

Dworn -Map Notes

1. History

The people of Dworn descend from the first men, who are primarily seen as the ancestors of the Eldiar. But there was a small group within the first men, who were not quite happy with their life in Azin. They wanted to discover the world. So, they left Azin and climbed up into the great mountains. But they were not familiar with the weather in the great mountains and got trapped by a thunderstorm. They hid in a cave but during the storm the entrance got barred. And so, the group had to look for another way out. They spent three and a half year searching the labyrinth of caves for another entrance. They found coal, iron and even gold, but only little to eat. During this time, they mostly lived of mushrooms, worms and some rare bats. Many died. When they finally found another way out, that lead to a green valley with three lakes, they settled in proximity to the cave entrance (which was west of the largest lake). This first settlement was called Dwyan. They never crossed the mountains again and they only enter the caves to dig for resources and to pray for those who died beneath the great mountains.

Today the Dwornish are not as tall as the Eldiar but they are very strong. They are mostly farmers or craftsmen. And in contrast to the Eldiar, the Dwornish never have experienced the concept of Monarchies. They govern themselves by hosting public meetings in which disputes are discussed and settled. The supreme assembly is held in Dwyan, whereas lower assemblies for more regional matters are held in each of the cities. The Dwornish rarely have contact to the outside world.

2. The Four Houses

Dworn is divided between the four Houses. Each of the Houses holds and administrates one of the four cities and takes on certain responsibilities. Although there are certain rivalries, there is no enmity between the houses that would threat the cohesion of the Dwornish People. The affiliation to the houses is not inherited but chosen. At the age of 15 boys and girls travel to Dwyan at the time of the grand annual assembly, but they do not yet participate in the assembly. Instead they are brought into the caves and fulfill certain tasks while the assembly takes place. However, their stay in the caves and dungeons is not limited by the duration of the assembly but rather depends on the collective completion of the tasks. Once anyone has completed their tasks (with the help of others if necessary) the boys and girls are sent away with one last task: To find their House. For the first few months they then usually travel through the Valley of Dworn and visit each of the cities. If they find a place they like, they apply for membership, which will only be granted, if the applicant proves to have the traits necessary to fulfill the responsibility of the individual house. If the applicant passes the challenges and tests, he or she becomes a novice. Then they have to wait until the next grand annual assembly to be officially introduced to the house and become a full member.

a. House of Ardwah

The House of Ardwah has the responsibility to protect the valley to the north and for any interaction with other people. Members of the House of Ardwah are either Warriors, Diplomats or Traders.

b. House of Dwyll

The House of Dwyll takes care of spiritual matters and preserve the collective knowledge of the Dwornish People. They are either Priests/Monks, Historians, Physicians or Philosophers.

c. House of Dwar

The House of Dwar preserves the Health of the Valley, not the Health of the People (this task is mostly fulfilled by Dwyllians) but the Health of the Valley itself. The House of Dwar tends the Forests, the Fields and the lakes of Dworn. It is their task to make sure the land remains sustainable. The Members of Dwar are either Farmers, Fishermen, Hunters or Rangers.

d. House of Udwar

The House of Udwar is responsible to collect any dead material, such as stones, coal, salt and iron, from the inside of the mountain. Besides, they protect Dworn from the evil creatures that live on or in the mountains. They are either Miners, Smiths or Warriors.

3. Language

The Dwornish language descends from Eldiaric but it is a lot simpler and duller. There are a lot of “dw” sounds in the language. They are not necessarily at the beginning of the word.