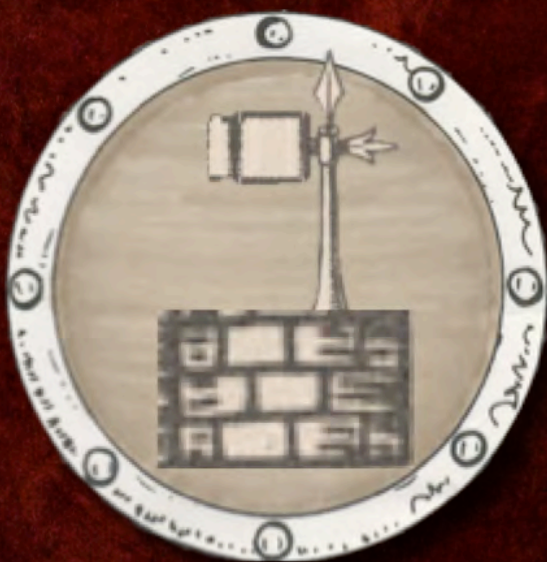


# Arcana

## Realms



Caer Darkstone





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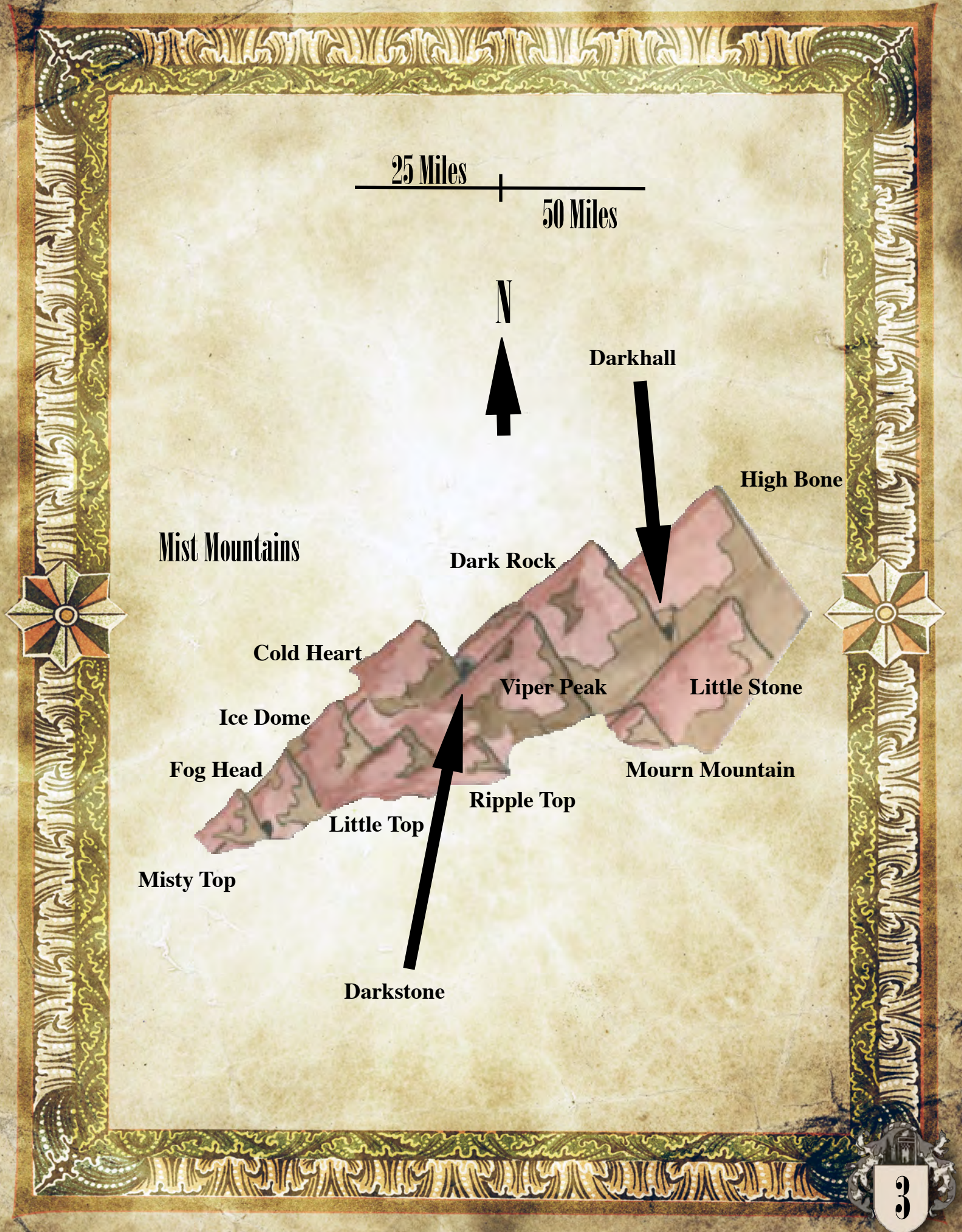


## Arcana Darkstone

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25 Miles

50 Miles

N

Darkhall

High Bone

Mist Mountains

Dark Rock

Cold Heart

Viper Peak

Little Stone

Ice Dome

Fog Head

Mourn Mountain

Ripple Top

Little Top

Misty Top

Darkstone





# Caer of Darkstone

The dwarves of Darkstone have had a long, if somewhat checkered history. The halls of Darkstone are ancient and one of the oldest dwarven caers in the world. They have since the beginning mined the dark marbles of the mountain, and unearth the silver mithreal of its deep mines. The riches of the mines has played a strong role in the hall's history, but even more is the pride and honor of these brown dwarves which has governed their actions and affairs with the rest of the northlands.

The caer of Darkstone began early in the dwarven history and was one of the first to be founded. The hall was first discovered by Mord the builder, who found the dark marble of the mountain to be rich in color and strong of character. He returned some years later with a colony of his fellows and found the Caer of Darkstone. Mines soon were dug and then a great Caer was begun, a massive structure with huge dark marble doors bound in iron bands.

The early dwarves fought hard to maintain the prosperity of their hall, battling black vile mages, dragons and beasts, but as the goblins swelling into the north they grew concerned about the coming wars and sought out allies. The realm of Withmor had just been founded in the valley below the caer and the ivory king saw his opportunity to both open trade and to secure a strong ally in keeping the hall safe from the goblins of the northern hills.

The Dwarves then saw that the trade with the eastern realms could also be profitable and began the construction of Caer Darkhall. This new entrance to the hall opened the dwarves up to possible trade along the high road, but it also brought them into direct conflict with the duke of Glasborg and his hold on that trade. Relations were never good to start and the pride of the dwarves prevented them from seeking some sort of compromise.

Eventually a war was fought over this control of the high road and while neither side could declare a sure victory, neither was able to settle for defeat. The struggle continued for some time till neither side had the manpower or desire to continue. The issue is still one of contention within the hall and many see that the high road is still their best hope for a future for the hall. Still over the years Darkhall has grown smaller and less used, with little more than a small garrison keeping the way safe and open.

Weakened and unable to continue on in the eastern mountains, the dwarves of Darkstone looked once more to the valley of Ithengar as their best allies and best bet for continued wealth.

The relationship between the two realms was profitable for both and as the years sailed on both grew rich in the trade of the dark stoner and gold that came from the dwarven mines. Thus continued till the Winter War and the Battle of the three kings. There the ivory king fell with his friend the king of Withmor. With the fall of the human king a long civil war began in the valley below and the dwarves were reluctant to choose sides. Eventually the war was settled and they began their old habit of shipping stone, iron goods and mithreal wonders out of the mountain through the merchants of Withmor.

This all changed with the assault by Darkmoor and the goblins of Yarbon. The dwarves rushed to Withmor aid, but weakened by their war with the Duke of Glasborg, they were unable to stand long or aid their allies much and the whole was swept away at the battle of Hobbins Crossing. The ivory king was wounded and the dwarven forces crushed by the magic and foul goblin hoard. Unable to hold the tide the dwarves retreated to their hall and were forced to close their doors, even as the king of Withmor begged them to remain by his side.