

Dwarven Kingdom of the Deymournes

Population: 469,300, 79% Dwarves, 6% Hobblings, 5% Human, 5% Gnomes, 2% Ox'Gar, 3% Other.

Non-Native Population: While Gnomes are treated more or less as full subjects of the Kingdom. Gargylen are also well tolerated, some speculate this is due to the natural Dwarven affinity for stone. All other races are regarded with a suspicious eye, but not with any hostility unless it is warranted by their own aggression.

Capital and places of note: Felzynn is the capital of the Kingdom of the Deymournes. It is the largest and most secure city on the Isle of Kalidor. The astonishingly colossal walls and interior fortresses of the capital are made of a black and grey marble-like stone mined from fathomless depths of the Deep Dark. The stone itself is virtually indestructible and naturally imbued with properties that generate an anti-magic field throughout the entire city and far beyond its walls. These conditions frustrate both physical and arcane attacks upon the city.

Perhaps due to its imposing defenses, Felzynn has become a trading hub for the entirety of the isles. All manner of goods and services from the fantastic to the mundane pass through the Hard Gates and go from there to all points beyond. As such the city has accumulated wealth beyond imagining. There are many who desire to conquer Felzynn. The Orcs of Vulkura tried but once. Since then, none have dared besiege the city, for fear of losing the entirety of their force.

Lesser known Dwarven keeps are Deepfell and Hammerfell, they are much smaller versions of Felzynn with less impressive defenses.

Current Rulers: King Rommel II, known as the 'Hammer of the Orcs' or simply 'Orc's Bane,' has reigned for the last century unopposed over a Dwarven Golden Age. His people are wealthy and happy; well fed and Dwarven Stout flows freely into every cup and horn. Rommel's subjects toast his name in the streets on a daily basis. There is little doubt his name will go down as one of the greatest Dwarven Kings ever to reign.

History: Many of the nations of Kalidor formed after the Shadow War, but the Dwarves, they never left. They fought the Vlotkin toe-to-toe in their mountain keeps, above and below ground and though they lost thousands of their own, they never faltered. When the Undying God fell, the Dwarves were left with the best strategic position on the island and they took full advantage. Now their thriving mercantile Kingdom can claim wealth beyond compare and though they do not flaunt it as the Felid of Savatoga do, every Dwarf has the right to hold their head high when speaking of the accomplishments of their people.

Government: King Raummel II is the head of government, his word is law but his oath is his bond, for in the Kingdom of the Deymournes even the King must keep his oaths. This strict adherence to the law makes most kings speak very little publically, so they cannot be held accountable for much.

There are many Dwarven nobles and Knights who assist the King in his daily duties and help to enforce the law throughout the mountains.

The Dwarves have no real enemies amongst the other nations of Kalidor, mostly because no other nation has the manpower to waste attacking Felzynn. Patrols from the Kingdom of the Deymournes do skirmish with the Orcs of Vulkura on occasion, but since the disaster that befell the orcs at the Siege of Felzynn, such misunderstandings are quickly put aside. It should be noted the orcs are just as likely to trade with the Dwarves, as to fight them.

The Trade Law is always in effect in Felzynn, it is the pledge of the Dwarves not to interfere in sales no matter how unseemly. Though not everything is legal in Felzynn, the laws of the Kingdom are suspended when it comes to commerce between foreign merchants and everyone is subject only to the laws of their conscience as far as merchandise. Whether they deal in slaves or pickled beets, all sales are legal.

Religion: Most Dwarves worship Siegfried the maker of their kind and the god of smiths and masons, but the Dwarves are quite a tolerant lot when it comes to religion and there is no official church of the realm.

Societal Views: Quite simply put the Dwarves want you to fill their coffers and go back whence you came. They welcome outsiders hardily, but wish for none to overstay their welcome.

Exports: Quite literally, everything that is, or can be sold.

Imports: Quite literally, everything that is, or can be sold, but at a good discount.

Social Rank Structure: King>Nobles>Merchants>Others

Factions: Siegfried's Maul.