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## **Darklairstead**

## **Day of Lamentations**

June 8. On this day the goddess Tarastia was blinded by the Old Man for discovering his plotting. Clergy of the Mother are struck blind for 24 hours at this time, and lead the people in ceremonies lamenting the goddess and simultaneously praising her bravery and sacrifice.

## **Day of the Dead**

22 October. A day for paying respects to the dead, for ghosts and other spirits roam the following night to inflict punishment upon those who did not pay due reverence.

## **Demons**

Minor creatures from the Hells, sent into the world by the Old Man to destroy and corrupt. Demons assume many guises, some fair, some foul, but all alive with pure malevolence. Some wizards are reputed to have dealings with demons on a regular basis, seeking to force favours from them, but it is said that such dealings always end with the wizard's soul being presented to the Old Man as a plaything. It is also said that the only way to combat a demon is with a pure heart and with pure bronze. There have been accounts that suggest Voor Druids either have dealing with demons or are prepared to summon their likeness to terrify their opponents.

## **Despuy, Claudine**

## **Dewspite's Children**

## **Domenique**

(fl.353) A Favoured Sister and Inquisitor in the Montese Church of the Mother. She is a cheerful, large woman.

## **Dornite**

A great sea-faring race from the east. Dornites are the native inhabitants of the Isles located in the Sea of Unease, and also inhabit the shores of a continent far beyond them. The Dornites are a short and stocky people, with skin tones range from a deep tan to a coppery bronze. Their hair is brown, but sometimes black or red. Eyes are brown and green. They are a fierce and argumentative people whose most popular god is Hadur.

## Dragon

Widely believed to be the most fearsome and terrifying of natural creatures, dragons are huge, intelligent, flying reptiles with a great appetite and vast pride. Thankfully very rare, they are generally not interested in the affairs of humans and their kin unless provoked, despite what the stories say. They are not evil, nor good, but more akin to a force of nature. Many songs tell of knights that have gone to challenge a dragon. Only King Arturo is known to have vanquished one, though numerous reports tell of Amalric of Castillion matching the deed.

## Druid

## Durgaron

## Dwarf

The dwarfs are an ancient people. At one point the entire region now ruled by Montour was under the rule of two great dwarfen kingdoms, one centred on the city of Rakrast, the other centred on Durgaron. The city of Montour is itself built on top of an old dwarfen settlement. A regimented and caste-bound race, the dwarfs are few in numbers, and rarely seen. They are known for their singing and poetry, their relentlessness in advancing their desired goals and the quality of their stone and metal work. More than one knight has paid through the nose to have a dwarf-forged sword at his hip. Dwarfs generally live in hills and mountains, but not usually, despite the stories, underground.

Dwarfs are shorter than humans, though not as short as the name would suggest. They average just under 5 feet in height, but they are quite burly, especially around the shoulders and arms. Their noses are often quite large, and men favour big, bushy moustaches, but rarely beards. Members of the warrior castes, who are most often seen outside of their lands, have heads shaved bar a long topknot at the crown of the head.

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