House Adviser (Scholar/Mage/etc):** Gralmund Goldenrest

**Captain of the Guard**: Brankohm Gloryhelm

**Chief Warriors in Service**:

Thalryl Garthakack

Gimrig Terthavack

Grykom Bloodback

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Barrel Keep**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Hjolryl Trueeye

**Home**:

**Steward**: Ranram Rangirr

**Marshal**: Kharmar Geldurem

**House Priest:** Gramren Mollig

**House Adviser (Scholar/Mage/etc):** Jynmera Hillhome

**Captain of the Guard**: Berthrun Sternbreaker

**Chief Warriors in Service**:

Tygrun Marbletale

Brombek Cardag

Gemlynn Strullum (f)

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Merryhorn**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Brammin Silvernail

**Home**:

**Steward**: Throkham Thramiven

**Marshal**: Malgrum Beltgirth

**House Priest:** Fargus Colddram

**House Adviser (Scholar/Mage/etc):** Marthiel Halfkind (f)

**Captain of the Guard**: Gramken Molteneye

**Chief Warriors in Service**:

Hjulduhr Curltoe

Gremmand Miterhand

Banrom Dolbruhk

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**River Keep**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Daerla Flintrest (f)

**Home**:

**Steward**: Malkum Sternbeam

**Marshal**: Harthaen Malletring

**House Priest:** Thordus Coldkiln

**House Adviser (Scholar/Mage/etc):** Thulmin Oddkraft

**Captain of the Guard**: Regdarus Hardlock

**Chief Warriors in Service**:

Bhelgram Dromigirr

Mokrohm Hardhaft

Brytlyn Brewdraft (f)

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Drakebane**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Tymand Underhunt and his wife Ingra (f)

**Home**:

**Steward**: Meldren Derderak

**Marshal**: Brolbera Hammershod (f)

**House Priest:** Baldrem Pealbell

**House Adviser (Scholar/Mage/etc):** Therik Darkwyrd

**Captain of the Guard**: Graemyr Flintdart

**Chief Warriors in Service**:

Therman Tuldohak

Urmmur Amberdirk

Regmyr Halfbelt

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Eagle Keep**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Bheladin Keenhorn

**Home**:

**Steward**: Tharman Goldenstone

**Marshal**: Grendur Muttonleg

**House Priest:** Thalnur Evermane

**House Adviser (Scholar/Mage/etc):** Byllevan Forthrite (f)

**Captain of the Guard**: Karkuhm Stoutbone

**Chief Warriors in Service**:

Bramnyl Bodragane

Daerdrum Mudriver

Regmyr Drakeduum

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Hammerfine**

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

**Trade Goods:** mithril, gold, gems, stone

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Glorain Kilbek the Stone Guardian

**Home**: Dourmantle Keep

**Steward**: Kressic Amberheld

**Marshal**: Thidron Anvilbrek

**House Priest:**  Mogarlum Orchorn

**House Adviser (Scholar/Mage/etc):**  Ekreg Fierblade

**Captain of the Guard**: Vargrona Jademiner (f)

**Chief Warriors in Service**:

Fosgrynn Bellowynd (f)

Rudrok Hillbore

Hekdren Runebeard

**Local Powers:** High Cathedral of Moradin (world seat of power for the worshippers of Moradin), The Ashlar Order (paladins), Band of the Styrlaug (order of rangers), Cthonik Sanctum (school of magic)

**Local Sites:** The Undercroft Inn & Tavern

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Broadren**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Thyrum Burrowthane

**Home**:

**Steward**: Ragmyl Lodestone

**Marshal**: Thomond Tuzzerak

**House Priest:** Edwinna Blacktale (f)

**House Adviser (Scholar/Mage/etc):** Barnalem Threken

**Captain of the Guard**: Gamrod Denerekh

**Chief Warriors in Service**:

Mortimund Molefriend

Galgurn Benkohr

Elnys Grengirth (f)

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**Lonely Keep**

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

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:** Gamlin Towermount

**Home**:

**Steward**: Thelmand Stonekeg

**Marshal**: Bomgran Stoutleg

**House Priest:** Lesmera Firmlejj (f)

**House Adviser (Scholar/Mage/etc):** Darnur Deepgaze

**Captain of the Guard**: Gryrim Hardfoe

**Chief Warriors in Service**:

Granthan Brikblud

Hurdrom Stonehart

**Local Powers:**

**Local Sites:**

**Description:**

**Industry:**

**Key Figures:**

**Local Lore:**

Isienth the copper dragon lives near here.

**History:**

**Customs:**

**Khundrukar (ruins)**

**Size:**

**Trade Goods:**

**Local Goods:**

**Standard:**

**Colors:**

**Ruler:**

**Home**:

**Steward**:

**Marshal**:

**House Priest:**

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

**Captain of the Guard**:

**Chief Warriors in Service**:

**Local Powers:**

**Local Sites:**

**Description** :

Six thousand years ago Durgeddin the Black sought to colonize the Carnor Mountains and start his own kingdom. Alas, the entire population was wiped out by orcs in the Fourth Ancient Age (570 AA4). Home of the Glitterhame caverns, Khundrukar was full of potential. Now it is home to orc tribes and briefly to an adolescent black dragon named **Anquina** who was slain by an adventuring party known as the **Black Arrows**. It now stands empty with evil creeping back into its halls.

**Industry:**

**Key Figures:**

**Local Lore:**

**History:**

**Customs:**

**History**

**First Primordial Age (PA1)**

440 PA1 - the first organized Dwarven tribes in the north form a community under the Evermore Mountains and call themselves the Underheim

630 PA1 - War of the Chains - Orcs ruling the Evermore Mountains wage war on the Underheim Dwarves

690 PA1 - War of the Chains ends in the Dwarven defeat at the Battle of Lost Hope - Orcs of Evermore enslave the Dwarven people of Underheim and almost wipe them out completely

**Second Primordial Age (PA2)**

130 PA2 - The Great Dwarven Uprising - Underheim revolts against their Orc masters led by the hero Racknem the Chain Breaker

140 PA2 - The Dwarven Holy War - Moradin charges the Underheim to organize the loose Dwarven tribes of Amadar to purge the Evermore Mountains of all goblinoids and orcs living there

160 PA2 - End of Dwarven Holy War - Orc and Goblin tribes are exterminated throughout the Evermore region; the Kingdom of Daemundra is begun with Racknem as its first king

430 PA2 - Moradin charges four of the Five Sons of Racknem (Strokkol, Yuddolin, Noldrum, and Alforrun) to go forth into the world and build the first Dwarven kingdoms; a sixth brother (Krorher) is spurned for being a bastard but is commissioned by Moradin in secret to form his own kingdom

440 PA2 - flag is raised for the first time over the Dwarven kingdom of Daemundra; Torenear the eldest of the Five Brothers assumes rule of Daemundra

540 PA2 - Strokkol of the Five Brothers departs Daemundra and goes north to establish the Dwarven Kindgom of Citerak

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

590 PA2 - Noldrum of the Five Brothers departs Daemundra and goes east and to establish the Dwarven Kingdom of Garnettren

600 PA2 - Alforrun of the Five Brothers departs Daemundra and goes south under the sea to establish the Dwarven Kingdom of Berylor

630 PA2 - Krorher Thunderslag, a sixth brother, is spurned by the Five Brothers of Underheim for being a bastard; Moradin leads him north under the sea and he begins the Dwarven Kingdom of Amberon

**Third Primordial Age (PA3)**

790 PA3 - King Thakdred of Daemundra challenges all of Dwarvenkind to fashion the perfect cut gem from the discarded stones from his largest quarry

**Fourth primordial Age (PA4)**

110 PA4 - The Sybalite Stone is created in Daemundra: After three hundred years and countless Dwarven gem cutters attempting, a Dwarven apprentice by the name of Loberen cuts Thundrir’s stone without permission and creates the Sybalite Stone: the greatest and largest diamond the world has ever seen, a diamond of such flawless perfection that it carries a powerful enchantment tied to the elemental plane of earth

710 PA4 - Battle of Barrel Keep – Sahuagin from the Augemere Sea infiltrate Barrel Keep, unleashing waters that flood tunnels as far as Long Keep and Drake Bane. The day is saved when **Garble Mudfoot**, elderly water elementalist, wields the famed fork-hammer **Kalaburn**, to summon water elementals to destroy the Sahuagin and activate the sluice system to drive out the water.

**First Ancient Age (AA1)**

450 AA1 - The Sybalite Stone is stolen from Daemundra by the Duergar wizard Gergerim

480 AA1 - Gergerim is driven mad by the Sybalite's splendor and uses it to focus enormous magical energies to destroy half of the kingdom of Garnettren

481 AA1 - The Sybalite War - Dwarves from Daemundra, Garnettren, and Agatren converge on the Stonecurtain Mountains to rescue the Sybalite and stop Gergerim

492 AA1 - end of the Sybalite War - After years of bloody conquest the armies of Gergerim are defeated and the Sybalite restored to Daemundra

610 AA1 - the first Dvergeråd is held in Daemundra - the great meeting of the dwarves that happens every ten years. The meeting location alternates between the great halls in Daemundra and Emraldren.

**Second Ancient Age (AA2)**

400 AA2 - Durgeddin the Black leaves Daemundra to colonize the Carnor Mountains and start his own kingdom; names his colony Kundrukar

**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)**

570 AA4 - Daemundra colony of Khundrukar falls - the entire population is wiped out by orcs and the Glitterhame destroyed

650 AA4 - War of Wind Valley - humans in the region of present day Stonbrek war with the Dwarves of Daemundra

680 AA4 - Orc armies attack Daemundra; Var Vengalen of Stonbrek comes to the aide of the Dwarves of Daemundra, ending the feud between the town and the Dwarves

**First Written Age (WA1)**

630 WA1 - a Dwarven band of Onyklesh refugees led by Kuruk the Homeless steals the Sybalite from Daemundra to aide in their campaign to reclaim their home from the dragon Sephiran

**Second Written Age (WA2)**

820 WA2 - War of Syzith's Wrath: Wolfenfels and Stonbrek go to war with Dwarves of Daemundra in central Amadar

840 WA2 - War between Men and Dwarves awakes the dragon Syzith, who destroys all Daemundra settlements north of the Rastalan River

842 WA2 - Wolfenfels, sickened by the destruction of Syzith, joins the Dwarves in driving the dragon back; Stonbrek instead attacks the weakened Dwarves

843 WA2 - Wolfenfels strikes an alliance with Daemundra; Stonbrek begins its feud with both Wolfenfels and the Dwarves

**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

710 WA3 - Masyn Elgan of Pelham leads a rescue of Lonely Keep from Orcs, wins the friendship of the Dwarves of Daemundra

**Fourth Written Age (WA4)**

405 WA4 - Gunnar Sverker, king in Skala, aids the dwarves of Amberon in defeating an army of trolls ; Dwarves gift Gunnar with the Ulfstone

**Notes on Culture**

Daemundran dwarves tend to have a slight elitist air to them, having a pedigree that dates back to the first of the dwarven settlements. They are fond of recounting their family tree back several thousand years, which can be annoying even to dwarves from other kingdoms. Dwarves here have dark black hair and ruddy brown skin. They tend to wear dark brown leather that has a slight sheen to it, which comes from them coating their apparel in water-resistant slime harvested from subterranean snails. This is because half the kingdom lies beneath the Augemere Sea and the dwarves here are more comfortable around water than most other dwarves. They are adept not only at working on boats and swimming (which they still hate), but they also tend to keep a sharp eye out in any tunnel looking for traces of water and water leaks. They are always very concerned for that and are adept at water containment measures. A Daemundran dwarf has a bonus of +6 to any listen check or survival check to detect underground running water. Their favored enemies are umberhulks and orcs, which have always gathered in large masses in this region. Their favorite weapons are heavy war hammers.

**Magical Items**

* **Kalaburn –** magic fork-hammer that controls water elementals
* **Sybalite Stone** – a giant diamond of such flawless perfection that it carries a powerful enchantment tied to the elemental plane of earth
* **Skjoldvenn –** magical silver shield that hangs in the throne room of the king or queen of Daeumundra. It is inscribed with the motto “We remember our friends.” It is covered in silver from the melted cups used each ten years when Daemundra drinks friendship with the elven domain of Ulynar. The prideful dwarves refuse to acknowledge such toasts happen but in their stubborn pride still remember their friends the elves and pledge to help them. The shield carries enormous power when used in battle but is unwieldy to use by a single warrior.

**Developer Notes**

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

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

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

small city, population 12,000, guards / soldiers 120, militia 600

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

metropolis, population 50,000, guards / soldiers 500, militia 2500