**Seragol**

**A City of Dwarves

Seragol was a jewel in the old worlds crown and the Second city of Bara’ghost, the Capitol being the lost city of Bara’gon’din. The Dwarves settled here some 700 years ago when they came down from the Northern Realm to help fight against Leomass and the Legion. The city is now in ruin after a great artefact of protection known as ‘The Urn of Seragol’ or ‘The firebrand of Yor’din’ went out and its flame ceased to protect the city from the Legion. The King of the Southern Dwarves and master of the Urn was Skabull of House Borg. Four other houses made up his court, they were House Tolga, House Thenga, House Gundian and House Corvax but after the fall of Seagol, the five houses split from each other and now reside in the refugee camps of Sca’lan under the protection of the Elves or in the mountain caves to the south known as Thanets Wall.**

**Descended from the Tolga’dol Kings of Barastova, these 5 houses where chosen by their High King to followed the fleeing and defeated Dru’co’nyan Kings South as they fled the North and stop them from ever returning. They built impressive strong holds and Citadels along the Bara’reim’iss and watched and waited. However in the years following after the fall of Leomass to his earthly prison in the tower of the Psion on the eastern shore and the slow kindling of a Third War of Ascension, the houses argued over weather they should help their enemy against a greater this greater foe. Inar of House Borg travelled to Bara’gon’din and agreed to help, but demanded the City of Seragol for his people. Against the advise of the Aylward Elves, who had foreseen the return of the Legion and sailed far from their Western lands to aid the Realms, the High King agreed and Seragol became the first plains city of the Dwarves. This rite was to be the downfall of Skabull, who, even after the Wall of Salvation was built, would not move his people no matter the cost. This jewel in the crown of men did not come from the ground and became his curse.**

**The Urn of Seragol was one of the many that burnt around the tower of the Psion when Leomass was imprisoned and blessed by Yor’din, God of protection. It was carried by one of the Legion armies in defiance of the gods and was captured by the Dwarves during a campaign to free the realm of Ardarr. When they realised what it was, priests of Yor’din blessed the Urn and whilst its flames burnt, no Legion army would prosper. However, the Urn was only one of a few weapons against an ever growing horde and in the end couldn’t hold back the tied.**

**The Culture of Dwarfkin.**

**The Dwarves culture is one of the oldest and goes back to the beginning. They have a fear of the stars and the watchful eye of the gods, but are devout believers of the ascension and worship the Ascension Gods. Their whole culture is built around this fear and so they made their homes in the mountains and in massive underground dwellings and even kingdoms. Every Kingdom had five houses in its council and its master or mistress governs each house.**

**The Guilds of Dwarfkin are what brings all the houses together. At birth every dwarf is marked with the rune of their guild, and when the come of age, they take their place and a role within that guild.**

**The Iron Founder’s – The Iron Founder’s are responsible for finding materials and extracting them, be that from mining stone or gathering wood.**

**The Hammer Fell’s – The Hammer Fell’s are the skilled builders are artisans of the Dwarfkin, be that a Blacksmith, an architect or even a carpenter.**

**The Priesthood – Those that administer the rites of the gods are a vital part of the continuation of the culture. Its their job to not only remind everyone of the laws but also pass on the stories that binds the Kings and their Houses together.**

**The Peddler’s – The Peddles guild of merchants trade their wares at home and across the known world, from trinkets to large quantities of materials, they are a hive of networks.**

**Hearthfire – Farmers, hunters and skilled artisans of food and drink. The homestead is what a Dwarf lives for of those of the Hearthfire Guild are the very foundation that the rest of the culture set off from.**

**Due to so many years of fighting the maniac Goblins (a low for of Orc with the obsession of digging to the centre of the world) underground in tight tunnels or in large open chasms in the mountains, the Dwarves have built up many fighting skills. They favour long knives or short swords, Axes and hammers, small round shields or man sized tower shields. After inventing the crossbow, the skill of bow archery is almost no existent but doesn’t stop their aim from being deadly. The favour Hard leather armour over any other, but also wear chain. Plate mail is only ever worn by a Priest of Thodan and then, just before a large battle.**

**Its believed thousands of years ago, the Dwarves grew to only 4 ft in height sported long flowing beards down to their knees. The Dwarves of today are the same as humans and only a few have such impressive beards. However, the wearing of false beards (think Assyrians) is something very much at the heart of their culture. After the famous story of a female Dwarf, who fooled an army and saved a city from a great enemy by wearing her dead fathers beard. The wearing of beards by both sexes is very common and other than giving birth and raising the children, the females hold equal position in both house and on the battlefield.**

**All you need to do if you wish to play a dwarf is make every effort to look the part, choose a house and guild and then join the adventure.**