

Dwarves

A dedicated and solitary people, the Dwarves of Terna are almost never found far from their mines. Above the ground, their castles and keeps can be found soaring over the coasts of the far Northlunds, but it is rumoured their subterranean empire delves deep into caverns across the entire continent. Though responsible for the vast majority of mining exports and smithy production in Terna, the Dwarves only account for a small fraction of the total population. The Dwarves claim that their people once outnumbered the stars and comprised artisans, philosophers, and dilettantes from every walk of life. Now, they are a mere skeleton nation, a shadow of their former glory. Their present condition aside, the Dwarven nation still gives birth to some of the most skilled craftsmen on the continent; their wares are so spectacular they are even sought elsewhere through the Mists.

The Dwarven people are united under the leadership of the Dell monarchy. The Dell family was one of the first allies of the Human Emperor Ternius when he brought the continent under his rule; as they were in power when his empire waned, they have retained possession of all the most powerful Dwarven artifacts as well as loyalty from all the lesser families. The Dell family's authority is signified by an ancient artifact known as the "Dell Hammer". In recent years there have been rumors of the Dell Hammer being lost, but thus far the rumor has yet to lead to any real dissension.

There are dozens of Dwarven families, each with a specialty craft, aspect of war, or material that they mine. They are all experts in their chosen arena. While individual Dwarves can be quite stubborn, the Dwarves work together perhaps better than any other race. They work for the betterment of themselves, their families, and their kingdom, and the Dells' wise rule has always helped to ensure the continuation of this tradition.

While most acknowledge the authority of the Dell Hammer, the exception to this is a few renegade "Dark Dwarf Nations": groups of dissidents who believe that only strength grants rulership. These Dark Dwarves are almost universally necromancers who live in a very Machiavellian society. The largest group of Dark Dwarves lives in the Spine Mountains between the Northlunds and Wayside. Though their military was a force to be reckoned with, these Spine Dwarves were recently broken in a war against Wayside in which the adventurers featured heavily.

Families and Organizations

-The Spine Dwarves are angry dissidents who have been broken in war, but the war has brought some of their number out of the anger of the past and into a new light. Some families have been moving out into Wayside despite the possible persecution in hopes of a new life.

-The Cross Pick is the name of the National Blacksmithy guild. They make the best tools of all and stamp their wares with two crossed picks. Many dwarven orphans end up adopted by the guild, taught a trade, and made into fine workers and merchants. The guild works hard to

monopolize all mithril deposits.

-The Fitzhughs are a family of researchers and scientists in a world of magic. They are largely outcasts in the world at large and laughed at. Yet they do very well financially as they have furthered many crafts by leaps and bounds. They use a book with a hammer forming the spine as their symbol.

-The Dells are those related to Seamus O Dell the King of the Northlunds, and in time before memory related to Tuffa Cragtail Dell, the greatest Dwarven dragon mage and artisan in history. Most Dells mark themselves with a hammer in gold or silver, but only one of Seamus's closest relatives are allowed to call themselves a Dell to non-Dwarves. A Dwarf would know the lines of succession and that someone may be 357th in line, but a foreigner would not. Thus, to avoid the potential confusion of an outsider thinking a distant relative can speak for the royal family, they cannot use their true name under pain of death.

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