

Acknowledgements:

A great many works have been used for the composition of this fan-fiction based on the works of J.R.R Tolkien. It is formed as a selection and interpretation of the professor's writings on the dwarves and other dwarvish stories that have either used or have been inspired by Tolkien's works. All rights to their proper owners. The Annals of the Dwarves tells the history of the Dwarves of Middle-Earth from a dwarven perspective, as interpreted by myself, The Dwarrow Scholar. This project has been a work of many years in which many helped by giving advice, support and encouragement. I would like to thank the following for their contributions.

- to Linda Nordberg for her amazing and wonderful art work
- to Barry and Karen for their friendship, corrections, suggestions and support.
 - to my Patrons for their belief in me and their support
- to my wife for her encouragement, help, patience and good advice throughout the project.
 - to my friend, the late Kristof Maes, for inspiring me
- to Duinn, Maldurin, Sigurmar, Hanfur and Nibun for their stories, suggestions, ideas, advice and corrections.

Notes on Dwarvish and ownership of material:

This document contains names and place names in Dwarvish (either Khuzdul or Neo-Khuzdul). Khuzdul is the language of the Dwarves in J.R.R. Tolkien's legendarium set in Middle-earth. Usage of this language is more frequent in annals that refer to the early history of the dwarves, as in many halls Khuzdul gradually became a language of lore. Translations have been provided where required.

The Neo-Khuzdul used in this document is based on the original Tolkien Khuzdul, David Salo's Neo-Khuzdul and Khuzdul used in Turbine's LoTRO. This is my personal interpretation of Tolkien's dwarvish language and the history of the dwarves; I do not claim this content to be canon. This document is an interpretation of Tolkien's work and any material related to the dwarves of J.R.R. Tolkien, all rights are reserved for their proper owners. Any reference to The Lord of the Rings Online or any other brand name is not meant to claim ownership of material. This work is fan-fiction and is not to be sold. It is provided freely via www.dwarrowscholar.com to all.

THE ANNALS OF THE DWARVES

*Here follows the account of my kin, the Dwarves, passed on, throughout the eras
and seven clans. On the honour and word of my kin that have passed to the
Halls of Waiting, the following is of just account.*

Rauthi Danakh'abad

YEARS OF DARKNESS

In the eras that preceded the eldest of dwarves, Mahal, the Great Smith, arose as the offspring of thought from the father of all, Sulladad. The Great Smith was not alone and from the thoughts of Sulladad arose all the Holy Ones, the Ones that create, of which fifteen came to the world. These Holy Ones, forever bound to its fate, are called the Muhâl. And all which is of the world takes root in Sulladad and the Muhâl.

Mahal, the great smith, craftsman of the Muhâl, wrought his works in secret in a hall under the mountains in Middle-Earth, where he created the khazâd (dwarves) in strong and unyielding form, in the darkness of Middle-Earth. It was the first year of Dwarrow Reckoning (the year 900 of the Trees) before any of the children of Sulladad's design awoke. There he made first one dwarf, the eldest of all, then six others, the fathers of their race; and then he began to make others again, in form alike to them but of female kind to be their mates. But he wearied, and when he had made six more he rested, and he returned to the seven fathers and looked at them, and they looked at him, and whatever motion was in his thought, that motion they performed. And Mahal was not pleased, but he began to teach them the language that he had designed for them, hoping thus to instruct them.

But the Great Smith had neither the authority nor the power to create life. Sulladad, the father of all, had seen his creations. Now, Mahal repented his folly and offered the dwarves to Sulladad, to do with as he wished. Then Mahal questioned his actions and wept, and took up a hammer to destroy the dwarves. They shrank from the hammer, bowed down their heads and pleaded for mercy.

But Sulladad stayed Mahal's hand and showed compassion to Mahal and his dwarves because his motives had been good – as Mahal had desired children to teach, not slaves to command. Sulladad had given the dwarves life and had made them part of this plan. And yet Sulladad wished not to reward Mahal's impatience. The elves were still to be the "Firstborn". Mahal named the thirteen elders, giving them each two names: one to keep amongst their kind and one to use amongst the other children of the world when they would awake. And Sulladad commanded Mahal to lay the fathers of the dwarves severally in deep places, each with his mate, save Durin the eldest who had none. There they should sleep long, until Sulladad bade them awake. Then Mahal took the Seven Dwarves and laid them to rest under stone in far-sundered places. And Mahal returned to the lands of the Muhâl and waited long, as best he might, as the fathers and mothers slept.

In the year 1352 of Dwarrow Reckoning (1041 of the Year of the Trees), taking the seven brightest sparks from his forge, Mahal set the Seven Stars in the night's sky, as a sign of love and hope for the seven fathers during times of darkness. The elves say that the Seven Stars were set at that time by Thatrûna (whom they call Elbereth or Varda) to commemorate their coming, yet the Seven Stars only urged Varda to make their rivals; yet this she never did achieve.

In the year 1381 of Dwarrow Reckoning (1044 of the Year of the Trees), shortly after the awakening of the elves, ents first appeared in Middle-earth. Sulladad had created them at the behest of Kaminzabdûna, Mahal's spouse, after she learned that Mahal's children, the dwarves, were eager to fell trees. Queen of the Earth, Kaminzabdûna, envisioned the ents as Shepherds of the Trees and their duty was to protect the forests from orcs and other perils.

In the year 1822 of Dwarrow Reckoning (1090 of the Year of the Trees), the Muhâl made war on Udash, he whom the elves once called Melkor, in the War for Sake of the Elves. The earth was shaken and it was at that time that Sulladad stirred the world and woke the Fathers of the Dwarves and their companions. So it was the Seven Fathers of the Dwarves and their six spouses were released from their stone chambers. And at that time, Mahal, the Great Smith, looked at his children and gave them blood-names and said: "These names, in accordance to thy likeness, thy blood shall keep till thy line is spent". To Durin, the eldest of his children he said: "Thy line shalt grow mightier, through the blood of each of your brethren shall it grow". And so Mahal bestowed the seven clan names upon the fathers: Longbeard, Firebeard, Broadbeam, Stiffbeard, Stonefoot, Ironfist and Blacklock.

The Great Smith enlightened the fathers in his ways, and through his words bestowed upon them in secret their fierceness in battle and supreme love for crafting, further instructing them in "Ugshâr" ("The Greatest Teachings"), to be passed on to all dwarves of their line till the last hammer should ring. Through 'Ugshâr', Mahal gave the dwarves their four greatest treasures: - Their fierce battle heart– Their supreme skill in metalwork - Their unsurpassed stoneworker skills – and their language, Khuzdul, which he had devised for them. As the Great Teachings were held in secret from the rest of the world, so did the dwarves ever hide their ways. And when questioned by others about their beginnings or their ways, the dwarves would invent strange tales, guarding the Greatest Teachings as their greatest of treasures. At the end of these years, the dwarves of the seven clans were instructed to muster at Mount Gundabad and grow steadily in numbers. At this moment, the shores of Fundshalâk (Beleriand) were formed and bays were created on the northern shore. 'Udash was soon defeated, and retreated into his stronghold when two years had passed.



1869 D.R. (YoT I095) – Once the fathers awoke, they left their birth mountains in the West and East, as commanded by Mahal the Great Smith, and travelled till they reached Mount Gundabad, at which place the other dwarves met Durin once more, who had awoken alone. Thirteen made the first Halls of the Dwarves at Mount Gundabad, and soon after the first children of the dwarves were born, Sórin Elderprince, son of Sindri the Ironfist being the first.

2013 D.R. (YoT I110) – Dís, The Chosen, first of all dwarven maidens born at the holy mountain, daughter of Sindri of the Ironfists, married Durin of the Longbeards. Soon after, Fyrstr, the Handsome, son of Durin, was born.

2071 D.R. (YoT III16) – A few of the children of the fathers left Gundabad to travel south, following Fant'ân (the Anduin River), and met the Ukmâth (Elves of the Teleri), led by Lenwë, who had abandoned their great journey near the river. The dwarves talked to the elves in Khuzdul and taught some of them their tongue. Upon returning, the fathers punished these dwarves for not keeping their treasure of Khuzdul secret and banished them from Gundabad, never to return. These dwarves from many houses became known as the Nulukhkhazâd, the Petty-dwarves.

2090 D.R. (YoT III18) – The Petty-dwarves were the first to cross the Blue Mountains. Being masterless and few in number, they found it hard to come by the ore of metals, their smith-craft and store of weapons dwindled and they took to lives of stealth, becoming somewhat smaller in stature than their eastern kin and walking with bent shoulders and quick, furtive steps. Nonetheless, as with all dwarf-kind, they were far stronger than their stature promised, and could cling to life in great hardship.

2109 D.R. (YoT III20) – The group of Petty-dwarves split at the falls of Fant'ul (Sirion). One group continued west and settled at the river Narag (Narog), where they founded a small settlement in the caves, which they named “Nulukkhizdîn”, while the other group continued north and established a stronghold at “Sharbhund” in the lands of Fundshalâk before the elves arrived.

2157 D.R. (YoT III25) – The Elves of the Enabfanâd (Vanyar elves) and Mahalbhuhâ (Noldor elves) crossed the Blue Mountains and encountered the Nulukhkhazâd. As they were not yet acquainted with dwarves, they saw the Petty-dwarves as little more than bothersome animals and hunted them.

2579 D.R. (YoT II69) – By this time, the numbers of the dwarves at Mount Gundabad had grown and each father of the dwarves sought to return to their mountain of awakening, where they wished to found their own halls. And so it was that most of the dwarves left Gundabad, save a small group of Longbeards that stayed to settle the holy grounds of Gundabad, at Durin's command. This year marks the start of what is known as the First Greater Peace, The Peace of Durin the Deathless or "Zukhal", which was to last for 3,000 years.

2694 D.R. (YoT II8I) - Durin himself, with the largest of the group, wandered south along the ridge of the Misty Mountains, following the broad river Fant'ân (Anduin). They later advanced up the valley of the Kibil-nâla (Silverlode), where silver was found, aiming toward the Redhorn Pass hoping to cross the range. Climbing the steep ravine, they came to cool springs that fed the river, and that night camped in the vale that surrounded the water source. The following day, Durin rose and scouted the upper valley where, on a shelf protected by a lip of stone, lay a narrow lake. Despite his hardiness - and the fact that the pool was only a few hundred yards above the springs - Durin felt the need for refreshment and bent down to drink from the lake. The pool's surface was as glass and the shine beckoned him. As he lowered his hands, however, he stopped in wonderment, for the reflection cast in the watery sheen was of Durin, but a "Crown of Seven Stars" was around his head.



The lake he named Kheled-zâram, the Mirrormere and it remained a revered place among dwarves of all houses ever afterwards. Durin deemed the vision a sign that the valley was the place from which he would rule his kingdom. He returned to the camp and proclaimed that his line would settle here. His host gathered round, and scouts were sent into the heights above the vale. They found a cave mouth in the mountainside, behind which lay a vast complex of richly endowed natural chambers. There, beneath the three peaks, Barazinbar (Redhorn), Zirakzigil (Silvertine), and Bundushathûr (Cloudyhead), the building of Khazad-dûm (The Dwarrowdelf) was begun, known to all since as the Great Wonder of the Northern World.

2713 D.R. (Yot II83) – Bârin, father of the Stonefoots arrived in the Red Mountains, where he had awoken. Near the Urulis Pass, the Stonefoots started work on their Great Hall.

2741 D.R. (YoT 1186) – While Drúin, father of the Blacklocks, and many of his clan were guests at the yet to be completed halls of the Stonefoots, in what is known as “the Great Hall”, a creature of shadow and flame that was hiding in the deeps suddenly attacked the dwarves. Vigdis, wife of King Bárin, perished during the attack, along with many of the Stonefoots and Blacklock guests. The dwarves were forced to flee, naming the creature “Unâkh Ublag”, or the “Guest-eater”, also called Vigdis’ Bane. King Bárin declared his folk would be known as “Vigdis’ Folk”, to honor the great mother of the clan, his wife, that was lost. He promised his folk that they would return to the Great Hall, when they were greater in number, as he knew Unâkh Ublag could bring the end of his clan if they attempted to retake the hall now. In memory of his wife, Vigdis, and as a sign of eternal mourning, Bárin took some red sandstone of the Urulis Pass and colored his hair and skin red, after which all of his clan followed their King and did the same. Bárin led his folk (now often referred to as “The Red Dwarves”) farther south in search of new lands.

2780 D.R. (YoT 1190) – The Longbeards created small settlements on the southern slopes of the Grey Mountains, in the Iron Hills and the Lonely Mountain, mainly to provide the capital with iron and other much needed ores. Construction was also started on the Forest Road, which would stretch from the High Pass through Greenwood the Great (later called Mirkwood) to the Aklah’ân (River Running, Celduin) and Barazshâlak (Redwater, Carnen), which ran all the way down from the Iron Hills.

2789 D.R. (YoT 1191) – Having heard of the fate of the Stonefoots at the Great Hall, King Durin invited King Bárin and the rest of Vigdis’ Folk to settle at the newly founded Longbeard colony in the Iron Hills. King Bárin of the Stonefoots, who at first refused, roamed the lands in the North together with his folk, earning him the epithet “North-King”. Having seen his folk grow weary of their endless wandering, he at last accepted the offer of Durin and settled with his folk in the Iron Hills.

2818 D.R. (YoT 1194) – The Longbeard and Stonefoot settlers in the Iron Hills lived side by side, though strife often occurred concerning rights to the mines and the iron ore. After years filled with misfortune and strife, Bárin ordered his folk to abandon their Iron Hills Settlement and move eastward, back to the Red Mountains.

2828 D.R. (YoT 1195) – After many years of roaming, Drúin, father of the Blacklocks, arrived in the Red Mountains, where he had awoken many years before. Close to his mountain of awakening, Drúin founded Baraztûm, the Halls of the Blacklocks. The halls were carved in the tallest mountain of the range, called Gabil-barazbund, or Great Red Head, a mountain that was rich with Red Quartzite, hence the name “Baraztûm”, meaning “Red Halls”. The red walls of the Halls were inlaid with silver, gold and uncountable gems. In the West, these halls quickly gained the epithet “Dûmukhlamnud”, meaning “Richest Halls of the East”.

2847 D.R. (YoT 1197) – Bárin, father of the Stonefoots, husband to Vigdis the Sorrowful, arrived in the Red Mountains and travelled farther south to the southernmost tip of the mountain chain, where he found mountains of the greatest riches. There he founded his halls and named them Naraggund. There they delved in a vast mountain of black granite. The Stonefoots connected many of the adjacent mountain tops with wide stone bridges, the largest (called “Ukhar” – or Greatest Bridge) spanning an incredible two pauses and 900 dwarven lengths long (8.7km/5.4 miles). This enabled the Stonefoots to reach their mining colonies in mere hours instead of days. The Stonefoots also adorned the sides of their mountains with large black granite terraces, which not only formed a platform to connect the many bridges, but also provided lookout posts.

2856 D.R. (YoT 1198) – The Longbeards completed the Forest Road, connecting Khazad-dûm with their mining colonies in the Lonely Mountain and the Iron Hills. It was at this time that the Longbeards encountered the ravens near the Lonely Mountain. A great friendship between the ravens and Durin's Folk was established, as in return for secret news, the ravens were rewarded with such bright things as they coveted to hide in their dwellings. Till this day the dwarves and especially those of Durin's Folk consider the ravens their friends and eldest allies.

2904 D.R. (YoT 1203) - Bávur's Folk, or the Stiffbeards, arrived in the northern ranges of the Red Mountains. Here they founded a dwarven city in the cold northeast of the world and called their halls Gabilzahar.

3077 D.R (YoT 1221) – The Ironfists that had travelled back to their Red Mountain place of awakening with the Stiffbeards had settled farther south from their Stiffbeard brothers, overlooking two great lakes. They founded the city of Kheled-dûm. The halls were known for their enormous reflective water pools and their great waterways and aqueducts that moved the water running into their halls.

3211 D.R (YoT 1235) – The first of the three wonders of Khazad-dûm was constructed, the defensive structure known as Durin's Bridge, a slender bridge of stone without kerb or rail that spanned a fifty foot wide chasm of great depth, allowing enemy soldiers to cross it only in single file, not side by side.

3355 D.R. (YoT 1250) – The Firebeards and Broadbeams, who had roamed the lands for many years, went west to establish their cities. At this time, they had their first meeting with the elves in Fundshalâk, in the lands of Gabil'inîn (Thargelion) to the West of Shulukbund (Mount Dolmed). From that time on, there was friendship between some of the Thafrân (Sindar) and the dwarves.

3451 D.R. (YoT 1260) – Dwalin, father of the Firebeards, who had joined Thrár, father of the Broadbeams, westward, founded his city of Tumunzahar in the Blue Mountains. The elves, who at times of feasting visited the halls, would call the city Nogrod.

3479 D.R. (YoT 1263) – Bárin, father of the Stonefoots, planned to attack the Great Hall and free it from the creature known as Unâkh Ublag that had destroyed their first halls and had slain Bárin's wife, Vigdis. The Stonefoots fought bravely and battled the terror for days. At the end of the 6th day, the second son of King Bárin was slain by the dark foe. Having now lost his wife and youngest son to the demon, a fiery rage took hold of the King who, with his great axe, attempted to cut off the head of the demon. Alas, Bárin stood no chance against the fire demon, and lost his legendary hammer - known as the Hammer of the North - in the brief struggle. But, just after Bárin lost his great hammer, he leaped forward, and stabbed Unâkh Ublag in the breast with the spear of his dead son who lay beside him. The demon fell down into the pit from which it came and was never seen again. In utter rage and sorrow, Bárin cursed the lands that once were his Great Hall and ordered his remaining kin to destroy the settlement completely; bringing what is left of the Great Hall to utter ruin. Bárin renamed the mountain "Gabilankâsh" (Great Sorrow) and forbade any of his kin to ever set foot on it again.

3537 D.R. (YoT 1269) – Thrár, father of the Broadbeams, founded Gabilgathol, known to the elves as Belegost. The Great Fortress lay in the north central part of the Blue Mountains, north of Tumunzahar and northeast of Shulukbund, where Thrár had awoken together with Dwalin, father of the Firebeards. Gabilgathol guarded one of the only passes through the mountain range.

3546 D.R. (YoT 1270) – The Broadbeams were the first to forge chain mail and become well known for their weaponry with the other clans and with the Thafrân, with whom they traded their weapons frequently.



3585 D.R. (YoT 1274) – The Dwarf-road of Fundshalâk was built by the Dwarves of Tumunzahar and Gabilgathol as a trade route to the Elves of Fundshalâk and Khadr-zirsîn (Doriath). From these cities it passed under the shoulders of Shulukbund, the tallest mountain of the range, running westward along the north bank of the River Mahimlêm (which the elves called Ascar) for many miles before entering Nud-Fundshalâk (East Beleriand) where it crossed the Gabilân (River Gelion) at the Ford of ‘Aban’ânam (Sarn Athrad).

3613 D.R. (YoT 1277) – The Endless Stair, a wonder steeped in legend, was completed in Khazad-dûm, which ascended from the lowest dungeon to the highest peak of Zirakzigil.

3642 D.R. (YoT 1280) – Durin's Tower, carved from the solid rock at the tip of Zirakzigil, the last of the three early wonders of Khazad-dûm, completed its construction.

3661 D.R. – 5386 D.R. (YoT 1282 – 1462) – Three new dwarven cities were built in the East. The Stiffbeards established Kibil-targ-gundu (in 3661 D.R.) in the northern Red Mountains, to the northwest of their capital Gabilzahar. The name of the settlement (Silverbeard Delving) was given when the company that discovered the caves returned with beards full of silver dust.

3834 D.R. (YoT 1300) – Thrár', King of the Broadbeams, and Thingol, King of the Thastrân of Khadr-zirsîn, became great friends. As their friendship and trade increased and they shared in their own vast knowledge and became great, so grew the admiration of Thingol for the skills of the Broadbeams. Thingol asked for Thrár's Folk's aid in building his capital. In the manner of their folk, Thrár and his dwarves delved into a rocky hillside on the banks of the 'Anundaskâd (Esgalduin) and there they delved the city which the elves called Menegroth, meaning "Thousand Caves" and the dwarves named it in its likeness as Libokhagâr. In thanks, Thingol gave Thrár a great pearl, which the elves called Nymphelos. It was the size of a dove's egg, an inch in diameter, and Thrár named it Labamthatr (white star) and placed it in the crown of Gabilgathol and ever it stayed there, for he prized it over a mountain of wealth.

3853 D.R. (YoT 1302) – Daeron, Loremaster and Minstrel of King Thingol of the Thastrân of Khadr-zirsîn, taught the Broadbeam scholar Dwârli the writing system called "Cirth". Dwârli, minstrel to King Thrár of the Broadbeams, showed his King the runic writing system by engraving the markings for "Thrár" on the Kings shield. For this reason, this earliest form of dwarven writing is still often called "shield-runes". In the beginning, shield-runes proved to be very popular with the Broadbeam weaponsmiths, as they used them to engrave names on weapons, thinking the engravings would bestow great power on those wielding them.

3882 D.R. (YoT I305) – When King Thrár of the Broadbeams met with King Durin of the Longbeards in Khazad-dûm, Dwárli, the minstrel of King Thrár, met with many scholars of Durin’s court, to whom he taught the shield-runes. The scholars of the Longbeards believed the markings would be of great use for communicating with the Longbeard miners and traders in their various outposts and refined the system further. The writing system derived from Dwárli’s shield-runes is called “Kirth Khazaddûmu” (later referred to by the elves as “Angerthas Moria”). It quickly proved very popular with the Longbeards, for various purposes. As, at the time, Khazad-dûm was the largest centre of trade within the world of the dwarves, Kirth Khazaddûmu rapidly became the preferred writing style for the dwarves, both within Khazad-dûm and beyond its gates.

4495 D.R. (YoT I369) – King Sindri, father of the Ironfists, was attacked by a host of orcs while out hunting. When three days had passed and no word of his father had yet reached the halls of Kheled-dûm, his son, Sórin, set out with a company of dwarves to find the king and his company. Sórin later found his father’s head outside an orc encampment called The Orc Fortress. Sindri would be the first of the seven fathers to pass to the Halls of Waiting, where his spirit waits to be reborn, as with all the seven fathers, or until the time when Kâmin (Arda) will be remade, ready to assist Mahal in his task.

4505 D.R. (YoT I370) – During the years that followed, orcs frequently attacked the eastern kindreds, and King Sórin I of the Ironfists led the four eastern kindreds into battle at the Battle of The Orc Fortress in the Northern Red Mountains, avenging the death of his father, Sindri, killed by orcs.

4773 D.R (YoT I398) – Dwalin, king of the Firebeards, was the first of the seven fathers to die of old age. He had lived for 4,772 years. As with all of the seven fathers, he was very long-lived, though not as long as Durin. He left his kingdom and his halls in Tumunzahar to his son, Bruni I.

4811 D.R. (YoT 1402) – Bárin, North-King, King of the Stonefoots, died of old age. Some say he longed to be with his queen, Vigdis. He had lived for over 4,800 years. The Kingdom of the Stonefoots went to his eldest son Vistri, who was himself already of great age. He became King Vistri I.

4905 D.R. (YoT 1412) – King Vistri I, King of the Stonefoots for less than 100 years, died of old age. As both Bárin I and Vistri I had been extremely old when they passed to the Halls of Waiting, many of their line were already there. As a result, the third King of the Stonefoots was, in fact, a distant descendant of Vistri I. The new Stonefoot King, also called Vistri, a young lad of only 92, became King Vistri II.

5281 D.R. (YoT 1451) – The Ironfists established Gamil-nâla (Old Path) farther to the south in the central Red Mountains. Gamil-nâla, a settlement much smaller than the Ironfist capital of Kheled-dûm, mainly served as a mining colony providing ore and rare gems to the capital.

5386 D.R. (YoT 1462) – The Blacklocks established the dwarven citadel of Mafalkuldushdum (Dark Chiseled Mansion); known locally as Felakuldushtûm, close to their home of Baraztûm. Drúin I gave his second son, Bráli, command over the citadel. Felakuldushtûm was built over the high pass of Zirakdush (Dark Master), forming the only guarded passage to the northern Red Mountains. As such, the passage was frequently used by travelers and traders turning Felakuldushtûm into an important centre of trade in the region. Lord Bráli, who was famed for his lust for gold – even amongst dwarves – became tremendously wealthy, earning him the epithet "The Gilded One".

5721 D.R. (YoT 1497) - By this time, more than half of the Longbeards had moved from Gundabad to Khazad-dûm. In the same manner, many Broadbeams, Firebeards and some of the dwarves of the eastern kindreds also moved to Khazad-dûm. This year marked the end of the First Greater Peace, The Peace of Durin the Deathless or Zukhal, as the first Battle of Fundshalâk was fought. At The Battle of Shulukbund, the Firebeards suffered minor casualties and slaughtered the retreating orc host.

5750 D.R. (YoT 1500) - After the Darkening of Lignîn (Valinor) in the West and the destruction of the Two Trees, the White Tree, bore one last Flower of Silver before its end. The seven fathers of the dwarves were visited by Mahal's people, who were mighty spirits, and in service to their creator the dwarves gladly aided in the gathering of ore for the creation of the vessel. So, with the ore gathered by the dwarves, Mahal's people and the Great Smith forged the Vessel of the Silver Flower that would carry the silver flower aloft. Tilion, one of the hunters of Unbar (Oromë), was granted the task of steering the new Moon through the sky. The Moon rose and, after seven times (in honor of the seven dwarven kings that helped make the vessel to carry it aloft), the Sun followed, thus beginning the years of the sun. When the earth began to chill and the leaves of the trees began to fall, a feast was held at the shores of Mirrormere in honour of Durin, King of the Longbeards. When the King lifted his glass in a toast to Mahal, the sun and moon could be seen in the sky together. Ever after, when the last moon of autumn and the sun were in the sky together on the threshold of winter, dwarves would call it Durin's Day.

FIRST AGE

5761 D.R. (11 F.A) – South of the dwarven citadel of Felakuldushtûm, close to their home of Baraztûm, a company of Blacklocks encountered men of the lands of Ugjâjzudnu (Hildórien). It was the first meeting between dwarves and men. King Drúin of the Blacklocks, though not willing to give his full trust to these new creatures, began trading with them, and gradually the men of Ugjâjzudnu and the Blacklocks became trusted friends. The men of Ugjâjzudnu named the Blacklock dwarves “the proud folk”, referring to King Drúin as “Drúin the Proud”.

5762 D.R. (12 F.A) – Chief Yadang of the men of Ugjâjzudnu met with King Drúin of the Blacklocks at the Halls of Baraztûm, where he talked of the powers of Udash, whose dark servants had visited him at midsummer. King Drúin warned the chief of men not to trust Udash and sought to dissuade him from his purpose of forging an allegiance with the Dark Lord. Yet, the words of King Drúin proved not strong enough and chief Yadang and later that year many of his men pledged their allegiance to Udash and served him willingly. Some of the men of Ugjâjzudnu did not wish to serve the Dark Lord, however, and forged stronger bonds with the Blacklocks. These men, led by Enos, known by the dwarves as Enosul (“the sons of Enos”), became fierce allies of the dwarves. Over the years, due to their strong bonds with the Blacklocks, their language and culture would carry a strong dwarvish influence.

5776 D.R. (26 F.A) – Thrár I, king of the Broadbeams, also known as Thrár the Elder, died of old age in Gabilgathol. His son, Haugin, became King of the Broadbeams. Like many of the fathers, Thrár was extremely long-lived, though not as long as Durin the Deathless.

5779 D.R. (29 F.A) – The seven Kings banished the last of the Petty-dwarves, dwarves of different houses, who headed west, punishing them for their continued disobedience and for sharing ancient secrets freely with other folk, though the first of the Petty-dwarves had already been banished long before the creation of Gabilgathol and Tumunzahar many hundreds of years before, when they were the first to cross into the Blue Mountains. It is said that some of the Petty-dwarves had claimed the creation of the moon and, by doing so, had dishonoured Mahal himself.

5784 D.R. (F.A.35) – A grandchild of King Haugin was born among the Firebeards in great likeness to Thrár the Elder. The child was believed to be the King returned and was given the name Thrár. His folk would later call him “the warrior”, or “Azaghâl” in Khuzdul.

5810 D.R. (60 F.A) – 'Abbad Zirnul (The Iron Mountains) in the North spewed forth fire and Udash sent forth numerous small bands of orcs, which passed through the Pass of Fant'ul (Sirion) and Amu Maglor (Maglor's Gap). Fighting small battles along the way, they penetrated deep into West and East Fundshalâk where they were destroyed by southern forces of the Mahalbuchâ (Noldor) and elves under Círdan of the Shikalîn (Falas). The Dwarves of Gabilgathol and Tumunzahar believed the battle did not concern their people and shut their gates to protect their own, as did Khadr-zirsîn and the Hadedanfanâd (Laiquendi Elves) who also refused to fight. Meanwhile, during the Glorious Battle (Dagor Aglareb), the main force of the orcs was held and eventually defeated by the armies under the elves Fingolfin and Maedhros. The orcs retreated to Zirinafnâg (Angband), at which time the Mahalbuchâ pursued and utterly destroyed their enemies in sight of the gates of Zirinafnâg.

5852 D.R. (102 F.A) – Heimurin, son of Bróri, a Broadbeam who would become a legendary smith, was born in the Firebeard city Tumunzahar. He would become one of the greatest smiths of Middle-earth, known by the name of "Telkhar" (Khuzdul for "supreme smith" – known among the elves as Telchar).

5928 D.R. (178 F.A) – King Drúin I of the Blacklocks died in Baraztûm. As was common with the fathers of the dwarves, Drúin I, known as Drúin the Proud, was extremely long lived, though not as old as Durin the Deathless. As his son and many of his descendants had already passed to the Halls of Waiting, the next King of the Blacklocks was Finnin, a far descendant of Drúin.

6010 D.R. (260 F.A) – Finrod, King of the Mahalbhû Elves, and his sister, Galadriel, were guests of King Thingol of the Thafrân Elves at his capital of Libokhagâr (Menegroth). There, Finrod told Thingol of his admiration for his halls, at which point Thingol spoke to him of the deep gorge of the river Narag (Narog) and told him about the caves under Utaszirsîn (the High Faroth) in its deep western shore. Later that same year, Finrod came to the Caverns of Narag and found the remaining Petty-dwarves who had built their settlement of Nulukkhizdîn there in the previous age. The last of the Petty-dwarves in the caves fled to their only remaining halls in Sharbhund (Amon Rûdh). In these caves, Finrod established deep halls and armouries and that stronghold was called Nargothrond. In this, he was aided by the Dwarves of Tumunzahar whom Finrod rewarded with many jewels from Lignîn. The dwarves gave Finrod the name Felakgundu – meaning "Hewer of Caves" -, which later took on the elvish form of Finrod Felagund. The Mahalbhû and the dwarves of the Blue Mountains, both Broadbeams and Firebeards, became ever closer friends during these times.

6014 D.R. (264 F.A) – The elf, Caranthir, also known as Caranthir the Dark, fourth son of Fëanor, became a frequent visitor to the courts of the Broadbeams and Firebeards. Though he was eager to find a profitable agreement, he was haughty in all his dealings with the dwarves and thus there was little warmth between any Firebeard or Broadbeam and Caranthir and his people. Nevertheless, since both peoples feared and hated Udash, they made alliance, and had of it great profit; for the clans of the Blue Mountains learned many secrets of craft in those days, so that the smiths and masons of Tumunzahar and Gabilgathol became renowned among their kin. In return for this and the guarding of the dwarf-road (keeping it safe for all traders), Caranthir would be allowed to levy a tax and control much of the trade coming through the dwarf-road. This made Caranthir a very wealthy elf.

6020 D.R. (270 F.A) – Telkhar forged Ringil, the first of his great masterpieces, as a gift for the High King of the Noldor, Fingolfin. Ever would it be the weapon of his choice.

6021 D.R. (271 F.A) – Prince Hlóin of the Firebeards, son of King Bruni IV, became friends with the Dark Elf Eöl. Eöl, who was an exceptional elven smith and a good friend of Telkhar and his master Gamil Zirak (“the Old Master”), became a welcome figure at the court of the Firebeards. He often travelled with Telkhar to the Broadbeam forges in Gabilgathol (Belegost) where he too became an honoured and welcomed figure. Eöl's exceptional smithing craft was especially admired by Prince Hlóin and the two became very close friends. Later that year, in the forges of Gabilgathol, Eöl also devised the metal known as “galvorn”, from which he forged the armor that he often used.

6024 D.R. (274 F.A) – The elf Curufin became a close friend of the Broadbeam Lord Azaghâl. Unlike his brothers, Curufin, whom Azaghâl named “Tarbul” (“the crafty”), showed great respect and was eager to learn what he could from the Broadbeams. It was thus that Curufin learned Khuzdul, a language he was most interested in. It was from him that some elvish loremasters obtained such knowledge as they could of the tongue of the dwarves. In the autumn of that year, at the request of his Lord Azaghâl, Telkhar forged Angrist for the Elf-lord Curufin. It was said the knife would cleave iron as if it were green wood.

6028 D.R. (278 F.A) – Telkhar forged a great visored steel helm, embossed and embellished with gold for his Lord Azaghâl, which bore as its crest the head of the Great Worm of Zirinafnâg, Glaurung. Azaghâl later gave the helm to a Prince of the Mahalbuhâ, Maedhros, as a gift. The elves would later call it the Dragon-Helm of Dor-lómin, or the Helm of Hador.

6033 D.R. (283 F.A) –Telkhar forged the sword 'Ursulkhud (Narsíl), one of the greatest blades ever forged. In later days it became a symbol of the kingship of Arnor and Gondor. At the end of the Second Age, the sword broke and Isildur used a shard of the sword to cut the One Ring from the hand of Sauron. It was reforged in Rivendell during the War of the Ring as Andúril, “Flame of the West”.



6035 D.R. (285 F.A) – Zirak the Old, master of Telkhar, died in Tumunzahar. Gamil Zirak was a great craftsman himself and the treasuries of Thingol were known to hold examples of his work. After the death of this master, Telkhar left Tumunzahar and lived secluded in the woods of the Northern Blue Mountains.

6044 D.R. (294 F.A) – Sudri, son of Leivur, a Blacklock cartographer, found a map that spoke of the riches of the isles of Kírakh in the South-East of Endor. Though Sudri, like most dwarves, disliked the sea immensely, he was attracted by these words of gold and adamants and soon after boarded a ship heading southeast. Arriving there, he found hilly and sandy isles. Having poor soil and little water or gold, Sudri decided to return to his homeland after what seems to have been a failed expedition. On his journey back home, he spotted Mount Andala on the Isle of Nômirakh. The mountain proved to be tremendously rich in both gold and assorted gems. Later that same year, Sudri returned to Nômirakh with a host of Blacklock dwarves, who excavated the mountain and established a permanent Blacklock colony.

6059 D.R. (309 F.A) – Bëor the Old, chieftain of the first men to cross the Blue Mountains, met the Broadbeams of Gabilgathol. As Bëor was of the Enosul (of the lineage of Enos, close ally of the Blacklocks), the Broadbeams allowed him to cross the dwarf road into the west the following year.

6071 D.R. (321 F.A) – After having slain a band of orcs south of Gabilgathol, King Azaghâl of the Broadbeams found an orc hammer of war. Impressed by its form and power, he ordered Telkhar to come out of his seclusion and forge the king a hammer of greater style and force. Telkhar, who at first did not wish to create a weapon that was not of dwarven style, doubted the order given by his king and believed no good would come of it. Yet unwilling to refuse the request of his king, he abode and forged his last master piece. When the great hammer was finished Telkhar went with it south, to Gabilgathol, to deliver it to his king, Azaghâl. While on his way south, Othrod, Lord of Orcs, waylaid Telkhar and slew the master smith, crushing him with his own hammer. Othrod took the hammer to Udash, who saw the power of the hammer and corrupted it into a great weapon of darkness, renaming it “Grond”, “the Hammer of Underworld”. Yet, in many dwarven tales it will forever be known as “Telkhar’s Bane”.

6081 D.R. (331 F.A) – Sudri of the Blacklocks, now known as Sudri the Explorer, famed dwarven cartographer, arrived in the West at Gabilgathol and was invited to the court of King Azaghâl where he remained for many years. He was the first to create dwarven maps in their current form (where the East is placed at the top of the map). Many of his maps were later stored in Khazad-dûm and later still at Zudrâgundu.

6087 D.R. (337 F.A) – The Dark Elf, Eöl, brought Maeglin, his son of 17 summers, to Tumunzahar where he learned the craft of the forge from the dwarven master smiths. Maeglin stayed in Tumunzahar for several months where he learned all that the dwarves could teach him before returning to his home in Bizaruthatûr (Nan Elmoth) with his father.

6095 D.R. (345 F.A) – At midsummer, King Hlóin IV of the Firebeards gave a grand feast at Tumunzahar and invited his elven ally, the Dark Elf, Eöl. It was the first time an elf would attend Galikhabsatamrâg (the Feast of Good Health, Summer Fest). In Firebeard tradition, the feast lasted 20 days, its pinnacle being midsummer's eve, at which point dwarves from other clans were also gathered.

6100 D.R. (350 F.A) – By order of King Azaghâl of the Broadbeams, Sudri the Explorer headed west to map the isles off the coast of Middle-Earth. Attracted by the false promise of riches to be found on these isles, he followed the order of the King of the Broadbeams, though, as with most dwarves, Sudri disliked the sea and was reluctant to yet again board a ship of men heading west. The ship was destroyed in a storm to the west of Guzyûzann (Tol Fuin). Sudri and one of the men survived and floated to a small island, west of Guzyûzann, on some of the ship's remains.

6103 D.R. (353 F.A) – Sudri the Explorer returned to Gabilgathol after being found by fishermen. He reportedly brought with him a root-plant found on the island that he named “kâmintabl” (“earth-apple”), thinking it might grow well in the dark halls of the dwarves. In later years, the root-plant became a staple food of the hobbits of the Shire, who named it “the potato”.

6152 D.R. (402 F.A) – The Blacklocks on the Isle of Nômirakh found the Stone of Andala, hidden deep in the adamant mine. It was taken to the Blacklock king and placed in the king’s crown, forever an heirloom of the clan.

6205 D.R. (455 F.A) – The Battle of Sudden Flame (Dagor Bragollach) took place, the fourth of the great battles of the War of the Jewels. It marked the end of the Siege of Zirinafnâg (Angband) and the beginning of Udash's gains against the elves and men of Beleriand. The Houses of the Broadbeams and Firebeards did not participate in the battle, nor did any other house of dwarves. After the battle, however, the elf prince Caranthir was forced to flee south to Amon Ereb with his brother, Amrod. This meant the dwarf-road no longer was protected by the elves, nor was any tax on trade levied. This led to the dwarves themselves taking up the guarding of the road once more, and once again controlling all of the trade into the mountains.

6222 D.R. (472 F.A) – At the Battle of Unnumbered Tears, the fifth and last of the great battles between the elves and Udash, over 6000 Broadbeams, led by King Azaghâl, great warrior king of the Broadbeams, fought alongside the sons of Fëanor. It was the Broadbeams who helped the elves and men to escape when the Easterlings turned on them as their lord, Azaghâl, and his forces held off both the orc armies and the great worm of Zirinafnâg (Angband), named Glaurung, allowing the sons of Fëanor to escape into Hadedan (Ossiriand). Azaghâl and his army fought with fierce iron masks on, and they were able to resist the fire far better than any elf or man. Then Glaurung trampled Azaghâl beneath his feet but Azaghâl ran a dagger through Glaurung's stomach and the dragon fled in pain, screaming. With him fled many of the host of Udash. In a solemn ceremony, the Broadbeams picked up their fallen leader, abandoning the battle, and marched him home to Gabilgathol in a great procession. Their wrath was so great that none troubled them. Over 4000 Broadbeams found their death in the battle, including Lord Azaghâl.

6252 D.R. (502 F.A) – King Thingol of Khadr-zirsîn had in his possession a Silmaril, one of three legendary elf gems. It did not take long before the Elf-Lord became enchanted by the beauty of the gem. It chanced that at that time the Khags'umsam (Nauglamír), the Necklace of the Dwarves, created from the vast treasure of Nargothrond, was brought to Khadr-zirsîn (Doriath). Soon after its arrival, King Thingol made a plan to set the gem into the Khags'umsam.

As, at this time, a troop of Dwarves from Tumunzahar were in Libokhagâr (Menegroth), Thingol offered a high price to them if they managed to set the stone into the Khags'umsam. The dwarves refused, stating the offered price was too low. Enraged by this initial refusal, Thingol vowed to give his entire treasury, if only the Silmaril was to be set in the Khags'umsam (Nauglamír). The dwarves agreed. Yet, when they had finished their long and hard labour and claimed their agreed payment, Thingol refused. Outraged by this betrayal, the dwarves slew

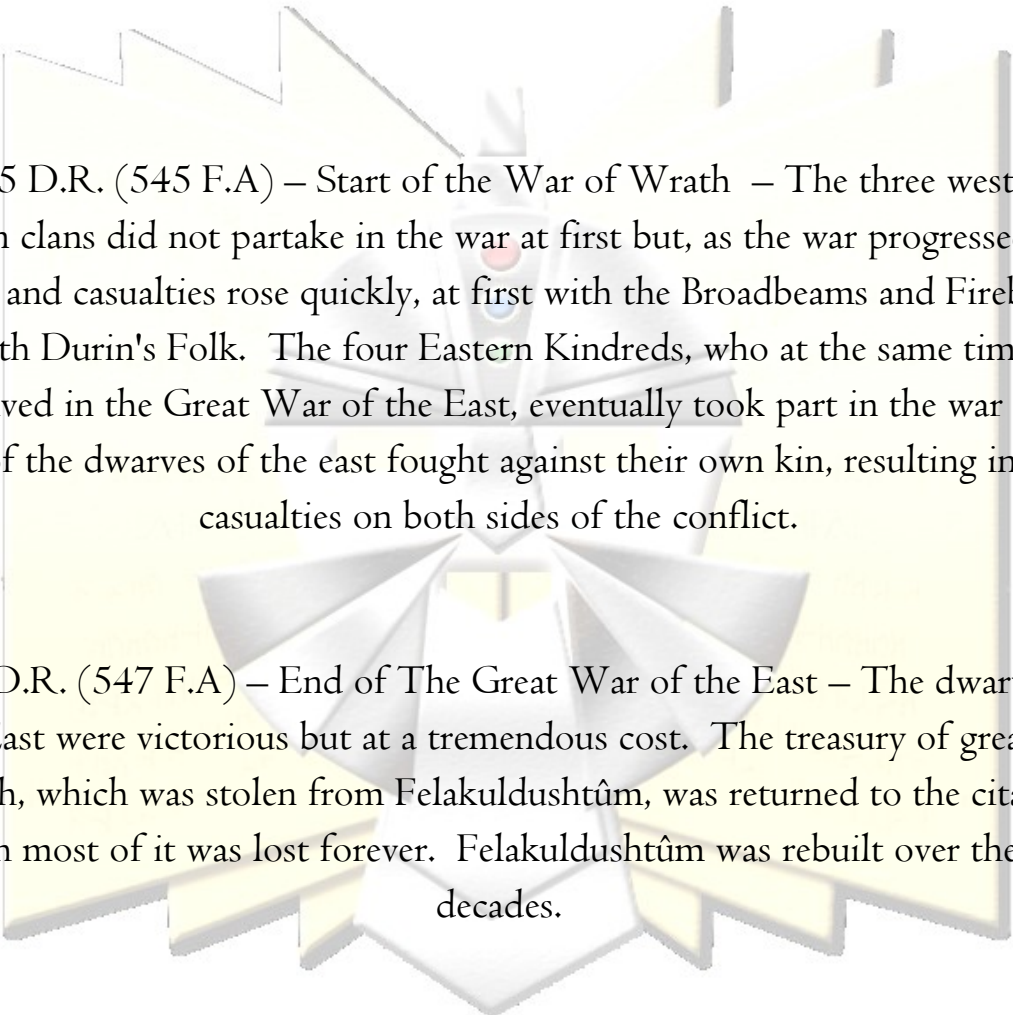
Thingol and took the Khags'umsam as their just payment, after which the Firebeards fled from Libokhagâr. News of the event spread fast and the fleeing Firebeards were hunted and slain. Two brave dwarves managed to escape, however.

6253 D.R. (503 F.A) – The Sacking of Khadr-zirsîn (Doriath) and the battle of ‘Aban’ânam (Sarn Athrad) - Two of the Firebeards had escaped and returned to Tumunzahar, where they told their kinsmen they had been betrayed and their brethren slaughtered by the oathbreaking elves. The Firebeards rose in anger and mustered a great army. King Óinur of the Firebeards asked for the aid of the Broadbeams of Gabilgathol, but King Thrár III, - son of Azaghâl, who had fallen years earlier in the Battle of Unnumbered tears – denied them any aid and sought to dissuade them from their purpose. But his counsel was unavailing and before long The Dwarves of Tumunzahar invaded Khadr-zirsîn, where they found little resistance. Many Dwarves and Elves fought in the Battle of the Thousand Caves and many were slain. Shortly after, the dwarves were returning home to Tumunzahar and were weighted down with the spoils of Libokhagâr. The Battle of ‘Aban’ânam took place at the ford of the river Gabilân (Gelion); at this ford, the man Beren ambushed them with the Hadedanfanâd (the Laiquendi of Ossiriand). Óinur, The King of the Firebeards, whom the elves called King Naugladur, fought against Beren and would have slain him, but stumbled, and Beren slew him mercilessly to reclaim the Khags’umsam (Nauglamír). Many of the dwarves were killed and those who were not fled right into the hands of the ents who drove them in turn into the forest, from which none escaped. With his dying words, King Óinur cursed the treasure he was bringing back to Tumunzahar, which Beren dumped in the river. Over half of all Firebeards were killed at the battle of ‘Aban’ânam. These terrible events then led to the distrust that ever after was between Elves and Dwarves. When King Óinur died at The Battle of ‘Aban’ânam, his son died with him, leaving the Firebeard crown to Óinur’s cousin, Dwalin reborn, who became Dwalin II.

6274 D.R. (527 F.A) – The Fathers of Men –the Northmen- arrived in Gumzuzudnu (Rhovanion). Khazad-dûm quickly began trading with them, exchanging the products of their growing metallurgical and masonry skills for food, to the great profit of both peoples. A great friendship grew between the dwarves and the Northmen, which was sealed through trade and mutual protection. As homage, the Northmen named their sons after the dwarves, using the names the dwarves had invented as their "outer names". Later, the Northmen invented many names in line with the names they had taken from the dwarves which, in turn, the dwarves used as outer names to name their sons, as homage to the alliance with the Northmen. So it is that the men of the North and the dwarves share names of the same form.

6290 D.R. (540 F.A) – The citadel of Felakuldushtûm, famed for its riches gathered by Bráli the Gilded, was attacked by Dark Elves from the South and evil men from the North. After a siege of two months and with a host of 5000 elves and 3000 men, the gates of the citadel finally broke. Bráli III, Lord of Felakuldushtûm, great-grandson of Bráli the Gilded, was killed, along with most of the dwarves that had settled there. So, the line of Bráli the Gilded ended and the treasury of greatest wealth was stolen. News of the brutal attack travelled across the Red Mountains and reached the lords of the other Eastern Kinships who soon after met at Kheled-dûm to plan for war. At the end of that same year, the prosperous Blacklock colony on the Isle of Nômirakh was completely destroyed when the volcano of Mount Andala erupted. Many dwarves saw this as a confirmation of their beliefs never to voyage on the seas.

6292 D.R. (542 F.A) – Start of The Great War of the East – Two years after the savage attack on Felakuldushtûm, the four Eastern Kindreds waged war on the Dark Elves and evil men of the East, seeking revenge for their fallen brothers. The war raged for five years, resulting in great losses amongst the Eastern Kindreds.



6295 D.R. (545 F.A) – Start of the War of Wrath – The three western dwarven clans did not partake in the war at first but, as the war progressed, they entered and casualties rose quickly, at first with the Broadbeams and Firebeards, later with Durin's Folk. The four Eastern Kindreds, who at the same time were involved in the Great War of the East, eventually took part in the war too. Some of the dwarves of the east fought against their own kin, resulting in many casualties on both sides of the conflict.

6297 D.R. (547 F.A) – End of The Great War of the East – The dwarves of the East were victorious but at a tremendous cost. The treasury of greatest wealth, which was stolen from Felakuldushtûm, was returned to the citadel, though most of it was lost forever. Felakuldushtûm was rebuilt over the next decades.

6317 D.R. (567 F.A) – Before the end of the First age, amidst the War of Wrath, Durin the Deathless died in Khazad-dûm of old age. Durin was created first of all dwarves, having lived over 6000 years - 600 Years of the Trees and another 600 of the Sun.



6337 D.R. (587 F.A) – End of the War of Wrath

As the earth shook, the two great Dwarven cities of Tumunzahar and Gabilgathol were ruined, forcing their populaces to flee. Dwalin II, King of the Firebeards, known as Dwalin the Stalwart, earned his epithet by saving many of his kin during the ruin of Fundshalâk (Beleriand) and the fall of Tumunzahar. As the city crumbled, Dwalin held up one of the supporting beams of his halls, allowing hundreds of his kin to flee the city. Dwalin himself was killed when the main hall finally collapsed.

The majority of the Broadbeams joined Durin's Folk at the settlements in the Iron Hills, while half the remaining Firebeards started new settlements in the southern Blue Mountains, the other half taking refuge in Khazad-dûm. A smaller Broadbeam group started a settlement in the Misty Mountains, close to Iorbar, where they were joined by some dwarves from Durin's Folk. Other Broadbeams started a small colony far away in the White Mountains.

In the East, the volcano Bundushar (“Head of Smoke”) erupted, destroying the Ironfists’ Halls of Gamil-nâla. The few Ironfists that survived chose to stay in the ruins and hold a small settlement. The mines of Gamil-nâla were utterly destroyed in the eruption of the volcano.

After the end of the First Age, the power and wealth of Khazad-dûm was much increased, for it was enriched by many people and much lore and craft. Khazad-dûm was the only dwarven settlement to grow during this time, mainly due to the arrival of Firebeards and Broadbeams after Tumunzahar and Gabilgathol were ruined. Many Broadbeams sought refuge in the settlements of the Iron Hills. Though, at this point in time, the majority of the Iron Hill dwarves were Broadbeams, Durin's Folk (Longbeards) still ruled the settlements as the Broadbeams were refugees from the Blue Mountains and had no claim on the hills.

SECOND AGE

6380 D.R. (S.A 40) – The dwarves of Khazad-dûm discovered the precious metal they call “Sanzigil”, often called “mithril” or “pure silver” by others. All folk desired the metal. It could be beaten like copper, and polished like glass; and the dwarves could make from it a metal, light and yet harder than tempered steel. Its beauty was like that of common silver, but neither tarnished nor grew dim. Large numbers of dwarves from other clans settled in Khazad-dûm during this generation. As a result, the iron mines in the Iron Hills were expanded to cover demand for iron. The Firebeards and Broadbeams that remained in the ruined cities of Tumunzahar and Gabilgathol left for Khazad-dûm. With the permission of Fyrstr, son of Durin, King of the Longbeards, the Broadbeams created new halls under Barazinbar (Caradhras/Redhorn), while the Firebeards settled in the eastern mountain of Bundushathûr (Fanuidhol/Cloudyhead), as the Longbeards had the majority of their halls in Zirakzigil (Celebdil/Silvertine). These new halls, though an intricate part of the Longbeard kingdom of Khazad-dûm, held their own sovereignty.

6389 D.R. (S.A 49) – At this time, orcs once again became well-armed and very numerous. They launched several savage attacks on Khazad-dûm in which the dwarves were outnumbered greatly. At the height of the battles, the new King of Durin’s Folk, Fyrstr, sent out a party to make an alliance with men, asking for their aid against the orcs.

6390 D.R. (S.A 50) – Durin’s Folk formed an alliance with Men. Though the elder King Fyrstr regarded the Iron Hills, The Grey Mountains and the east dales of the Misty Mountains as his own lands, he promised the Men order over the lands they would help secure. In the same year, the orcs were all the more easily defeated by the new combination of Khazad-dûm's heavy infantry and the horsed archers provided by men. Consequently, the Longbeards came to dominate the northern and central Misty Mountains and the lands to the east of there.

6445 D.R. (S.A 105) – Since the discovery of Sanzigil (Mithril) some 65 years earlier, the migration of dwarves to the capital increased and so increased the trade with other races. To accommodate the trade to Khazad-dûm, King Fyrstr envisioned a tremendously ambitious construction of a new trade route connecting Khazad-dûm with the Halls of the Red Mountains in the East and settlements of the Blue Mountains in the West. The “Great Dwarf Road”, known in Khuzdul as “Tharkhbinanat” – or “Road without End”, would be 3000 pauses long (almost 7000 miles), crossing seven mountain ranges, a desert and various hostile lands in the East. This year marks the start of a period known as "Nukhal" in Khuzdul – or "Second Greater Peace" or later known as "the Peace of Durin II", which was to last for nearly 700 years.

6452 D.R. (S.A 112) – The seven kings of the dwarven clans met in Khazad-dûm and agreed to begin the construction of Tharkhbinanat.

6471 D.R. (S.A 131) – As the number of dwarves heading to Khazad-dûm continued to increase, the food stores of the capital became depleted. Though King Ajar, son of Fyrstr – who has been crowned after the recent passing of his father - had ordered the trade for food with the outside world to increase, the growing population could simply not be sustained. On the brink of starvation,

Ajar closed his eyes in prayer to Mahal, asking the Great Smith to help his children. When he opened them once more Kaminzabdûna, Mahal’s wife, had appeared to him. She gave Ajar a handful of seeds and seven straws of spring barely, to be given to the kings of the dwarven clans, as a reminder of their dependence on all that lived in the world.



The seeds were planted in the heart of the mountain and with little natural sunlight, nor little warmth, they grew. Northern Barley men still call it, yet to the dwarves it will forever be known as “zabdûnakhajam” (“The Queen’s Gift”). Ajar called upon all the Kings of the other houses and held a feast in honour of Kaminzabdûna. This was to be the first dwarven “Spring Fest”. Ajar then realized that their dependence on food from the outside world was far too dangerous. Though dwarves are sturdy folk that can go without food for longer than most, King Ajar ordered his engineers to come up with ways to produce their own food under the mountain, ensuring that a growing population could be sustained. In the years to come, either through mirrors that directed sunlight from the surface to the deep, or by farming animals such as bats, frogs, snakes, turtles and fish, the dwarves were able not only to sustain their population, but also their dependence on the food of the outside world decreased tremendously. The dwarven engineers were so successful that the system was soon taken over by the Longbeards in other colonies and soon after by the dwarves of the other clans.

6472 D.R. (S.A 132) – It was at this time that some of the engineers of Khazad-dûm set out to the East to find other foods that could be grown within the mountains. Later that year, the company came upon a group of little folk that had taken to growing the fertile lands between the Misty Mountains and Greenwood the Great. The dwarves, not familiar with the folk, called them “zantulbasn” (“hairyfoot”). It is believed to be the source of the name “Harfoot”, used for the same group of hobbits living in these parts.

6480 D.R. (S.A 140) – A child was born in the royal household of the Longbeard King who bore a striking resemblance to Durin the Deathless. As the child grew, he recalled the tales of the great King as if he himself witnessed them. The Longbeard scholars agreed that the child was Durin returned, as the Great Smith foretold would happen with all the fathers of the dwarves. It would be many years though before the young Durin would be crowned King.

6530 D.R. (S.A 190) – The largest migration of dwarves ever recorded since the discovery of Sanzigil (Mithril) took place, with almost half of the dwarves of the other clans moving to Khazad-dûm. The Iron Hills settlement also expanded greatly, due to the large demand for ores in Khazad-dûm.

6579 D.R. (S.A 239) – 127 years after the start of its construction, work on Tharkhbinanat was halted. Though large sections of the plans – mainly in the Northeast - were never completed, the road ensured faster trade with Khazad-dûm and a better connection to the dwarven kindreds of the East. The road was frequently used by merchants and caravans for almost 1500 years until the Sack of Eregion in S.A. 1697, when the doors of Khazad-dûm were closed and the road fell into a state of permanent disrepair.

6595 D.R. (S.A.256) – King Dróin V of the Stonefoots met with the elven Lord Daechir of the Avari, one of the Dark Elves who lived south of Naraggund, in the forest of Sablewood between the Southern Red Mountains and Nud'azah (Enegaer, the Eastern Sea). The elven Lord Daechir called for help against the host of orcs that was plaguing his company of elves. King Dróin V agreed to help, on the condition that the dwarves could freely trade in their lands, forging new trade alliances with the elves.

6597 D.R. (S.A.258) – Dróin V and the elven Lord Daechir attacked the orcs at the Battle of Sablewood. A large host of Stonefoots suffered many casualties, yet in the end all the orcs were slain. The Avari Elves welcomed the dwarves in their forest, though the promise of free trade was not fully upheld by Lord Daechir. This led to frustration and anger for many of the Stonefoots who had fought to save the elves from their fate at the hands of the orcs and were now repaid poorly for their dead.

6598 D.R. (S.A.259) – The situation between the Stonefoots and the Avari Elves worsened when men of the lands of Sin were allowed free trade in the elven forest, while the dwarves were not. King Dróin V was furious and calls the Avari elves “Binakrâg” (“without honor”), refusing them access to any of his halls and lands on penalty of death, claiming that the alliance forged three years earlier was an evil trick of the Dark Elves.

6601 D.R. (S.A.262) – The elven Lord Daechir formed an alliance with the men of Sin. He planned to attack Naraggund and the Stonefoots, and promised the men of Sin the treasures of the Naraggund if they slew the dwarves. Later that year, the Avari elves and men of Sin attacked Naraggund. King Dróin V had already called on the aid of his Blacklock and Ironfist brothers, who came.

During the Battle of the Bizaruharkulul (Vale of Plenty), the dwarven host proved too much for the elves and men. The elven Lord Daechir was slain by King Dróin V, who cut off his head with his great axe. He instructed his guard to place the head of Daechir on a pole in the middle of Sablewood forest as a reminder for the elves and men who fled from battle. From that moment on, King Dróin V of the Stonefoots forbade any contact between the dwarves of his clan and elves and men.

6630 D.R. (S.A.291) – A group of elves settled in the fertile valley to the west of Gundabad. They named it Caran Tum (Red Valley) after the red sandstone riverbed. The Longbeards began to trade with them and, although trade was scarce, King Bjarki, grandson of Ajar, allowed the small group of elves to stay, hoping it would improve relations with the elves over time.

6723 D.R. (S.A.384) – In an icy cave in the Northern Misty Mountains, great riches were discovered by a company of Longbeards, led by Gili Lodehorn. When King Bifur, son of Bjarki, heard of this, he claimed the caves, instructed that they should be turned into a large mine and ordered a large host of dwarves to work in the mine and found a permanent settlement. In recognition of Gili's discovery, he granted Gili and all who followed in his line stewardship over the settlement.

6724 D.R. (S.A.385) – A small settlement at the ice cave of the Misty Mountains was built according to the orders of King Bifur. The Longbeards call it “Balb-gairu”, meaning “Ice Cave”, although it is better known by many other folk under its Sindarin name “Helegrod” – derived from Heleg and Groth, also meaning “ice cave”. The rich veins of gold and silver and vast deposits of gems and precious stones rivaled those of Khazad-dûm, and King Bifur quickly ordered the mines and settlement to be expanded and fortified.

6773 D.R. (S.A.434) – At the request of the Steward of Balb-gairu (Helegrod), Gili Lodehorn, the settlement in the northern Misty Mountains was once more expanded. The settlement, now bursting at the seams with miners and traders, was turned into a great fortified dwarf hold. During this age, the city became the chief supplier of gems and gold ore to Khazad-dûm. It also marked the beginning of a struggle for domination over the wealthy settlement; as the settlement grew, so did its military arm and the power and wealth of the steward, Gili Lodehorn.

6833 D.R. (S.A.494) – Gili II, Son of Gili Lodehorn, became the new Steward of Balb-gairu, as Lodehorn died at the age of 260. In the months that followed, the new steward of the halls marked his stewardship with a large celebration and a crowned himself “Uzbad Balbgairû” (“Lord of the Ice Cave”), much to the discontent of many that had settled there and their brothers in Khazad-dûm.

The newly crowned Longbeard King, Hannar, grandson of King Bifur, was enraged by this act and saw it as an open defiance to his own rule. Though enraged, the King did not risk civil war and called Gili II to council at Khazad-dûm.

6834 D.R. (S.A.495) – The Council of Khazad-dûm took place, at which King Hannar revoked many of the rights of the steward and limited the wealth and power of the line of Lodehorn, yet Gili II was allowed to remain steward of the halls and pass on the title to his heirs. During the council, the city of Balb-gairu itself was suddenly attacked by cold-drakes from the North. Though the city was able to defend itself from the attack and eventually repel the drakes, this marked the start of a relentless attack by northern cold-drakes, attracted by the riches of the city. In the attack, the nephew of the Steward of Balb-gairu, Bávör Wyrmbrand, died valiantly as he led the assault against the cold-drakes. Bávör's son, Birin, created a monumental hall for his father around his tomb, known as The Great Tomb of Bávör Wyrmbrand. It became an honored monument among the Longbeards, commemorating those who fell to Dragon fire throughout the ages.

6849 D.R. (S.A.510) – Fearing an invasion of their Blue and Misty Mountain settlements by cold-drakes, the Longbeards successfully aided the men of the ancient Northern Waste in Forochel, named the Lossoth, against a host of cold-drakes invading their lands. As payment for their service, the chieftains of the Lossoth granted the Longbeards the right to settle and excavate the silver-rich caves to the southwest of the Ice Bay of Forochel. Later that same year, Zigilgundu (“Silver-coloured Hall”) was founded, a large fortress, almost completely built above ground. King Hannar also greatly desired the rights to excavate and settle the hills on the western end of the Cape of Forochel, for their riches far exceeded those of the area he had been given the rights to. However, the chieftain of the Lossoth refused him or any of the dwarves access to these hills, as they were considered sacred ground to the Lossoth.

6852 D.R. (S.A.513) – King Hannar sent an expedition to the hills on the western end of the Cape of Forochel. Though merely an expedition, the chieftain saw this as the dwarves claiming the hills with their eye on settlement in the near future. This caused great tension between the Longbeards and the Lossoth.

6853 D.R. (S.A.514) – Tempted by the vast riches of exceptionally pure silver ore in the hills at the Cape of Forochel, King Hannar sent his second son, Báfur, to the North to negotiate an agreement with the Chieftain of the Lossoth. The chieftain refused and, though he understood the Longbeards outnumbered his forces greatly, he informed Báfur that the sacred hills were occupied by dark spirits and none should ever dwell there “less they chose death”. The King was far from pleased that his son could not broker an agreement and ordered seven companies of Longbeards to explore the area, regardless of any agreement with the Lossoth, and to find a suitable location for settlement. King Hannar believed the Lossoth should have given him a larger reward for his help against the cold-drakes and claimed the hills for his own.

6855 D.R. (S.A.516) – While tensions were rising between the Longbeards and the Lossoth, the Longbeards started the work on what was to become their grand halls of the North, named Kibilzahar (or “Silverhouse”). Later that same year, the chieftain of the Lossoth warned Báfur, who led the settlement of the new halls of Kibilzahar, that the dark spirits would not rest and would destroy the settlement and the dwarves within it. The Longbeards did not heed the message of the Lossoth and continued the construction of Kibilzahar.

6870 D.R. (S.A.531) – The Halls of Kibilzahar were finished, Báfur, second son of King Hannar - and brother to the yet to be crowned Durin reborn - being given lordship of the Halls.

6902 D.R. (S.A.563) – Gabil’azn was founded by the Steward of Balb-gairu (Helegrod), Gili III, as a Southern fortress against the cold-drakes. Beneath the settlement stretched extensive mines, once even connecting to their hold in the North. Alas, these settlements were always challenged by the goblins that infested the range. Gili III, Steward of Balb-gairu (Helegrod), appointed his cousin Vithurr commander of the settlement. Gabil’azn, meaning “Great Shadow” (at times called Gabilazan by traders of other race), was so named as it lay in the Shadow of the Dushabad (“Dark Mount”), one of the tallest peaks of the Misty Mountains.

6904 D.R. (S.A.565) – King Hannar passes to the Halls of Waiting and soon after his eldest son, Durin reborn, is crowned King Durin II of the Longbeards.

6911 D.R. (S.A.572) – Vithurr, commander of Gabil’azn, was killed during a goblin attack on the settlement. His son, a renowned stonemason known by the name of Halmur Stoneshaper, became commander of Gabil’azn.

6921 D.R. (S.A.582) – The Lord of the Ironfists called upon many of the other clans to settle a trading city on the route from west to east, being able to better protect their trading caravans. The Longbeards, Stiffbeards, Stonefoots, Ironfists and Blacklocks began work on the construction of a grand trading city that lay on the Tharkhbinanat, between the Sea of Rhûn and the Red Mountains. The city, named “Usjarazhâr”, meaning “Home of the Greatest Trade”, was hewn out of the side of the highest and most northern mountain, overlooking the plains of Palisor. These new halls, stewarded by the Ironfists, allowed the dwarven trade caravans to pass from east to west with greater safety.

6941 D.R. (S.A.602) – Usjarazhâr was completed and attracted not only dwarves from many clans that permanently settled, but also many men from the East. The Lord of the Ironfists allowed the men to settle, knowing it would increase trade to the city over time. In the following years, small camps were built along the road west and east to further protect the trade caravans. ‘Usjarazhâr quickly became a safe haven for many men of the East, in the decades to come the men of the city would soon outnumber the dwarves.

6952 D.R. (S.A.613) – On Durin’s Day, Kibilzahar was sacked by a host of dark spirits. Almost all of the dwarves that settled there, including Durin II’s, younger brother Báfur, were killed. The few dwarves that managed to flee the sacking settled in Zigilgundu, to the South. Kibilzahar was abandoned, never to be resettled by the dwarves.

6972 D.R. (S.A.633) – Many of the Longbeards that had fled Kibilzahar and had settled in Zigilgundu farther to the South refused to work under the rule of the Steward of Zigilgundu any longer, as he refused to uphold the privileges they had while in Kibilzahar. A small group left for the East, where, at the shores of the Bay of Forochel, they founded a trading post called “Azsâlul’abban” or Lonely Stones. The trading post quickly grew into a formidable market, much to the annoyance of the Steward of Zigilgundu.

7038 D.R. (S.A.699) – Bálli the Rash, a respected trader among the Blacklock clan, led a company of dwarves on an expedition farther east, in the hope of discovering yet untouched veins of ore. The company left Baraztûm and later halted at the settlement of men in Burskadekdar, replenishing their supply for the trek farther east.

7039 D.R. (S.A.700) – The Noldorin realm of Eregion was founded to the west of Khazad-dûm. Lady Galadriel and Lord Celeborn led the first elves to these lands. The Lady chose the location as it was near to the dwarves of Khazad-dûm, whom her heart was close with. Celebrimbor, the Lord of Eregion, also entered into a close relationship with the Dwarves of Khazad-dûm, showing a love of crafting rivaled by few dwarves. Both elves and dwarves benefited from the close relationship that became firmly established over the following 1000 years. During these years, many of the elves became involved in the development of Khazad-dûm's mansions. As a consequence, elven artwork can be found in many of its chambers. In the East, Bálli the Rash and his company discovered a secret tunnel into a vast and hidden land. He was the first ever to gaze upon the Gabil'ânbizar ("Great Vale"), tucked between 'Abbudbagd ("the Mountains of Wind") and Nud'âzah (the Eastern Sea).

7040 D.R. (S.A.701) – Bálli the Rash and his company returned to Baraztûm from their expedition started two years earlier. He told the King of the Blacklocks, Drúin II (Drúin the Younger), of the great riches of the "Makhadrulzudnu" ("The Walled Land") and wisely convinced him to establish his kingdom in the protected valley. King Drúin II the Younger, who is deeply impressed by the tales of Bálli, feared for the safety of the valley if anyone got wind of its entrance and so the company and all Blacklocks were sworn to secrecy. Drúin II the Younger named his new kingdom, "Rûrík", "secret" in Khuzdul. The majority of the Blacklocks moved with the king to Rûrík. As a result, the Blacklock Halls of Baraztûm and the Citadel of Felakuldushtûm were largely abandoned. Bráli, brother to the King, remained in their halls of old and became Lord of the Blacklock settlements to the west of Rûrík.

7042 D.R. (S.A.703) – Drúin II the Younger, still not convinced that the vast lands of the Great Vale were empty, decided to establish the new capital of the Blacklocks in a shielded network of caverns on the southwestern side of the Great Vale, in the rim off the mountains. The caverns stretching many hundreds of miles underground were called “Akhtuzadahu” or locally “Akhuzdah” (“The Deep Core”). The temperature within the caves was very high throughout the year, due to the cracks in the lower mantle of the caverns, allowing the Blacklocks to grow food and even keep animals, and build a complex of new settlements within the caverns that were not dependent on the outside world. Drúin II the Younger gave the order to construct an immense new capital at the heart of the cavern network.

7047 D.R. (S.A.708) – King Bárin III of the Stonefoots was invited by Drúin II the Younger to the new halls being constructed in Makhadrulzudnu, in the heart of ‘Akhuzdah. Drúin, who hoped to take Bárin's daughter Bís as his wife, sought to gain the favour of the elder Bárin by showing him the secret lands of the Great Vale. Bárin and his advisors were beyond words, amazed by the beauty of the Mountains and expressed their wish to establish a colony in the Northern Mountains of the Great Vale; in turn, Bárin would agree to a marriage between his daughter Bís and King Drúin of the Blacklocks. Excited at the prospect of marrying the talented, brilliant, and beautiful Bís, Drúin granted Bárin a fief covering nearly half of Rûrík, though this was protested against in private by many Blacklock lords. The border between the two kingdoms was settled on the river Mafalkuldush (locally called Felakdush), where all lands north of the river fell under the rule of the Stonefoots, while those to the south were ruled by the Blacklocks.

7053 D.R. (S.A.714) – Unlike the Blacklocks that moved in large numbers to their new kingdom, the Stonefoots regarded the northern settlement in Rûrík more as a colony at first, though after the discovery of large pockets of gold, a large number of Stonefoots moved away from their halls of old to the new colony in Rûrík. King Bárin, then at the end of his long life instructed his son to establish a new capital in the northern mountain range of Rûrík, taking advantage of the many gold veins of the chain. As of that moment, the majority of the Line of Bárin held sway above the swift-moving stream that divided the Walled Land.

7079 D.R. (S.A.740) – The new Blacklock capital, located in the heart of ‘Akhtuzadahu’ was completed. Drúin II the Younger named the seven-tiered complex within the caverns “Tumunumahal” (Hollow of the Creator). Drúin believed the new halls to be a gift from Mahal himself.

7081 D.R. (S.A.742) – Halmur Stoneshaper, son of Vithurr, commander of Gabil’azn, died of old age. The dwarves of Gabil’azn created a sarcophagus for him and placed many of their riches in the tomb with him, as a tribute to his leadership and thanks for his protection against the goblins.

7087 D.R. (S.A.748) – The Arklu-Shen, a tribe of men originally from the lakelands in the Northeast, found the entrance to the Walled Lands and requested to settle in them. Drúin the Younger, King of the Blacklocks, allowed the men to settle in his lands in return for trade agreements and the promise that the men would never strike bargains with the foes of Dwarven ways, nor would they wage war upon the Dwarves or their friends. Anasa Wem, the chieftain of the Arklu-Shen, agreed to these terms and led his people to the higher vales of southern Rûrík. The Arklu-shen settled as they had promised and founded a vibrant (but crude) society high in the vales of their chosen land. They traded with the Dwarves and allowed treaties to be signed with the successors of the King of the Blacklocks. As the years passed, both societies prospered. In all of those times neither group treated the other with malice, and many secrets passed among the lords.

7091 D.R. (S.A.752) – Bárin III commanded the establishment of a great tower at the top of Druin's Cleft, a two-headed peak standing on the northern banks of the river Felakdush. This was the highest peak in the vales of Rûrík and was frequented often by Stonefoots and Blacklocks alike. The elder Bárin III, King of the Stonefoots, said he was commanded by The Great Smith in a dream to build the tower, in likeness of the birth-hall of the Seven Fathers, in his honour. He later decided to move his kingdom to the Great Vale. Later that same year, during the migration of the Stonefoots to Rûrík, Bárin III died of old age, never witnessing the completion of the tower.

7092 D.R. (S.A.753) – With the death of Bârin III of the Stonefoots, his only son Fulla "The Wise" became King. As Fulla's sister, Bís, was now queen of the Blacklocks, having wed Drúin the younger years before, the bonds between the two houses became ever closer. Prince Thornur, eldest son of King Drúin and heir to the throne of the Blacklocks, often frequented the halls of his Stonefoot uncle. King Fulla, known to all as Fulla "The Wise", was renowned with both dwarves and elves as a just king, wise in the ways of trade, war and diplomacy. King Drúin the Younger, now at a great age himself and near the end of his long life, had entrusted his son, Thornur, with many of his lordly duties. Prince Thornur was seen by most as the power behind his father's throne. In this year, King Fulla and Prince Thornur agreed on a network of tunnels to be made beneath the lands of Rûrík, forever connecting the halls of the Blacklocks and Stonefoots.

7098 D.R. (S.A.759) – The tower at the top of Drúin's Cleft was completed. It was called "Zarakhurazm" (Tower of Belief). Built with the blessing of Mahal himself, this monument could be seen from the Great Vale and served as a watch and guidepost for the Dwarves of Rûrík. In the same year King Drúin the Younger died and left his kingdom to his son Thornur. Thornur increased the number of workers who were digging the tunnels beneath Rûrík.

7117 D.R. (S.A.778) – King Thornur of the Blacklocks, nephew to King Fulla of the Stonefoots, had seen rising opposition to his rule growing ever more loudly. Ever since his father, Drúin the Younger, died, many of the elder Blacklock lords had dared to openly protest against the rule of Thornur and against the Stonefoot presence north of the river. The fact that the Blacklock King's mother was a Stonefoot had cost the Blacklocks half of Rûrík and caused an ever-growing divide between the Lords of the Blacklocks. After a council between King Thornur and King Fulla, an assembly of the lords of the kingdoms of Rûrík was called, in hopes of improving the heated relations between the two kingdoms.

7118 D.R. (S.A.779) – The first Gathering of the Lords of Rûrik took place in 'Akhtuzadahu' in the Halls of Drúin in Tumunumahal. During the gathering, few Stonefoot lords apart from King Fulla the Wise were welcomed graciously in the halls of the Blacklocks. The gathering made poor progress in cementing relations between the neighboring kinships, leading to arguments and even fights. King Fulla the Wise managed to calm the lords of the two kindreds and, in the end, the gathering even allowed for many trade agreements. One of the agreements made was the free establishment of trading camps in the whole of Rûrik, leading to Blacklock traders moving north and Stonefoot traders moving south of the river that divided the kingdoms. When King Fulla returned north to his halls, inspired by the halls of his nephew, King Thornur of the Blacklocks, he decided to establish a new capital in the marble-rich caves of the Northern Rûrik Mountains.

7120 D.R. (S.A.781) – Durin II commanded that work was to start on a massive subterranean extension of Khazad-dûm westward. The Longbeards delved through miles of rock that would terminate at a gigantic stone portal outside the elven realm of Eregion. Later that year, the second rising of Durin died in Khazad-dûm of old age. Durin II ruled the Longbeards for 216 years, himself being 641 years when he passed to the Halls of Waiting. This year marked the end of the period known as "Nukhal" in Khuzdul – or "Second Greater Peace" or "the Peace of Durin II" -, which started nearly 700 years earlier.

7137 D.R. (S.A.798) – The keep of Balb-gairu (Helegrod), having withstood many attacks of drakes over the past hundreds of years, fell prey to the great drake Thorog, who coveted the riches that lay within the fortified city. Unlike many drakes that had been slain at the gates of the city, Thorog proved too much for the strong guards of Balb-gairu. In the final battle against the drake, Gili V, steward of the halls, strapped to his back the axe Mírdanant, a gift of the elven kingdom of Eregion. In a final act, he strode with a small company of dwarves to the gates of Helegrod. Gili bellowed a challenge, and Thorog responded in kind. The battle was joined! So fierce was the fighting between dragon and dwarf that the very gates of Helegrod were split asunder. After weary days and nights, Gili began at length to tire; all those in his company lay dead or dying. Still mighty Thorog fought on, refusing to surrender the treasures of Balb-gairu (Helegrod) to their rightful masters. Thorog prepared a white-hot jet of flame with which to roast Gili, whom he judged to be near death, but too late he realized his error. For Gili swung Mírdanant with all that remained of his strength, and there ended Thorog's cruel reign. But Gili would not live to see victory, for Thorog's final gout of flame proved too strong for the dwarf's stout shield, and his life was ended. Mírdanant was lost and it remains to this day buried in the neck of Thorog's corpse. The dwarves emptied their treasuries, abandoned their home and fled to Gabil'azn and Khazad-dûm, while the brood of Thorog settled on the remaining riches shortly thereafter.

7148 D.R. (S.A.809) – The Settlement of Azsâlul’abban, or Lonely Stones at the Bay of Forochel, was completely destroyed by a massive snowstorm that set in overnight. The storm persisted for three months, hammering the bay and the Longbeards that had settled there. Many of the Longbeards left and the few that remained perished. The settlement was abandoned and never settled again. Most of the Longbeards that survived refused to return to Zigilgundu and trekked farther east, where in a narrow passage in the Mountains they created a fortress, known by the name of “Zirinmumkhu”, or “the Ironspan”. As in Azsâlul’abban, the Longbeards chose to create a trading post and, as the years passed, even demanded a toll to be paid by all that journeyed through the pass. In Khazad-dûm a dwarf child was born of the royal line, who would be recognized as Durin reborn; he would later become Durin III. The birth of Durin III would later be considered the start of the "Gêm'ukhal" in Khuzdul – or the "Third Greater Peace", later known as "the Peace of Durin III" -, which was to last for nearly 1000 years.

7166 D.R. (S.A.827) – Gabil’azn, now settled by the few that had fled Balb-gairu (Helegrod), was attacked by the brood of Thorog. A force of dwarves led by Thórli, the young son of the slain Gili V, slew the attacking dragons and fought on to the north to reclaim Balb-gairu, his home of old. The host fought their way up the stairs of Balb-gairu to the heart of the fortress. Many of their number were flung to their deaths below by the drakes that defended the approach, but in the end Thórli fought his way into the fortress and slew the eldest of Thorog’s brood. Alas, so many Dwarves were lost in the battle that they were forced to abandon it again to the dragon’s brood.

7170 D.R. (S.A.831) – 52 years after the Stonefoot King, Fulla, ordered a new capital to be carved from the marble rock of the Northern Rûrík mountains, the new halls were completed. King Fulla I named the halls “Urdamdûm” (Halls of Greatest Reward).

7178 D.R. (S.A.839) – A second attack on Gabil’azn in the Misty Mountains took place and proved too much for the battered dwarves. This time, all but a few of the dwarves were slain by the marauding drakes, including Thórli, son of Gili V, with whom died the line of Lodehorn. The few remaining dwarves sealed the tomb of Halmur Stoneshaper and fled to Khazad-dûm. As the drakes left the empty hold of Gabil’azn later that year, it became overrun by goblins.

7218 D.R. (S.A.879) – After many fierce winters and failed crops, the elvish settlement in the Red Valley to the west of Gundabad was completely abandoned. Many of the stones of the ruins of Caran Tum were later used to build the grand outer wall of Gundabad.

7227 D.R. (S.A.888) – The Easterling men that had settled in ‘Usjarazhâr, who now outnumbered the dwarves three to one, attempted to claim the trading city for their own. With the help of some of the dwarves who betrayed their own clan brothers, an attack was launched on the free dwarves of ‘Usjarazhâr. When the King of the Ironfists received these tidings, he mustered a great army in Kheled-dûm and left for the trading city at once. On his arrival, he found he was too late: the city had fallen to the Easterlings and the dwarves that sided with them and all free dwarves had been slain. The dwarves that sided with the Easterlings were called “Barkashad” by their Easterling allies. The term “Barkashad” is the common Easterling name for Dwarves (believed to be derived from the dwarven Battle-Cry "Baruk Khazâd"), though from that moment on it was only used by dwarves to describe those who betrayed their own kin. The Ironfists assaulted the fortified city, yet the city withstood the assault in the following weeks. Nearing the winter, Heini I, King of the Ironfists, decided to besiege the city, as the Easterlings and Barkashad would not be able to supply the city through the mountains once these were covered in heavy snow. And so began the long siege of ‘Usjarazhâr.

7228 D.R. (S.A.889) – The leader of the Easterlings, Khamdun, hoped to outlast the winter so the city could once again be supplied through the mountain passages. By the third month of that winter, however, many of the Easterlings and some of the Barkashad had begun to starve, as the winter had not yet ceased. Finally, knowing their end was near, the Easterlings and Barkashad attacked the Ironfist dwarves in a desperate last attempt to gain the city. The weakened force was no match for the Ironfists who slew most without mercy, including Khamdun. Many of the Barkashad dwarves fled to the vast steppes and deserts of Central Middle-Earth. They were not welcomed by any of the seven clans and were forced to live an existence as nomads, mostly as travelling tinkers, fortune tellers and shamans. From that moment on, men were no longer allowed to enter ‘Usjarazhâr. In the years to come, men would trade at the gates of the city, never to enter it. This earned the city its epithet “City of the Closed Gates”.

7230 D.R. (S.A.891) – With the departure of most of the Stonefoot dwarves to their new halls in Rûrík, much of Naraggund fell into disrepair, with some of the famed bridges of Naraggund crumbling into the vales below; the king had left the halls for Rûrík many years before. The Halls of Naraggund were stewarded by the nephew of the king, the young Urin Stonebrow. Under his stewardship, Naraggund became a mere trading outpost of the Stonefoots, a shadow of its former splendour.

7239 D.R. (S.A.900) – The tunnels known as 'Ubzar-tharâkh ("The Lower Roads"), started 147 years before, were completed, connecting the capitals of Blacklocks and Stonefoots in Rûrík. They were the largest network of tunnels ever built east of Khazad-dûm, a network of 49 tunnels connecting the various mining outposts with the two capitals of Rûrík, spanning over 300 dwarven pauses long (about 1140km/700miles).

7294 D.R. (S.A.955) – Incredible riches in ore were discovered in caves near the peak of the highest mountain in the northern Misty Mountains. The Longbeards soon set up a camp and started to mine the caves. Not long after, during the same year, work was begun on a permanent settlement, marking it as the highest dwelling of the dwarves ever built. It was given the name "Azharakkâ", or "home of the host". Outsiders call it "Hrimbarg", derived from the Sindarin "rim" and "bar", carrying the same meaning.

7299 D.R. (S.A.960) – As news spread of the wealth of Azharakkâ' (Hrimbarg), many of the Longbeards that had settled in the icy cold of Zigilgundu left for the settlement. A small group remained in Zigilgundu to excavate the mines further. Azharakkâ' was given the epithet "The Crown of the Misty Mountains", as it was not only the highest settlement in the realm but also a thriving dwarven city with many profitable mines.

7354 D.R. (S.A.I015) – “Gabil Ablâkbagd”, “the Great Storm”, started in the Misty Mountains. The storm passed over the High Pass forming vast mountains of ice and snow. It would continue for five long years.

7359 D.R. (S.A.I020) – Gabil Ablâkbagd, a storm that had choked all the passes of the Misty Mountains for five years, finally ended. The young city of Azharakkâ' (Hrimbarg) was completely buried beneath a deep, featureless blanket of snow. When the passages finally opened, several companies of Longbeards were sent to relieve their brothers at the settlement. They found that not one dwarf had survived, all having frozen or starved during the long years of isolation. It was declared by the Longbeards that they would not resettle the city of Azharakkâ' and that it would remain empty for many years in honor of those that died.

7443 D.R. (S.A.II04) – The Fortress of Zirinmumkhu (The Ironspan) was abandoned when the iron mines were completely depleted. Many of the Longbeards of Zirinmumkhu resettled in Khazad-dûm.

7482 D.R. (S.A.II43) – Rumors spread to the Walled Lands of Rûrîk of a demon that had awoken in the forested Lakelands, northwest of the kingdom. Fueled by greed, the men of these lands had entered a long sealed cave and, in doing so, had awoken a demon from his tomb. A demon, named Muar (“The Dark”) by the men of the Lakelands, aimed to attack and enslave the dwarves and men of Rûrîk. Muar found the Gate of Rûrîk, the only entrance into the Walled Lands, and with a tremendous display of power, tried to break the gate, crumbling much of the mountain sides that flanked it, yet the gate held. Muar's horde conquered Horl and Fenfenen, to the south of Rûrîk, yet remained unable to force their way through the mountains into Rûrîk itself. The war became a siege, with the dwarves taking comfort in their safe isolation.

7496 D.R. (S.A.1157) – Muar succeeded in fooling the Blacklocks and the Stonefoots by using a treacherous illusion. The illusion convinced the dwarves that some of their dwarven brothers of the other Rûrîk clan were entangled in a battle with the demon in the plains to the west. Swiftly, both rushed to the aid of their brother clan, to find it a mere illusion, leaving the gates to Rûrîk largely unprotected. Much of the Rûrîk forest was put to the torch by Muar as he searched for the entrance to the halls of the Stonefoots and Blacklocks. Once found, Muar took this chance to seize the caverns and force his way into the halls of the Blacklocks, slaying King Frostin (descendant of Druín The Younger) and most of his line at the Battle of the Knee. The few Blacklocks that survived fled to the halls of the Stonefoots in the north of Rûrîk. Yet there they were met with a raging battle between the demon and the Stonefoots, and King Barin IV, together with his son and grandson, died fighting before the gates of his home at Urdamdûm. After the fall of the halls of the Stonefoots, the coastal cities of men were burned and many men enslaved. The Arklu-Shen, who lived in the secluded high vales of the southern Rûrîk Mountains, at first escaped the massacre that befell their kinsmen on the coast of Rûrîk, and many that survived the attack on the coastal cities fled to the higher vales. For the dwarves, only the high refuge of Barin's Folk at Khazâd-madr escaped destruction. Scattered and leaderless, the Stonefoots suffered tremendous losses. Remnants of the clan wandered westward, led by Roin the Old. The Blacklocks fared better, although King Drarin the Fool perished in a vain assault on Muar's Troll-guard near the river that divided Rûrîk. His son, Drunin Orc-slayer, a mere 40 years of age, restored order in Khazâd-madr and invited the Stonefoot survivors from Urdamdûm to safely settle in the crowded passages of the mine. Drunin's last actions on the ridge guarding the entry to Khazâd-madr enabled the dwarven refugees to escape Muar's northern army.

7497 D.R. (S.A.II58) – Muar’s forces launched a final attack on the refuge of Khazâd-madr. The settlement fell and was engulfed in flames. Grun, a noble of the House of the Blacklocks, showed tremendous bravery and slew countless enemies on the steps of the refuge. Grun's edest son died and the battered line gave way to the onslaught; they had defied countless attacks that night, but were beaten in spirit. Attrition and horror devastated the harried dwarves. The army that had numbered in the thousands that morning was now composed of a hundred broken warriors. Grun sounded a retreat on his horn, and the remaining dwarves fled into the mine. There was little thought for the wounded, for there was so little time. Fleeing for their lives, they still lost thirty. Yet they held the door of the mine for ten hours, and at daybreak the orcs receded into the adjacent hills, confident that their success had spelled the end of the dwarves in Rûrik.

7507 D.R. (S.A.II68) – Grun and his battered followers hid in the mines for ten years, surviving as best they could. After ten years they again felt confident and ventured out from the mine. It was the saddest moment of their lives. The once-proud land of Rûrik lay in utter desolation, a virtual desert where no signs of life could be perceived. Grun became King of the Blacklocks, as he was the only one left of noble line. His line would lead and protect the dwarves of Khazâd-madr in the mines for years.

7589 D.R. (S.A.I250) – In Khazad-dûm Flói Justhammer was born, a Broadbeam and descendant of Telkhar himself. He would become one of the great smiths of his age, crafting many great works such as “Iklalkhelednâb” (Aeglos).

7640 D.R. (S.A.1301) – The goblins in the Misty Mountains had grown numerous once again, making trade to the West almost impossible. Sigi Fireblade, a great general of Durin III, went west with a great host of two thousand dwarves to crush the orcs. At the foot of the Redhorn-pass, the dwarves were ambushed and overrun by a goblin army nearly twice their size. Sigi Fireblade and the majority of his host were brutally slain. The goblins took Sigi's legendary axe and kept it as a trophy. Sigi's son Helgi, a young dwarf of sixty-nine, was captured by goblins and taken to Goblin-town where they imprisoned and tortured him for their own pleasure.

7644 D.R. (S.A.1305) – Helgi, son of Sigi, managed to escape from Goblin-town, together with the six other surviving dwarves. He set the great hall of Goblin-town on fire, killing hundreds of goblins. Helgi found the axe of his father Sigi, and showed strength beyond compare as he slew whole regiments of goblins. On his return to Khazad-dûm, Durin III named him Helgi Goblinbane and a statue was erected in his honour near the chamber of crossroads. Later that year, Helgi Goblinbane led three thousand dwarves on a campaign to the Misty Mountains, clearing any goblin settlement they found. Helgi Goblinbane became a name of legendary dread among the goblins.

7699 D.R. (S.A.1360) – Construction of the westward extension of Khazad-dûm was completed. Work was begun on the West Gate, known as “Holin Gate” by many.

7729 D.R. (S.A.1390) – Construction of the West Gate of Khazad-dûm was completed, made while the Longbeards were allied with Celebrimbor. It is Durin III's name that appears on the door. The West Gate opened out into Eregion and was chiefly used by the elves, and was therefore known to the dwarves as "the Gate of the Elves". This gate allowed the elf, Lady Galadriel, to pass eastwards through Khazad-dûm and establish Lothlórien beneath Azaanulbizar, and the Nandorin Elves that had earlier evacuated the area to escape Khazad-dûm's growing power returned to settle there. The doors of the Gate were fashioned as flush doors, the jambs invisible to the eye, and matching so perfectly with the mountain rock that, when closed, the doors could not be seen. The slabs were made by Narvi, the legendary dwarven rock carver of the second age. He made them out of a grey material stronger than stone. Celebrimbor inlaid them with ithildin, which could only be seen in starlight and moonlight. When visible, the fine silver-like inlay showed a hammer and anvil (the emblems of Durin), a crown and seven stars, two trees surmounted by crescent moons, and a single star (the emblem of the House of Fëanor). The inscription read: I, Narvi, made them. Celebrimbor of Eregion drew these signs."

7741 D.R. (S.A.1402) – King Nali III, of the Firebeards died accidentally in Khazad-dûm during the tunneling of a new mine. His son, Heri, was crowned King of the Firebeards that same year.

7762 D.R. (S.A.1423) – Grun’s line kept the Blacklocks safely protected within the bowels of the mountains of Rûrîk. By maintaining their self-imposed imprisonment, the entombed clan survived the ravages of the demon. As the years passed, Muar's siege ended and the dwarves began to carefully venture out. Eventually, the dwarves sought aid. Fulla, the new King of the Stonefoots now living in the Hills to the West of Rûrîk, led an embassy of dwarves and men on a journey to Khazâd-madr in the hope of ascertaining how Muar could be defeated. Fulla sought to free the Blacklocks. Unwittingly, however, his arrival accidentally provided a means for Muar himself to enter the dwarf-hold. Muar slew many of the Blacklocks and Stonefoots. Yet, the Blacklock Balli Stonehand killed Muar before the day was lost. As he swung his great hammer, it struck the demon, who tumbled to his demise in the deeps of the mine. The awful reign of Muar the demon in Rurîk was ended.

7764 D.R. (S.A.1424) – Fulla and his friend Balli led an expedition that recaptured the old Halls of Rûrîk and drove the last servants of the Demon-king out of the Walled Land. The victorious Stonefood Lord was crowned Fulla VII, High King of Rûrîk, at Yule of that year. Balli Stonehand, now King of the Blacklocks, swore fealty to the High King. With this act, the Kingdom of Rûrîk was born, uniting the clans of Blacklocks and Stonefoots. Shortly after the crowning of Fulla VII, the Council of the Two Kings was established: a council of the lords of the two clans, set to govern the Kingdom of Rûrîk, under the rule of the High King. Balli Stonehand died later that same year during the recapturing of the eastern mines. His younger brother, Vagnur, became King Vagnur III. As his brother before him, he honoured the fealty sworn to the High King Fulla VII.

7779 D.R. (S.A.1440) – King Durin III and Gil-galad, King of the Elven Kingdom of Lindon, enjoyed strong trading relations. Although their friendship did not rival that with the elves of Eregion, many trade agreements were made and both the dwarves of Khazad-dûm and the Elves of Lindon prospered. As a sign of their friendship, King Durin III offered Gil-Galad the spear “Iklalkhelednâb”, crafted by Flói Justhammer, greatest smith of the second age. Gil-galad named the spear “Aeglos” (also meaning “ice point”) and it became an heirloom of his house.



7839 D.R. (S.A.1500) – The kings of the seven houses were summoned to Khazad-dûm by Durin III. In a gathering of clans, the dwarves received the seven dwarf rings, each receiving their ring of power from the Elven-smiths of Eregion. The most famous of these was the ring of the Longbeards, later known as the Ring of Thrór, which Celebrimbor gave to Durin III himself. The Elves and Dwarves were betrayed however, as it was the Dark Lord Sauron who, in the guise of an elf named Annatar, wished to enlarge his power and had – in secret - forged another Ring of Power, to control the bearers of the other rings. The dwarven kings, however, were immune to most of effects of the rings, apart from increasing their lust for gold. Angered by his failure, Sauron sent messengers demanding that the rings be given back. The dwarf lords mocked his servants and refused to give back the rings as they saw their power to increase their treasure. From that point on, Sauron tried to gather the rings back to him. The kings of the seven houses used their rings frequently to increase their treasure trove, especially in the Red Mountains, where gems and ores were plentiful. This, in later years, drew the mightiest of dragons to the halls of the East.

7851 D.R. (S.A.1512) – With the growth of Khazad-dûm, The Iron Hills settlement expanded several times over the course of the previous 1400 years, ensuring the capital was supplied with iron ores. The settlement had grown into a dwarven city, which was given the name Baruk-khizdîn by Durin III, referring to the axe stores kept there.

7856 D.R. (S.A.1517) – High King Fulla VII of Rûrík died of old age and left the crown of the united clans to his son, Dróin VI. As the strong hand of the High King was no more, tension began to rise between the Blacklocks and Stonefoots of Rûrík. With the slow depletion of many of the silver and gold mines, the lords of the Council of the Two Kings fought over the rights to some of the richer veins. The unity of the Kingdom of Rûrík became precarious. Half of the Blacklock lords left to seek their fortune outside Rûrík and returned to Baraztûm, the Blacklock capital of old. Tráli, of the line of Bráli, Lord of Baraztûm, welcomed his long estranged kin, yet made it clear that the lords would be under his rule and that only the Blacklock King Vagnur III in Rûrík was his superior. Eager for new wealth in the mines of Baraztûm, the lords swore fealty to Tráli. Tráli, strengthened by his new found support, later defied his own King Vagnur, by denouncing the High King of Rûrík himself, the Stonefoot Dróin, by stating: "No Blacklock should be ruled by a Stonefoot". This greatly increased the tension between the Blacklocks and Stonefoots, both within and outside Rûrík. The elderly King Vagnur III, brother of the late Balli Stonehand, Muar's bane, feared for the future of Rûrík, as his eldest son Vagnur sided with Tráli of Baraztûm.

7865 D.R. (S.A.1526) – Vagnur became King Vagnur IV of the Blacklocks when his father died of old age. His first act as King of the Blacklocks was to break the vow of fealty his father held and denounce the position of High King held by Dróin of the Stonefoots, stating: "Blacklocks and Stonefoots shall remain brothers as all dwarves are, yet to no king I will bow as long as I have breath". The Kingdom of Rûrík, united under the rule of one High King, lasted just over one hundred years. Yet to ensure the rights of the Blacklocks, King Vagnur IV kept the Council of the Two Kings in honour. The Council now acted solely as a gathering of elders and lords advising the two Kings of Rûrík.

7881 D.R. (S.A.1542) – The Halls of Gabilzahar of the Stiffbeards were attacked by a great cold drake of the North, attracted by the large treasure trove gathered through King Brávur II's ring of power. Gabilzahar, then at the height of its power was heavily damaged. The drake managed to kill a large number of Stiffbeards. King Brávur II himself was wounded and lost his ring to the drake. The King of Bávur's Folk refused to abandon his ancestral home of Gabilzahar and mounted a decisive attack against the drake, which eventually resulted in the flight of the foul creature. The Ring of Power of the Stiffbeards would be the first of four Dwarven Rings of Power to be lost.

7887 D.R. (S.A.1548) – King Vagnur IV moved his seat of power back to Baraztûm, as the majority of his folk had returned to their halls of old. King Vagnur's lust for gems and gold was legendary and he ordered to be reopened some of the unstable ancient Baraztûm mines. The Halls of Tumunumahal and the caves of 'Akhtuzadahû' were considered powerful colonies of the Blacklock realm and were left to his second, Tráli. Tráli, now Lord of 'Akhtuzadahû' and southern Rûrîk, ruled the colonies with an iron fist, forcing many of his kin to slave in the mines.

7902 D.R. (S.A.1563) – King Dróin VI of the Stonefoots forbade any Stonefoot from attending the Council of the Two Kings and as a result it was disbanded. Dróin believed the Council no longer served the two houses of Rûrîk as Tráli, who spoke on behalf of the King of the Blacklocks, had abandoned reason, and in his gold-hunger claimed more of the Stonefoot veins. In order to protect the Stonefoot mines, King Dróin VI ordered guards to be set at the mines and forbade any Blacklock to enter. Later in the same year, as tensions rose between the two clans of Rûrîk, Dróin ordered the river dividing the lands of Rûrîk to be guarded, closing off the Stonefoot lands in Rûrîk to the outside world. As many of the northern Rûrîk mines had become depleted, King Dróin moved his seat back to Naraggund. His brother Urli became Lord of the 'Urdamdûm and controlled the Stonefoot mines of Rûrîk.

7907 D.R. (S.A.1568) – A trade dispute broke out between King Bróin II of the Ironfists and King Vagnur IV of the Blacklocks. After a tunnel collapsed in one of the Blacklock gem mines, King Vagnur IV demanded more pure steel for his amount of gems. King Bróin II refused, which resulted in heightened tension between the clans. Two months later, the long standing trade agreement that provided the Ironfists with polished gems and the Blacklocks with pure steel was abandoned.

7908 D.R. (S.A.1569) – King Bróin II of the Ironfists sent out a company to mine gems, only twenty pauses north from Baraztûm, the capital of the Blacklocks. The King of the Blacklocks saw this as provocation and forbade any Ironfist to cross the Pearl River into their lands. As tensions rose, King Dróin VI of the Stonefoots invited the King of the Ironfists and the King of the Blacklocks to resolve the matter, and called a council. The King of the Blacklocks feared the Ironfists wished to claim their ancient halls and the gem mines that lay north of it. The Council of Naraggund did not go according to Dróin's plan, as neither of the invited Kings appeared in person. King Bróin II of the Ironfists sent his youngest son Barinur, while King Vagnur IV of the Blacklocks sent a company of his elders and his eldest daughter, Arís, to the council. King Dróin of the Stonefoots managed to keep the council members round the table for two days, when, after furious arguments over Mountain rights, old contracts and carriage weights, snow began to fall. In mere hours, the southern Red Mountains – which rarely saw any snow, even in midst of Winter – were filled with layer upon layer of heavy snow, trapping the council for many weeks. To the surprise and happiness of King Dróin of the Stonefoots, Arís and Barinur, who were at first fierce opponents, began to understand the needs of their peoples and began to forge new agreements. It was clear the two were not merely interested in new trade agreements as Barinur of the Ironfists and Arís of the Blacklocks fell in love. On their return to their own halls almost two months after their departure, their fathers rejected their new trade agreements and forbade either of them to see each other ever again.

7909 D.R. (S.A.1570) – Barinur of the Ironfists left his father’s halls and sent word via thrush to Arís. At the gates of Baraztûm, Arís of the Blacklocks was waiting for him and they fled to Naraggund in the South, away from their fathers and the halls of their clans. King Dróin of the Stonefoots gave them shelter, making the Stonefoots an unwanted party for both Ironfists and Blacklocks. Both the King of the Ironfists and Blacklocks denounced their son and daughter for their deeds later that same year.

7921 D.R. (S.A.1582) – Módsognir, son of Barinur was born. Barinur, though born the son of the King of the Ironfists, had, since his exile, been accepted as one of the Stonefoots by King Dróin; hence his son Módsognir was also considered a Stonefoot.

7959 D.R. (S.A.1620) – Barinur of the Stonefoots died while out hunting with his son Módsognir, slain by a troll. Módsognir, while only a mere 38 years old, killed the troll, earning him the name “Trollbane”. King Dróin took Módsognir as his own son. As King Dróin had neither a wife nor children, Módsognir became heir to the throne. Later that year, Barinur’s wife, Arís, died of grief.

7971 D.R. (S.A.1632) – Módsognir was appointed to the rank of Azaghâlbâd (General of War) as he showed exceptional strength, courage and tactical knowledge when a host of Goblins attempted to attack the Stonefoot halls of Naraggund. Once the goblins were slain and danger averted, he restructured the military ranks of the Stonefoots, training the dwarves according to his own new style of warfare. His brilliant new war tactics and strict training regiment, called “Nâla Belkul” (“The Mighty Path”), made the Stonefoots the most lethal dwarven army ever seen.

8009 D.R. (S.A.1670) – King Dróin of the Stonefoots died. His only heir, Módsognir, became King Módsognir I of the Stonefoots.

8032 D.R. (S.A.1693) – The War of the Elves and Sauron started - Durin's Folk joined the elves against Sauron.

8033 D.R. (S.A.1694) – Sauron’s forces in Rhûn marched to war against the dwarves of the East in an attempt to regain the three remaining rings. King Módsognir I of the Stonefoots called upon all the Eastern Kindreds to fight the shadow. The now elderly King Bróin II of the Ironfists, refused to listen to Módsognir, calling him a fool. Convinced defeat was at hand, he closed the gates of his halls. Módsognir I of the Stonefoots led the first campaign, joined in an alliance of Men of Honor from the Lands of the Dawn. The first battle at the foot of the Stiffbeard halls, Gabilzahar, was a hard-fought victory for the alliance.

8034 D.R. (S.A.1695) – Many dwarves of the Eastern Kindreds, mainly Ironfists who did not wish to wait for their own death, their king having given up hope, sided with Sauron in the months that followed the battle of Gabilzahar, as Sauron was able to corrupt their hearts through his lies. The men of Rhûn attempted to break open the sealed gates of Kheled-dûm and, in a desperate battle, King Bróin II of the Ironfists held the gate and called for the help of his exiled grandson, King Módsognir of the Stonefoots. King Módsognir, uniting the dwarves of the East in an alliance of Ironfists, Stiffbeards, Blacklocks and Men of Honor, fought off Sauron’s forces at the gates of Kheled-dûm, allowing many dwarven women and children to flee via the underground tunnels. In the last hours of the battle, Bróin II handed his ring to his eldest son Bórin, who fled with it, together with the remainder of his folk, to Gabilzahar in the North. The Battle of the Broken Gate and death of Bróin II marked the first loss of the Eastern Alliance of dwarves and men. The halls of Kheled-dûm and Baraztûm fell to the forces of Sauron within mere months.

8035 D.R. (S.A.1696) – The dwarves of the four eastern clans sought refuge in Gabilzahar. With them were the three remaining rings of the dwarf kings of the East. While the forces of Sauron gathered to the south of Gabilzahar to launch a final attack and with it reclaim the Rings of Power, King Módsognir I of the Stonefoots mustered every dwarf able to bear arms from each of the houses. With a weakened and outnumbered army, King Módsognir I charged the forces of Sauron at the Blue Vale, south of Gabilzahar. Though outnumbered two to one, Módsognir managed to break through the lines of Sauron’s forces. The very moment victory was at hand, a great cold drake that over 150 years ago had attacked Gabilzahar flew over the Blue Vale and attacked the mountain of Gabilzahar again, this time managing to slay the weakened dwarves and to swallow their three remaining Rings of Power that had been hidden there. Soon after, Sauron turned the remaining host of his forces back to the West, as the hope of retrieving the rings was lost. Under the leadership of King Módsognir I of the Stonefoots, known now as “Azaghuzbad” (King of War), the dwarves were able to retake their halls. The dwarves of the East that sided with Sauron eventually fled west, as ‘Azaghuzbad and his forces proved too strong. During the last battle at the gate of the Stonefoot halls of Naraggund, ‘Azaghuzbad was betrayed by his closest friend and general Brulin Ashhelm, who had been Sauron’s spy for many years. Brulin Ashhelm, a longtime friend of Módsognir, had grown to despise him after King Dróin had made Módsognir King and not himself, a true Stonefoot. Deep under the influence of the Dark Lord, and blinded by his own greed, Brulin stabbed ‘Azaghuzbad, who died on the steps of his halls. Brulin escaped the wrath of the alliance as he fled with the dwarves that had sided with Sauron. By the end of the year, these banished dwarves, under the leadership of Brulin Ashhelm, founded the settlement of Uknurkhizdîn (which the men of Rhûn called Nurunkhizdín)

8036 D.R. (S.A.1697) – Sack of Eregion – Sauron slaughtered Celebrimbor and scattered the people of Ost-in-Edhil. The Dark Lord’s victorious host in Eregion was unexpectedly distracted by a powerful assault by the Longbeards from Khazad-dûm, led by Durin III – in which the Longbeards were successful, yet suffered enormous losses. Sauron subsequently retreated. Afterwards, Sauron harbored deep hatred for Khazad-dûm and ordered his orcs to trouble Durin's folk at every turn. In response, Durin III sealed the Doors of Durin from the outside world. They would remain closed for over 1700 years, during which there was no contact with the outside world, closed for all, even for other dwarves. During this period, Khazad-dûm was commonly referred to as “Thamhollen”, meaning “Closed Halls” in Sindarin.

8037 D.R. (S.A.1698) – As the Longbeards of Khazad-dûm had closed their doors, Lord Elrond Half-Elven – who had established the elf haven of Rivendell the year before – was growing concerned that none in the Misty Mountains guarded the source of the river Bruinen, to ensure no enemy would be able to interfere with the life-giving flow of waters down into the lands below. As the dwarves were the only ones able to withstand the cold of those heights, Lord Elrond turned reluctantly to the Longbeards in the Iron Hills, requesting their aid to build an outpost in the northern Misty Mountains to guard the source. Lord Iskeld Hornbeard, at the time Lord of Baruk-khizdîn in the Iron Hills, who remembered the tale of Azharrakkâ' (Hrimborg) well, had no heart to build a new outpost there. Claiming it was not in his interest, he refused. Knowing their desire for trade, Lord Elrond offered the dwarves and all their kin free passage and freedom to alight at Rivendell, whenever they would so need it. Iskeld Hornbeard, who was well aware of the difficult passage to the West now that their usual resting place, Khazad-dûm, was closed, accepted the agreement under the condition that the dwarves would require frequent payment for guarding the settlement. The outpost was built later that year, bearing the name “Iskeld’s Lookout”.

8051 D.R. (S.A.1712) – The Eastern Kindred dwarves attacked the settlement of Uknurkhizdîn, avenging the death of ‘Azaghuzbad 19 years before, slaying all the dwarves that sided with Sauron during the war. Burin Ashhelm was quartered and his remains were sent to all Eastern Kindred halls, as a reminder of the penalty for treachery. The settlement was completely destroyed and abandoned.

8091 D.R. (S.A.1752) – Buri Longhelm, son of Iskeld Hornbeard of the Iron Hills, instructed the Longbeards to abandon the lookout following a dispute with Lord Elrond Half-Elven concerning the payment of the dwarven guards. Iskeld’s Lookout was abandoned, and only wild and terrible beasts roam there now.

8104 D.R. (S.A.1765) – As the doors of Khazad-dûm remained closed, King Durin III died of old age. Almost a 1000 years of peace had passed, known as the Gêm'ukhal in Khuzdul – or third Greater Peace, or the Peace of Durin III. This peace was not as long lived in the East as in the West, as the Eastern Kindreds endured many battles.

8209 D.R. (S.A.1870) – Orcs invaded Mount Gundabad, and drove the Dwarves of Durin's folk from their holy site. Those Gundabad dwarves that survived the brutal attack fled to the Iron Hills. Many of the descendants of Broadbeams that had settled at Mount Gundabad since the fall of Gabilgathol (Belegost) now settled in Baruk-khizdîn in the Iron Hills, while others returned to the Blue Mountains. Some Broadbeams made small new settlements in the South-Eastern Blue Mountains, while others settled in the northwestern areas of the mountain chain.

8214 D.R. (S.A.1875) – The Longbeards of the Iron Hills joined with the Broadbeams in an attempt to retake Gundabad. Thousands of dwarves were slaughtered by the orcs and the remainder fled back to their homes in Baruk-khizdîn in the Iron Hills.

8244 D.R. (S.A.1905) – The Longbeards of the Iron Hills, now joined by dwarves from the six other clans, made another attempt to reclaim their holy Mountain. The orcs once more proved to be too numerous, resulting in a massacre of the dwarven forces. Severely thinned dwarven numbers once again fled back to their strongholds.

8273 D.R. (S.A.1934) – The Longbeards of the Iron Hills – this time alone – made one final assault on the orc stronghold. Though with a weakened force, the Longbeards managed to kill a large number of orcs. Yet after three days of battle, the dwarves were all but killed. The few that managed to flee made their way back to Baruk-khizdîn in the Iron Hills and never returned to Gundabad.

8649 D.R. (S.A.2310) – The last of the Longbeards in Forochel left their icy settlement of Zigilgundu. With many of the mines running dry after 1800 years of settlement, the last of the Longbeards there finally abandoned it and left for the Iron Hills. Zigilgundu fell to ruin over the following thousand years.

8658 D.R. (S.A.2319) – The great ice-worm Sêwuslukh, known as “Dracaetren” by many of other kin, or “Poison-drake” in the common tongue, drawn by the vast treasury of gold and gems, attacked the Stiffbeard halls of Gabilzahar. Many of the Stiffbeards perished trying to defend their halls, including King Bávur III of the Stiffbeards, who, in a final attempt to retake his halls, was slain by Sêwuslukh when she sank her poisonous teeth into his flesh. The Stiffbeards managed to drive off the worm, though the fight lasted three days and nights without cease.



As well as the King of the Stiffbeards, his only son and last remaining cousin were slain. Still alive was Aís, daughter of Faílin, second cousin to the lost King. Aís, a strong and fearless dwarf maiden, though a mere 39 at the time, fought the worm and cut its eye with her war-mattock. Sêwuslukh, now blinded in one eye, fled from the halls, seeking refuge in the ice caves farther north. Aís Gazecleaver became Queen of the Stiffbeards and a heroine to her folk.

8699 D.R. (S.A.2360) – At the age of 80 Queen Aís Gaze-cleaver sought to marry Óinur, son of Gloínur, a Stiffbeard of some renown. Six other dwarves claimed their right to marry the Queen of the Stiffbeards, protesting that Óinur’s lineage was not of Stiffbeard roots, as one of Óinur’s grandmothers was of the Longbeard clan. Óinur accepted the challenge and fought the six others. While five of the six conceded defeat quickly and bowed at Óinur’s axe, one of the dwarves, Dwíli, son of Aígur, did not. Dwíli and Óinur fought over the hand of the queen in a fight that would last from evening till morn. At the break of day, Queen Aís saw that Óinur, the dwarf she wished to marry, had defeated Dwíli. Though Dwíli was not killed, the defeat was plain to see for all, as Óinur had but to lower his axe to slay Dwíli, yet he spared him and turned victorious to his wife to be. In that moment, Dwíli took his war-mattock and attacked Óinur in the back. Óinur died that instant in the arms of Queen Aís. Dwíli could not long savor his victory as the queen took her war-mattock and cut off the head of Dwíli. She shouted as the two dead dwarves lay beside her, “So it is, I will have none!”

8729 D.R. (S.A.2390) – Thráim, the elder cousin of Queen Aís of the Stiffbeards, now newly appointed Lord of the Stiffbeard hall of Kibil-targ-gundu, grew envious of Aís and secretly desired the crown of the Stiffbeards for himself. The crown would have been his, as he was next in line if it were not for the heroic act of Aís. Thráim plotted a plan to kill the Queen and overthrow her rule. Queen Aís and her followers were invited to Kibil-targ-gundu where they were to attend the yearly traditional hunt of the Longhorn Ox in the Dale of Plenty, south of Kibil-targ-gundu. A plan was made to have Queen Aís killed during the hunt, deceiving her subjects into believing that she had been tragically killed during a stampede. The plan failed, however, and Thráim's intent was found out. Queen Aís decided to spare the life of her cousin, in answer to his pleas. Yet she intended to make an example of his treason and had Thráim publicly shorn at Gabilzahar. Thráim "The Shorn", fled the Stiffbeard Halls in shame. Soon after Thráim's shame was revealed, the wrath of the Stiffbeards against Thráim's craven act resulted in an attack on his halls in Kibil-targ-gundu. Thráim's wife was wounded in the attack, yet managed to flee with her two young sons. In an act of compassion, Queen Aís protected Thráim's wife and their sons, shielding them from the anger of her people. The queen took Thráim's wife into her halls at Gabilzahar and Fláim and Gláim, sons of Thráim, soon became the protégés of the queen. Though many of the Stiffbeards wished to see Thráim's wife and his sons banished from the Stiffbeard kingdom, none dared defy the wishes of Queen Aís. Two days after their arrival to Gabilzahar, Thráim's wife succumbed to her wounds.

8779 D.R. (S.A.2440) – Troubled by the heavy burden of his father's shame, Gláim, raised as a young dwarven prince and heir to the crown of the Stiffbeards, set out to find his father and confront him, against the will of his older brother Fláim and Queen Aís, who believed Gláim too young to travel from her halls.

Gaís, daughter of King Groím of the Ironfists and Gláim's childhood friend, attempted desperately to convince him to stay at Gabilzahar. Though Gláim did not wish to leave Gaís, whom he secretly loved, he had made up his mind and left in search of his father.

8783 D.R. (S.A.2444) – Far to the West, in a small town of men on the steppes of 'Urdtulru, Gláim came across a dwarf claiming to be his father, Thráim. Convinced by the resemblance and delighted to see his father again, the young dwarf forgave his father his past acts and decided to take him back with him to Gabilzahar. Thráim, in fear that the Stiffbeards of Gabilzahar would slay him upon his return, refused to come with his son and finally convinced Gláim to stay.

8784 D.R. (S.A.2445) – Thráim, who had become filled with bitterness over the years, held his cousin, Queen Aís, responsible for his downfall. He told his son that Queen Aís was not the rightful ruler of the Stiffbeards and that, in fact, it was he who had slain the drake. Gláim, now firmly under the influence of his father, believed him. Angered by the false tales of injustice, the young dwarf decided to mount an attack against Gabilzahar and planned to convince dwarves of the other clans to join his cause.

8790 D.R. (S.A.2451) – Though most of the dwarves of the other clans did not heed the tales of Thráim and Gláim, still a large host of mainly Ironfists decided to join their cause, heavily motivated by the promise of a share in the gold and gems of the Stiffbeard treasury at Gabilzahar. When Queen Aís heard about Gláim and his army she refused to believe his betrayal, as she considered him to be one of her adopted sons, and so did not muster a force to counter his planned attack, against the council of the lords at her court.

8791 D.R. (S.A.2452) – Thráim saw his chance for revenge fulfilled when his son Gláim charged Gabilzahar with a host of 3000 dwarves. Though no match for the 7000-strong army of Queen Aís, they caught the army of the queen largely off-guard and managed to break the gates of Gabilzahar. The Battle of the Stiffbeard Throne claimed the lives of thousands of Stiffbeards and left the Halls of Gabilzahar in ruins. As the army of the Queen proved too much for Gláim's host, they fled to the cold north. Enraged by the betrayal of her young protégé, Queen Aís ordered Fláim and a host to chase the fleeing dwarves and completely destroy them, yet have Gláim and Thráim brought to her. Before Fláim and the forces of Queen Aís were able to take them prisoner, Thráim threw himself off the frozen cliffs of Gabil Iklal. Gláim, unable to stay his father from this desperate act, was filled with sorrow and walked with a handful of dwarves into the hands of Fláim and Queen Aís' forces. All were executed on the spot, save Gláim, who was imprisoned in the Deeps of Gabilzahar. "The Deeps of Gabilzahar", reached through a breach made in the mining deeps in ancient days, were long used by the Stiffbeards as both prison and treasury for their most valued possessions. The walls of the Deeps were laden with gems of the highest quality and were famed throughout all the dwarven Kingdoms.

8792 D.R. (S.A.2453) – Queen Aís, still enraged by the betrayal of her young protégé and heir, had Gláim brought to her. Gláim, stubborn and proud, refused to bend to the will of the queen. Even Gláim's brother Fláim, who attempted to bring reason to his brother, failed in his attempt. At length, the guards of the queen's halls forced Gláim to his knees before the queen, yet he was unwilling to repent his folly, still convinced of the hurt done to his father. The queen's advisors demand that Gláim be executed and, no longer convinced of the shade of Gláim's heart, she reluctantly agreed. The next day at the Hall of Merchants in Gabilzahar, where Gláim was to be shorn and quartered, Fláim pleaded with the queen to save his brother's life. Eventually, the queen agreed, yet she condemned Gláim to be imprisoned in solitude for a hundred years in the Deeps of Gabilzahar.

8809 D.R. (S.A.2470) – Queen Aís appointed Fláim as Lord of Kibil-targ-gundu, a position traditionally held by the heir of the Stiffbeards.

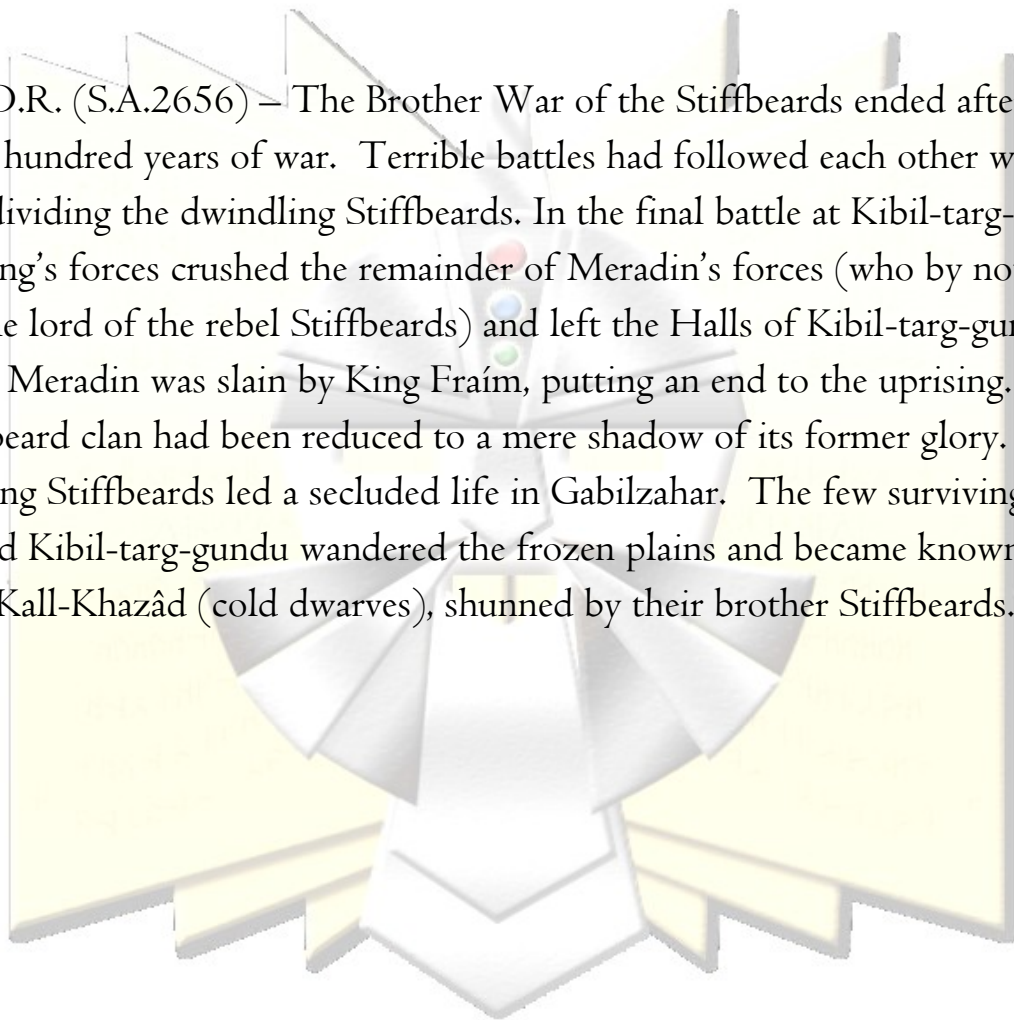
8824 D.R. (S.A.2485) – Fráim, son of Fláim, was born in Kibil-targ-gundu. The queen ordered a large celebration and invited the kings and their followers from the six other houses, at the now made-anew Halls of Gabilzahar. During the two-week-long festivities, the guests were taken to see the famed gems of the Deeps of Gabilzahar. Fláim, who joined the company, could not resist the urge to visit his imprisoned brother Gláim. Gláim, who in his long years in the Deeps of Gabilzahar had become obsessed with revenge, seized his chance for freedom and tricked his brother into releasing him. Once released, Gláim killed Fláim and disguised himself as Fláim to gain access to the festival hall. There, in a desperate attempt, Gláim tried to kill the queen, yet failed. Gláim was caught. When Queen Aís learned of Fláim's death, she fell into a sadness that would last for the rest of her life. Queen Aís ordered Gláim to be publicly executed the next day at Gabilzahar. Gaís, who had joined her father King Groím of the Ironfists for the festivities, saw her childhood friend Gláim and could not bear to see him in chains. When Gláim saw Gaís for the first time in 45 years, the love secretly held for her as a boy was rekindled; now a mature dwarf of 95, his love for her burned stronger than before. The night before the execution, while the guests of the 6 houses were leaving Gabilzahar, Gaís managed to free Gláim from the Deeps of Gabilzahar and took him with her to Kheled-dûm. When King Groím of the Ironfists found that his daughter had harbored an outlaw, he ordered Gláim to be caught. Gaís and Gláim fled Kheled-dûm, never to return.

8831 D.R. (S.A.2492) – Gaís gave birth to Graím, son of Gláim, in Bûr Brena, a small town of Men on the western skirts of the steppes of 'Urdtulru, where Gaís and Gláim had settled and led a humble and harsh life after their flight from Kheled-dûm. Gláim's hatred toward Aís and Gabilzahar burned brighter than ever during their time in Bûr Brena. His son Graím was raised with the fiercest of hatred toward the Halls of his long fathers. In the meantime, in Gabilzahar, Queen Aís had appointed the young Fráim as her heir, grooming him to one day become King of the Stiffbeards.

8867 D.R. (S.A.2528) – During wintertime, a Stiffbeard trader from Gabilzahar took his rest in the inn at Bûr Brena on his way to Khazad-dûm. Gráim, who had learned to distrust and even despise Stiffbeards, noticed that the trader was dishonest in his dealings and was attempting to deceive his mother, Gaís. This further fuelled Gráim's anger and the two started to fight. When the Stiffbeard trader pulled out his knife in the heat of the fight, Gráim defended himself and turned the knife away. The trader accidentally fell on the knife and died. The Mayor of Bûr Brena banished Gráim and his parents from the town. The three roamed the cold steppes, soon running out of food. When a terrible snow storm came over the company, they quickly hid in a cave. To their surprise, a large ice-bear who was sleeping in the cave woke up and attacked the weakened dwarves in anger. Gráim's parents were killed by the ice-bear almost instantly. Gráim managed to flee into the snow-storm but, heavily wounded, collapsed. The Miestenjaan, nomadic men of the North akin to the Lossoth in the Northwest, found Gráim and took the young dwarf, who was close to death, to the only dwarf settlement they had dealings with... Kibil-targ-gundu. When Gráim awoke, he saw his chance to overthrow the rule of Queen Aís and destroy the Halls of the Stiffbeards. He took a new name, calling himself Meradin, and in mere years the young dwarf became the closest advisor to the Lord of Kibil-targ-gundu. The dark heart of Meradin slowly poisoned the Lord of Kibil-targ-gundu and his subjects against Queen Aís.

8889 D.R. (S.A.2550) – Queen Aís Gazecleaver of the Stiffbeards, now a very old dwarf of 270, felt her end approach and ordered her closest advisor Sadrin to lead her in secret to the cave of Sêwuslukh, the great ice-worm she had bested over two centuries ago. Understanding the plan of his queen - to die a warrior's death - he leads her to the cave of the great drake, yet when they arrive he pleads her to reconsider. Her mind being firmly set, he decided to join her as she walked in the cave. There the Queen of the Stiffbeards died, her advisor Sadrin at her side; and with them the drake Sêwuslukh met his end. Aís Gazecleaver was queen for 231 years, never married and so had no children. The grandson of her younger cousin Thraím, Fraím, became the new King of the Stiffbeards at the tender age of 65. His first decree as king was to have a monumental jeweled statue of Queen Aís carved from the walls of The Deeps of Gabilzahar. The Stiffbeards worked relentlessly for seven years, finally completing the gigantic statue that rose from the Deeps of Gabilzahar to the walls of the Great Hall. Meradin called the actions of the king folly and questioned why so many of the Stiffbeards of Kibil-targ-gundu were to work at Gabilzahar, while none from Gabilzahar had ever toiled in Kibil-targ-gundu. King Fraím, furious with Meradin, commanded a company of dwarves to capture him and bring him to Gabilzahar. Meradin, hearing about the plans of the King, told the Lord of Kibil-targ-gundu that a force of Gabilzahar would attack his halls and kill his subjects. With the support of the Lord of Kibil-targ-gundu, he rallied the Stiffbeards to crush the forces of the king. The kin-slaying of Kibil-targ-gundu heralded the start of the Brother War of the Stiffbeards.

8995 D.R. (S.A.2656) – The Brother War of the Stiffbeards ended after more than a hundred years of war. Terrible battles had followed each other without cease, dividing the dwindling Stiffbeards. In the final battle at Kibil-targ-gundu, the King's forces crushed the remainder of Meradin's forces (who by now had become lord of the rebel Stiffbeards) and left the Halls of Kibil-targ-gundu in ruins. Meradin was slain by King Fraím, putting an end to the uprising. The Stiffbeard clan had been reduced to a mere shadow of its former glory. The remaining Stiffbeards led a secluded life in Gabilzahar. The few surviving rebels that fled Kibil-targ-gundu wandered the frozen plains and became known as the Kall-Khazâd (cold dwarves), shunned by their brother Stiffbeards.





9047 D.R. (S.A.2708) – After many years of wandering through the harsh and snowy lands of the North, the Kall-Khazâd settled in the shadow of a massive, stationary glacier that they named 'Uklalaskâd (The coldest shadow). The cold-dwarves founded a small camp, as they were unable to make any permanent halls in stone with the means they had.

9064 D.R. (S.A.2725) – Through great hardship and perseverance, the Kall-Khazâd became a self-sustained yet extremely isolated community, relying almost exclusively on hunting and fishing, as almost all mining attempts had proven fruitless. A strong dwarf with great vision called Odlin quickly rose as leader among the group and started to trade with the native men of Fahamafbâl (Forodwaith), increasing the wealth of the cold-dwarves above that of the men and ensuring their survival even during the harshest winters. Later that year, Odlin accepted the title of “Great Chief of the Cold Dwarves”, given to him by his people.

9110 D.R. (S.A.2771) – A wandering band of Gauredain led by Elukka the Fell stumbled upon the cold-dwarf camp. Elukka attacked the settlement without mercy. Fortunately, through the leadership of Odlin, Great Chief of the Cold Dwarves, the attack was repelled and Elukka and his followers were killed. Odlin took this as a sign that his folk would be better off without any interference from the outside and instructed his folk to surround the settlement with a high wall of snow and ice, shielding it from sight. The Cold Dwarves, led by the line of Odlin, remained hidden, with very little contact with the outside world, for over 500 years.

9150 D.R. (S.A.2811) – For more than a thousand years, the line of Tráli the Cruel of the Blacklocks had kept a tight control over the Blacklock mines in Rûrík. As the King of the Blacklocks seated in Naraggund, far away from Rûrík, continued to receive rich tribute from the Blacklock Lord of Rûrík, little attention was paid to the growing discontent of the troubled Blacklocks of Rûrík. What were once the richest mines of the East had dwindled beyond recognition. The mines were all but depleted and the miners that worked there had virtually become the lord's prisoners. One of the miners, called Sadal, had worked in the mines almost his entire life, and he had seen how the current Lord Rulli had made conditions harsher than ever. The death of Sadal's brother Ari during a collapse of one of the new mines sparked a revolt. Sadal led 800 infuriated miners to the hall of Rulli the Hoarder. There Rulli was slain by the miners. Sadal, whom the miners saw as their saviour, was soon appointed Lord of the Blacklock Miners. Their new lord distributed the reclaimed wealth among the mining families and refused to send any tribute to the king in Naraggund. Though the Blacklock king was far from pleased by the end of the tribute from Rûrík, his weakened force would have been no match for Sadal's colony. This led to relations between the two Blacklock halls worsening over time. Sadal ruled the Rûrík mines, which prospered once again, without say from the Blacklock king, and his rule was handed down to his sons.

9317 D.R. (S.A.2978) – Thráin the Wanderer, son of Sadal III, Lord of the Blacklock Mines of Rûrík, had taken upon him the task to find new veins of riches in Rûrík, as the mines had become all but depleted. He would spend his entire life searching for new veins, without success. In the end, his grandson, Balli Silvereye, discovered three new silver veins, which would herald a period of new riches for the Rûrík colonies that would last till the end of the Third Age.

9369 D.R. (S.A.3030) – On Durin's Day a dwarrow prince was born in Khazad-dûm. Dwarvish scholars later proclaimed the child to be Durin reborn.

9437 D.R. (S.A.3098) – Khamûl, A King of the Easterlings, born as prince in the Kingdom of Palisor, attacked the dwarven trading city of 'Usjarazhâr. He

was one of the Nine Kings of Men seduced by Sauron and given a Ring of Power, through which he was enslaved to Sauron's will, so becoming one of the Nazgûl. Among the Nazgûl, Khamûl was one of the most powerful, second in might and authority only to the Witch-king himself. He had become obsessed with power over the dominions of the East to enslave its peoples. Though the trading city had mainly fallen into disuse during the previous centuries – as Tharkhbinanat had fallen to ruin since the closing of the gates of Khazad-dûm –

Khamûl chose to start his assault in 'Usjarazhâr, also because one of his ancestors was once slain there by the King of the Ironfists, for which he sought revenge. Within a weeks' time, 'Usjarazhâr was completely destroyed by Khamûl's forces, which killed all dwarves there. Aware of the power of Khamûl, yet driven by revenge, the King of the Ironfists decided to attack Khamûl in the Great Vale near the gates of his capital, Kheled-dûm. The trading city of 'Usjarazhâr later fell completely into ruin.

9438 D.R. (S.A.3099) – Khamûl defeated the Ironfists, killing their king at the battle of the Great Vale in a tremendous display of power. The remaining dwarves fled into Kheled-dûm and closed the gates of the halls. These events led to the Ironfists becoming even more secluded and wary of strangers.

9454 D.R. (S.A.3115) – Balli Silvereye, son of Dralin and grandson to Thrain the Wanderer, discovered the first of three giant silver veins in the mountains of Rûrîk. Over the previous hundred years, the Blacklock mines had all but become abandoned as the gold and gems that once were the foundation of the Blacklock riches had become nearly impossible to find. This would herald a period of new wealth for Rûrîk, which became known for its silver. As Blacklock settlers and miners returned to Rûrîk in great numbers, the relationship with Naraggund, where the Blacklock king was seated, became more favorable due to frequent trade. Tribute to the king was resumed and the two houses of the Blacklocks mingled once more.

9456 D.R. (S.A.3117) – Deep within the mines of Rûrîk, The Blacklocks discovered the Gem of Reverence. Though no bigger than a dove's egg, it shone with its own bright inner golden light. The Blacklocks cut and fashioned it in their own style and offered it to their King Burinur II and it became an heirloom of the house of the Blacklocks. King Burinur quickly saw that the gem had its own power and enriched his hoard of gold over time. He ordered the construction of a citadel on the peak of Mount Kiblîn, where the gem was kept under guard.

9523 D.R. (S.A.3184) – King Brosi I, son of Burinur II of the Blacklocks, who - like his father before him - had become obsessed by the power of the Gem of Reverence, moved his capital back to Rûrîk, close to Mount Kiblîn where the gem was held. More than 1600 years after the Blacklock capital was moved to Baraztûm, it returned to Tumunumahal in Rûrîk once more. This not only heralded a period of great riches for the Blacklocks, but also started the migration of many dwarves of both Stonefoot and Blacklock clan back to the Walled Lands.

9534 D.R. (S.A.3195) – Though many of the Blacklocks in Baraztûm had moved to the capital in Tumunumahal in Rûrîk, a powerful group of lords remained in Baraztûm, leading to a power struggle at the Blacklock Halls of Old. Urin Mirkbeard, a fierce and powerful young dwarf, son of a wealthy Baraztûm lord, challenged Brólli, the newly appointed Lord of Baraztûm, as his right to the lordship of the halls was disputed owing to his mother being an Ironfist. Brólli refused the challenge, leading to dismay amongst the dwarves of Baraztûm.

Many said he feared the legendary fierceness of Urin. Months passed until, pressed by the dwarves of his Halls, Brólli reluctantly accepted the challenge. In the main hall, Urin Mirkbeard slew Brólli, later known as Brólli Cravenhammer, and took the Lordship of the Halls. Urin ruled the Halls according to his own will, only heeding to the King in Tumunumahal in time of troubles. The line of Urin Mirkbeard ruled Baraztûm from that moment on, and over time would rule the city completely independent from the King in Tumunumahal.

9539 D.R. (S.A.3200) – Orcs from the southern Red Mountains reached the shores of Rûrîk by sea and attacked the Halls of the Blacklocks in the Walled Lands. The dwarves of Rûrîk were caught off guard and, crumbling under the orc host, the Halls of Tumunumahal fell. The Stonefoots in the northern colonies of Rûrîk provided support and shelter for the fleeing Blacklocks. At Yule that year, the two clans attempted to retake Tumunumahal.

9540 D.R. (S.A.3201) – Under the leadership of Lord Fralin of the Stonefoots, the dwarves crushed the orcs and retook the Blacklock Halls. The tension that had long brooded between the two clans of Rûrîk ever since the fall of the Kingdom of Rûrîk now seemed a distant past. The King of the Blacklocks named Lord Fralin and those of his line "brothers till the last hammer rings". Later that year, Galin the son of Fralin was born, leading to many celebrations in Rûrîk.

9658 D.R. (S.A.3319) – This year saw the utter destruction of the island of Númenor in the West as a divine punishment for the Númenorean King Ar-Pharazôn's assault on the Undying Lands. After the Downfall of Númenor, the shape of the world was changed, and it was made bent. Aman, the land that lay on the extreme western edge of the World, was taken out of the world, and could only be reached by the elves following the straight road that was granted to them. As Aman was taken away from the world, new lands and continents were created. From this time onwards, the World began to take the shape that we know today. During the globing of the earth, many mines and halls were shaken, though few mines collapsed and fewer died as a result.

9733 D.R. (S.A.3394) – King Bifin of the Longbeards died in Khazâd-dum. With his last words, he instructed his son, Durin IV, to reclaim Mount Gundabad.

9768 D.R. (S.A.3429) – The War of the Last Alliance started when Sauron attacked Gondor, took Minas Ithil and burned the White Tree.

9769 D.R. (S.A.3430) – A messenger of Gil-galad informed Durin IV of Sauron's attacks on Gondor the year before, requesting the aid of the dwarves against Sauron. Durin IV decided to re-open the gates of Khazad-dûm and prepared the Longbeards for war.

9773 D.R. (S.A.3434) – Durin IV had prepared his folk for the coming campaign. During the preceding four years, the Longbeards had forged weapons and called in the Longbeards from other colonies, preparing all for battle. The combined host of elves that had rested and prepared in Imladris the past years now crossed the Misty Mountains over many passes and marched down Fant'ân (Anduin), where they were joined by Durin IV and his Longbeard Army from Khazad-dûm, elves from Greenwood the Great led by Oropher and his son Thranduil, and Lothlórien Elves under Amdír. The Battle of Dagorlad took place between the army of the Last Alliance under Durin IV, Gil-galad and Elendil, and an army of orcs and other creatures loyal to Sauron. The battle took place on the great, treeless, open plain between the Dead Marshes and Cirith Gorgor. A great part of Sauron's army was slain in this battle. The Alliance was able to enter Mordor and lay siege upon Barad-dûr itself. Barad-dûr was besieged for seven years.

9774 D.R. (S.A.3435) – The Battle of the Broken Gates of Kheled-dûm. The Ironfist Halls of Kheled-dûm and the Stonefoots Halls of Naraggund were overthrown by the forces of Sauron. Later that year, the dwarves of the four eastern clans managed to retake Kheled-dûm and Naraggund at a great cost. In the West, the Longbeards under the leadership of Durin IV retook Mount Gundabad in what was known as “The First Sacking of Gundabad” and cleansed their holy site of orcs.

9780 D.R. (S.A.3441) – The siege was so pressing for Sauron that he himself came forth, which led to the Battle on the Slopes of Orodruin, in which Sauron was defeated and the One Ring taken from him. Thousands of dwarves from Khazad-dûm and the colonies died during the initial battle and the one that followed after. When the final battle was won, many thousands of Sauron's forces fled east and northeast into the Iron Mountains.

THIRD AGE

9788 D.R. (T.A.8) – The Battle of the Iron Mountains - The remnants of Sauron's forces that fled to the Northeast after the Siege of Barad-dûr were met by the Ironfists and Stiffbeards in the North. There followed a great victory for the dwarves that crushed what remained of Sauron's forces. Fortunately, the battle claimed few dwarven lives.

9823 D.R. (T.A.43) – The now elderly Durin IV called the other clans to retake Gundabad. The other kings refused and claimed their numbers were spread too thinly after the recent battles. At the end of the year, Durin IV died of old age.

9828 D.R. (T.A.48) – The Stiffbeard hold of Zigil'abad was established south of Kibil-targ-gundu. Brárin, brother of Bavúr IV, King of the Stiffbeards, was given lordship over the new halls of Zigil'abad.

9846 D.R. (T.A.66) – King Bavúr IV formed an alliance with Angzuh, king of the men of the Lands of the Dawn, and offered them protection in return for regular trade of food – which had become scarce after many wars in the valleys and failed harvests. Work was started on “Ukhdarfuhum”, or the Great Wall of the North. The Stiffbeards undertook one of the largest construction projects ever, building an enormous wall that shielded the northern part of the Orocarni Mountains, stretching from the Lands of the Dawn in the East to the Plains of Palisor in the West.

9916 D.R. (T.A.136) – Odloin, the fourth lord of the cold-dwarves, hearing of the building of the Great Wall sent scouts to the wall. The lord saw this as a threat to his people but also admired the tales of the wall, wishing that his own folk could build something so grand.

9925 D.R. (T.A.145) – As King Fulla XIV of the Stonefoots, the last of the line of Módsognir, King of War, was nearing the end of his long life, he called upon the young Stonefoots of the realm. King Fulla had chosen not to marry and so had no children. Long had he postponed the decision to name an heir. But when his hair grew white and the light in his eyes grew dim, he knew the time had come. Seven young dwarves stood before the King, chosen by the seven Stonefoot families of Naraggund and Rûrík. There, King Fulla The Quiet proclaimed that the first dwarf to reclaim the lost Hammer of the North, the legendary hammer of Bárin North King the Bereaved, would inherit the Stonefoot Kingdom. Of the seven young dwarves that set out on the quest, only one would return.

9929 D.R. (T.A.149) – After King Fulla XIV The Quiet had proclaimed the Quest for the Hammer of the North, Naug, son of Galin of Rûrîk, chief counselor to the King, entered the chambers deep beneath the mountain Umlaher Danali, the highest peak in the Iron Mountains. The chambers had long housed evil creatures and servants of the Dark Lord. The Dwarves of the East were well aware that many of their treasures of old that had been stolen by orcs were kept here, though no dwarf now dared to enter the chambers of the Mirror Halls. In those caves, Naug, a small dwarf with a fearless heart, found the Hammer of the North. Yet when he wished to depart from the evil caves, he was attacked by "the Slayer", a vile creature of ancient times that had sworn service to the Dark Lord. Naug took up the Hammer of the North, and, as he held it, the Hammer sang and Naug grew strong and powerful. There he crushed the Slayer with one swing of the Hammer. This tremendous feat for the small dwarf was noticed by the orcs that had come at the call of the Slayer and, frightened for their lives, they fled from the caves.

9930 D.R. (T.A.150) – Naug returned to King Fulla XIV in Naraggund. Fulla the Quiet, who now was on his deathbed, received the hammer from Naug, but refused it. King Fulla nodded and placed the hammer in Naug's hand, and the hammer sang again. The song of the hammer, loud and clear, now could be heard throughout the Kingdom of the Stonefoots. "King Naug, of the Stonefoots", King Fulla spoke in his last words, dying moments later. And so Naug, "Slayer of Slayers, Hero of the Mirror-Hall", became King of the Stonefoots. Naug's first feat as king was to collapse the Mirror-Hall, entrapping the other foul creatures that still dwelt there, but at the same time also burying the other lost treasures of the dwarves forever.

10060 D.R. (T.A.280) – Amis Shug, a foul spirit that had become trapped in the collapsed Mirror-Hall, managed to escape after the earth shook violently. The evil spirit attacked the Halls of Naraggund, aware that the Hammer of the North that had been taken from his hoard now rested in the Hands of King Naug. Fearless Naug, with the hammer in his hands, opened the gate of Naraggund, intending to slay the attacker. Amis Shug put a spell on Naug in that moment and the hammer fell out of his hand. All the Stonefoots of Naraggund saw the end of their king by the hand of Amis Shug, as he slew him in front of the gate. When Naug fell to the ground, the earth shook and cracked again, creating an enormous chasm that swallowed the slain king and the legendary hammer. At this, Amis Shug let out a cry and fled to the North. As Naug's two eldest sons had died in an orc ambush in T.A 122, Naug's third son, Furin, became King Furin II of the Stonefoots. A large bridge was built at the gate of Naraggund that spanned the great chasm that had opened. Upon the broad marble bridge a giant statue of King Naug was erected, holding the Northhammer.

10131 D.R. (T.A.351) – The Stiffbeards finished building the Great Wall of the North, complete with 178 guard houses, one every eight dwarven pauses (29km/18miles). The massive wall was up to 16 feet wide, over 1400 dwarven pauses long (over 5,100km/3,200miles) and up to 30 feet in height. It served to protect their halls and the lands of their allies in the valleys below from the dangers of the cold North. The fields of Palisor that lay south of the Wall saw a large increase of new settlers, mainly men, that sought the protection offered by the wall of the Stiffbeards. A golden age for the Stiffbeards began, as trade boomed with an ever growing population in the valleys.

10174 D.R. (T.A.394) – Exactly 400 years after the Longbeards retook Mount Gundabad, an enormous army of orcs of the North savagely attacked the holy site, slaughtering the thousands of dwarves who had settled there. The few that were able to flee moved back to Khazâd-dum.

10177 D.R. (T.A.397) – The Longbeard King Eirikur led a great army consisting of warriors from the seven houses to Mount Gundabad to reclaim the holy site once again. This time, their attempts failed and the King lost his leg in battle. The failed battle led to massive losses amongst the dwarves. Eirikur's son, who was accepted as Durin reborn, took his father and the remaining Longbeard army back to Khazad-dûm.

10180 D.R. (T.A.400) – The orcs of the North and the Misty Mountains mustered at Mount Gundabad in an attempt to attack Khazâd-dum, taking advantage of the weakened dwarven numbers. The dwarves fought back at the shores of Kheled-zâram, slaughtering most of the orc army and decimating their numbers. Prince Durin wished to re-launch an attack on Mount Gundabad now the odds were in their favor, yet, though due to heavy losses in the previous six years, King Eirikur refused. The prince abandoned his plan soon after. This year marked the start of the years known to the Dwarves in the West as the Fourth Greater Peace, the Peace of Durin V – or Ramêkh'ukhal in Khuzdul.

10190 D.R. (T.A.410) – King Arantar of Arnor visited the Longbeards in Khazad-dûm. There, the King of Arnor requested that the best dwarven masons make him an outpost on the peak of Nan Orngon. In the previous twenty years, the men of Arnor had attempted to build an outpost on the steep cliffs, but failed as the task proved too much for the skill of the men. In return for generous trading rights in the markets of Annúminas and a hoard of gold and gems, the Longbeards agreed and sent a company of their best masons to Evendim. The dwarves, under the order of prince Durin, started work on the great outcropping. Yet after many attempts to place great stones on the cliff, the dwarven engineers believed the task was more challenging than originally believed. The Longbeards asked King Arantar for more gold, as more dwarves were required to build the overlooking outpost. King Arantar refused, as he believed the deal was sealed and should be completed by the dwarves. Months of arguing and bitter discussions followed. In the end, the company of dwarves abandoned their efforts in the wilds and returned to Khazad-dûm. King Arantar was given back some of his gold. The King of Arnor was furious with the dwarves, calling the Longbeards thieves. Dwarves were forbidden to enter the Kingdom of Arnor. Though war was close, neither Arantar or the Longbeards wished to risk the loss of their prosperous kingdom. The situation remained tense for many years, yet cooled over time.

10269 D.R. (T.A.489) – An army of Easterlings marched through the Kingdom of the Ironfists, heading West to Gondor. The King of the Ironfists sent ravens west to warn King Ostoher of Gondor of the approaching invaders. As the news of the invasion arrived, Tarostar, son of King Ostoher, was charged with the defense of the Kingdom of Gondor.

10270 D.R. (T.A.490) – The invasion of Gondor took place. Thanks to the early warning of the Ironfists, Gondor was able to muster a grand army and after many battles and a final victory, Tarostar renamed himself "Rómendacil", meaning "East-victor". Rómendacil sent a gift, in the form of countless precious gems, to the King of the Ironfists in gratitude for their warning. In return, the King of the Ironfists sent dwarves of his personal guard to work in service of the King of Gondor. For nearly a thousand years, until the reign of the Ironfist King Viggvari, the Kings of Gondor had in their service dwarves of the Ironfist clan.

10378 D.R. (T.A.598) – The “Ukhdarfulum” (the Great Wall of the North) was attacked at the Pass of Barazal by a host of orcs from the Iron Mountains. The Pass of Barazal was always considered to be the weakest spot in the Great Wall of the North due to the fact that the wall crossed a half mile-deep canyon that could be crossed from the sides when winter came. Though the Stiffbeards built many fortifications at the Pass, the sheer size of the orc host proved too much for the Stiffbeards and the wall was breached. The King of the Stiffbeards and his ally Almur, Chieftain of the men of Palisor, attacked the orc host in the plains of Palisor. The men and Stiffbeards were victorious in the end, yet suffered casualties beyond count. In the years to come, the wall at the Pass of Barazal was rebuilt farther South, where the canyon could not be crossed in winter time. The King of the Stiffbeards held his engineers responsible for the casualties on the plains of Palisor; those that had survived the assault of the orcs had their beards shorn and were banished to the cold North. The king further ordered the creation of a guild of expert engineers. As a result, “the Brotherhood of Stone” was founded, an exclusive guild-like organization for dwarven engineers, allowing builders and architects from the four eastern clans to unite and benefit from each other’s knowledge.

10383 D.R. (T.A.603) – The engineers of the king of the Stiffbeards were found by snow scouts of the cold-dwarves. They were taken to their lord, Odsi the Just. Odsi heard the dwarves out and was furious when he heard about their origin, as the cold-dwarves saw the Great Wall of the North as a violent act against them. He ordered the engineers to build him “a hall of equal splendor as the wall that closed us off.”

10478 D.R. (T.A.698) – Attracted by the Gem of Reverence, the great drake Smorga attacked the citadel at the top of Mount Kiblîn. Mount Kiblîn, that kept the hoard and the heirlooms of the Blacklocks, had grown ever larger since the days of King Burinur II in the late Second Age. The Blacklocks fought Smorga, yet were forced to flee with many of their heirlooms. The citadel of Mount Kiblîn fell to Smorga, though the Blacklocks had secured the Gem of Reverence and the Stone of Andala, a Blacklock heirloom of the First Age, in their halls. Enraged by the loss of many of the riches, Smorga attacked the halls of the Blacklocks, slaying most of the dwarves. Only a fraction of the Blacklocks made it out of their halls alive, including King Burinur VI, who led his clan to the western mountains of Rûrîk where they settled in exile.

10485 D.R. (T.A.705) – After more than a hundred years, the halls of Lord Odsi of the cold-dwarves were completed. The halls were carved into the glacier, with carvings grander than the Great Wall of the North. The halls extended under the glacier, where the cold-dwarves began their first successful mining operation. The halls were named Balb-gathol (Ice fortress) and the engineers that helped build them joined the cold-dwarves. Most of the dwarves moved into the halls, becoming miners or crafters.

I0493 D.R. (T.A.713) – Driven close to madness by the loss of the Gem of Reverence, King Burinur brooded on a plan to regain his halls, the gem and his treasure from Smorga. When the king heard of two great wizards that roamed the Eastern lands, he ordered a company of dwarves, led by the king's own son, Brani, to seek the aid of the wizards. The wizards of the East, known as the Blue Wizards, Pallando and Alatar, met with Brani in the Red Mountains. At first, the wizards did not wish to aid the Blacklocks, yet Pallando feared the dragon would not be content with his current hoard and might soon attack the cities of men on the coast of Rûrík. So, with some reserve, Alatar agreed with Pallando and decided to aid the dwarves.

I0494 D.R. (T.A.714) – Alatar believed the might of the dragon Smorga would be too great for any army and did not support the suggestion of King Burinur to retake his Halls by force. After much discussion on the topic, the company agreed that the only way to slay Smorga was to reduce the mountain to rubble and bury Smorga in the ruins. Alatar and Pallando would shake the mountain through a powerful form of magic and make the halls crumble. As the plan was about to go ahead and the Mountain started to crumble under the magic of the wizards, Smorga fled the halls just in time and attacked the company. The two blue wizards held off the dragon but it was Inur, a young dwarf of the company, who dealt the final blow to Smorga. Inur would be known as Inur Fellhammer from that moment. The Blacklocks began to rebuild their halls, and at the top of the citadel of Mount Kiblîn a golden statue of Inur was placed.

I0560 D.R. (T.A.780) – Odsi the Just, the eighth lord of the cold-dwarves, met with the chieftain of the men of Fahamafbâl (Forodwaith) and soon after trade reopened between the two people, reforging the old bonds. The mines of the cold-dwarves, renowned for their high quality gold and silver, were expanded to accommodate the heightened demand from trade. In return for gold and silver, the cold-dwarves were given frequent stores of furs and food. As a result, many of the cold-dwarves who before were skilled hunters and anglers now focused mainly on trade.

10880 D.R. (T.A.1100) – By this time, the veins in Rûrík had all become depleted and the golden Age of the Hammer had come to an end in Rûrík. The once-great Walled Lands were empty of great riches and the Stonefoots had all but abandoned the capital of ‘Urdamdûm. King Ímundur reluctantly left ‘Urdamdûm and made Naraggund the capital of the Stonefoots again. Later that same year, King Vili I of the Blacklocks also decided to leave the barren lands of Rûrík, planning to return to their capital of old Baraztûm. Váis Whiteblade, Lady of Baraztûm and heir to the legendary Urin Mirkbeard, refused to give up her position and planned to attack King Vili’s guard. The assault on the crown was crushed by the guards of the king and Mirkbeard’s line ended on the steps of Baraztûm, calling an end to their reign that had lasted for over 1000 years. The once grand halls of the Stonefoots and Blacklocks of Rûrík slowly fell into disrepair and became colonies of the clans again, never to return to their former greatness.

10930 D.R. (T.A.1150) – The Dwarves of Khazad-dûm struck a trade with the Stoors, a clan of hobbits. In return for supplies of food, the hobbits were allowed to come over the Redhorn Pass to the west.

11020 D.R. (T.A.1240) – The long-worm Scatha appeared on the southern slopes of the Grey Mountains. The Longbeards that lived in the Grey Mountain settlement were attacked and suffered tremendous losses. Scatha continued to attack the settlement for almost 800 years, during which time large amounts of treasure were stolen from the dwarves.

11080 D.R. (T.A.1300) – In the far north of the Misty Mountains, the evil Lord of the Ringwraiths founded Angmar and placed its capital to the west of Mount Gundabad in the ruins of an elven settlement. The capital of Angmar went by the name “Carn Dûm”, likely a mutilation of its ancient elvish name Caran Tum (Red Valley). Many hosts of evil men were to be seen settling in Carn Dûm in the years to come. Soon after Carn Dûm was founded, orc numbers increased, which led to an attack on the dwarves in the Misty Mountains. Khazad-dûm held but suffered great losses. The Misty Mountain settlements that were founded in the First Age near Iorbar were completely abandoned.

11160 D.R. (T.A.1380) – In search for more mithril, King Eivindur of the Longbeards instructed the Longbeards miners of Khazad-dûm to build several new mines within the mountains. The construction of these new deep mines resulted in a new mithril age of Khazad-dûm, bringing great riches and returning the kingdom to the height of its former glory. This age, known as the Second Mithril Age of Khazad-dûm, would last 600 years. The First Mithril Age of Khazad-dûm took place during Second Greater Peace in the early second age.

11195 D.R. (T.A.1415) – When King Órvur II of the Ironfists died, his young son Viggvari became king at the age of 104. Viggvari's lust for battle had been noticed since childhood. Under Viggvari's rule, a military and social revolution took place, something his father had long opposed. Viggvari took the war tactics and training regiment known as "The Mighty Path", perfected by Módsognir of the Stonefoots during the Second Age, and turned it into a deadly close combat tactic, performed by professional soldiers. For 135 years, Viggvari ruled and, during his reign, Ironfist society was geared almost completely to war and defense. Viggvari invented the famous "Auroch" military formation, a deadly formation that surrounded the enemy and ensured victory even when outnumbered two to one, making the Ironfists a powerful force to be reckoned with.

11265 D.R. (T.A.1485) – King Viggvari of the Ironfists led a surprise attack on Palisor, taking revenge for the countless deaths during the battle of the Great Vale at the end of the Second Age. Knowing his army was no match for the Ironfists, King Bahrumûl of Palisor quickly surrendered. Obsessed with the tales of old, speaking of the gruesome deaths of the Ironfists at ‘Usjarazhâr, Viggvari did not spare the king and slew him on the steps of his hall, in full view of his subjects. He ordered the lands of Palisor to be emptied and the Palisor capital, Palindilin to be razed. Many of the lands of the kingdom were burned and eventually the Palisarim fled in a massive exodus to the Southwest. From that moment on, Viggvari was known far and wide as "Bloodbeard".

11266 D.R. (T.A.1486) – With Palindilin destroyed and the Palisarim brought low, Bloodbeard ordered the resettlement of ‘Usjarazhâr, the once great trading city of the Ironfists, destroyed by Khamûl of Palisor. A gigantic statue of Viggvari Bloodbeard was raised and the reconstruction begun.

11289 D.R. (T.A.1509) – The Palisarim, led by their new King Rhamûl, son of the slain Bahrumûl, led a final attack against the Ironfists, together with Rhamûl's new found allies, the Haradrim. Overwhelmed by the sheer numbers of Haradrim, the border settlements of the Ironfists fell quickly against the Easterlings. Viggvari's statue at ‘Usjarazhâr was toppled and the city, once more ruined, became a settlement for Rhamul's army. Rhamûl sent Viggvari the head of the golden statue and stated, "This was the last dwarf ever to set foot in ‘Usjarazhâr. Take pleasure in it while you can, as the gold will soon be mine again.". The Ironfists that had settled many of the mines in the Hills of Palisor now fled for their lives, heading to Kheled-dûm. Aware of the slaughter of his fleeing people, Viggvari headed east to save the dwarves and met Rhamûl head on. Battle was joined on the Silver Hills on the first day of summer. The Ironfists suffered tremendous losses. At the end of the third day of battle, the Palisarim were victorious and reclaimed much of their land. The few dwarves that survived, including the king and his son, retreated to Kheled-dûm.

11290 D.R. (T.A.1510) – King Viggvari brooded on taking revenge on the Palisarim once more, yet his council, including his own son, advised Viggvari against it, stating it would be the end of their clan. Reluctantly the king agreed and decided to first rebuild his army.

11330 D.R. (T.A.1550) – King Viggvari died of old age. His thirst for revenge, which had nearly destroyed his clan, was left unquenched. His son Vinsi, who became Vinsi VI, was forced to return all of the lands of Palisor still held by the Ironfists. As a result, many of the silver-rich mines were lost forever to the men of Palisor. Fearful the men of Palisor would attempt to claim the riches of the Mountain of the Ironfists as compensation for their lost, King Vinsi VI closed the gates of Kheled-dûm. Only in times of greatest need would one see an Ironfist dwarf on the road from that time on.

11360 D.R. (T.A.1580) – As the mines of Khazad-dûm and its population swelled, more iron was needed and the Longbeard King Ásbrandur II commanded a new settlement to be built in the Iron Hills. "Mabarkulnishathûr" ("Cleaved with Clouds"), a settlement in the far Eastern part of The Iron Hills, was founded by Galli son of Grál, Lord of Baruk-khizdîn. As trade with the Eastern Clans flourished, Mabarkulnishathûr was often the first Longbeard hold visited by the Stiffbeard traders of the Northeast, who began to settle in the stronghold, ensuring continuous trade with the East.

11400 D.R. (T.A.1620) – The Stiffbeard population in Mabarkulnishathûr, which now controlled much of the trade with the East, became a powerful minority. Lord Galli appointed a Stiffbeard by the name of Róli as his right-hand. Róli, a renowned engineer, expanded the stronghold further, building large walls, gates and towers. The extensive and swift expansion of the keep, largely funded by the Stiffbeard traders, required many builders and architects to complete. For this, Róli called upon “the Brotherhood of Stone” in the East, of which he was one of the four council members. As the expansion plans of Mabarkulnishathûr were of epic proportion, Róli decided to call on engineers from the West for the first time, mainly Longbeard engineers. From this moment, the Brotherhood of Stone included members from all seven clans.

11408 D.R. (T.A.1628) – The expansion of Mabarkulnishathûr was completed. For most outsiders, the outer area of walls, gates and towers, resembling a fortress of men, was what they were allowed to see and visit. Mabarkulnishathûr, in truth, consisted of two parts, the first being the surface area made of walls, towers and buildings, and the part which was the underground section, containing most of the traders’ halls and the vast trading stores of the Longbeards and Stiffbeards.

11415 D.R. (T.A.1635) – The Great Plague killed untold numbers of people, mainly men and hobbits. As dwarves are singularly immune from diseases such as affect men and halflings, none of the dwarves died, although growth in Khazad-dûm and the other dwarf-halls slowed down considerably owing to the incoming food trade almost grinding to a halt.

11511 D.R. (T.A.1731) – A dwarf child believed to be the fifth reincarnation of Durin was born in Khazad-dûm.

11545 D.R. (T.A.1765) – In mid-winter, the young king of the Stiffbeards, Dwalthrasir II, travelled to the Great Northern Ice Lake, for the annual spear-fish fishing. Arriving there, the company discovered their hunting lodges plundered and burned, and the small village of men, Íspit, to the East of the Lake, in utter ruins. As this was clearly the work of orcs, the king decided to head to Gabilzahar, then return with a large host to destroy the orc camp nearby. Dwalthrasir never arrived in Gabilzahar as his company was ambushed by orcs. His stripling son, Fráim, a mere seventeen winters old, inherited the throne and kingdom, and was crowned Fráim IV. Only one of the company of the king survived and managed to reach Gabilzahar. Broddi, nephew to the lost king, became the advisor of King Fráim IV.

11559 D.R. (T.A.1779) – King Fráim IV of the Stiffbeards returned to the village of Íspit, where his father had been slain by orcs some 14 years ago.

There, the young king found a roaming orc pack, led by Turzag, the orc chieftain responsible for killing his father. After capturing Turzag, he quickly discovered the truth of his father's death, as his own advisor Broddi had betrayed his father and led him to his death. Broddi had struck a deal with Turzag. In return for the head of the Stiffbeard king, Broddi would be given the Iklalkibil caves, the old dwarven mines, rich in silver and gems, long held by the orcs. In the end, Turzag betrayed Broddi, who was able to escape death and reach Gabilzahar. There, Broddi made up the story of an orc ambush and quickly offered his services to the new young king, hoping to sway the will of the young monarch and by doing so get another chance at the old dwarf mines. After Turzag was slain, Fráim invited Broddi to Iklalkibil, who was none the wiser that his evil plot has been laid bare. There, Fráim chained Broddi to the walls of the cave and closed the cave forever, stating, "Here you have your prize." Fráim IV ruled the Stiffbeards for over 200 years.

11691 D.R. (T.A.1911) – A feud erupted over a fair, bearded dwarven maiden by the name of Nísi, between the two sons of King Ólin VI of the Stonefoots. The elder son, Ólin, was stabbed by his younger brother Glólin and died shortly after. The King, overcome by grief and anger, blamed the maiden Nísi and banished her from the Kingdom. Glólin desired to follow her, but the King forbade it. Shortly after, Stonefoot hunters found the remains of Nísi in the forest, attacked by a roaming pack of wolves. Glólin, the Stonefoot prince, was furious with his father and confronted him, attacking him with the same dagger that had killed his elder brother. The guards of the king defended the Stonefoot ruler and, in the raging fight, Glólin found the blade of his own dagger and collapsed. Glólin died in the arms of King Ólin. Later that year, King Ólin went mad with grief and, unable to accept the end of his line, he threw himself off Ukhura (The Greatest Bridge) in his halls at Naraggund. Arvinur, the young nephew of the king, became King Arvinur I of the Stonefoots.

11714 D.R. (T.A.1934) – Thráin, son of Náin, grandson to King Durin VI, was born in Khazad-dûm.

11756 D.R. (T.A.1976) – A year after the fall of Angmar, Durin VI instructed the building of an outpost in the North Downs, as the Longbeards became aware of great silver veins in the area. In the Hills of the North Downs to the northwest of Esteldín, the mining outpost of Othrikar was established.

11758 D.R. (T.A.1978) – By this time the more easily accessible veins of mithril, had become exhausted. Hence Durin VI, like many of the Longbeard kings before him, ordered the mines of Khazad-dûm to be expanded. The Longbeards started digging deeper and deeper into the heart of Khazad-dûm in search for ever more Mithril.

11760 D.R. (T.A.1980) – The miners digging the newly ordered mines deep beneath Barazinbar breached a closed chamber hidden deep beneath the city.

The balrog of Khazad-dûm, a thing of terror that had lain hidden at the foundations of the world, was awoken. The dwarves battled it for a year. The monster wreaked havoc on Khazad-dûm and slew Durin VI. It would forever be known as Durin's Bane as Durin was killed by it.



II76I D.R. (T.A.198I) – After the death of King Durin VI, his son, now King Nain I, instructed some of his folk to build a small hall, high in the southern peaks of the Misty Mountains. Here, the Longbeards would move some of their most valuable treasures and lore. Soon after its construction, a golden statue of Durin VI was set in the centre of the hall in honor of the slain king. Zudrâgundu, the remote secret hall, locally know as Zudrugund, was completed in mere months, saving many of the books and valued treasures of the Longbeards. However, for King Nain I who led the final charge against the Balrog, fleeing was no longer possible and he died at the hands of Durin’s Bane. Nain’s plans to save his people and their heritage from complete destruction fell short as the remnant of the Longbeards was forced to flee after the final charge failed. As such, many of the treasures and ancient scrolls of Khazad-dûm were abandoned, most notably Durin’s Axe (which Nain wielded when the balrog slew him) and many of the most ancient scrolls that were kept at the Library of Katub-zahar. Nain’s son Thráin, at the tender age of 47, was now King of Durin’s Folk. King Thrain I decided to flee Khazad-dûm, taking the remaining Longbeards that survived Durin’s Bane with him. He instructed Zudrâgundu to be sealed, keeping their treasures and lore hidden. The Great Exodus of Khazâd-dûm took place, many of the Longbeards following King Thráin to the Lonely Mountain colony, though the largest group moved farther north to the Grey Mountain settlement. The smallest group of Longbeards headed south to the White Mountains. It is from this point in time that Khazad-dûm was commonly referred to as “Moria”, meaning “Black Chasm” in Sindarin. Shortly after the fall of Khazad-dûm, the Broadbeams, under leadership of their King Órin III, headed to their colony south in the White Mountains, which became their new capital “Abbun'ulkhad” – or “Stones of the Greatest Light”

11762 D.R. (T.A.1982) – A quarrel broke out between The Dwarves of Firebeard lineage who had lived in Khazâd-dûm since the fall of Tumunzahar. King Dwalin V decided to follow the Longbeard King Thráin to the Lonely Mountain colony, while others of his folk, under the leadership of Gorgrím – who achieved great fame fighting Durin’s Bane in the previous year - believed their folk should head back west to re-establish their city of Tumunzahar (Nogrod). King Dwalin V, who did not wish to scatter his people further, commanded his folk to follow him with the Longbeards to the Lonely Mountain. Gorgrím refused to yield to the king and gathered followers to move west with him. Dwalin declared that Gorgrím and all of his followers were no longer Firebeards as they no longer possessed the will to yield to their king. Because of this unwillingness to yield, he branded them “Dourhands” and exiled them. The vast majority of the Firebeards followed the royal line with the Longbeards to the lonely mountain colony.

11763 D.R. (T.A.1983) – The First of the four dwarven mine-cities of the Grey Mountains was established, Zeleg-ubraz. Gorgrím and his followers arrived at the ruins of Tumunzahar (Nogrod), where they were met by goblins who had settled there since the fall of Beleriand. In a swift battle the goblins were slain, though many dwarves perished.

11764 D.R. (T.A.1984) – The second and third of the four dwarven mine-cities of the Grey Mountains were founded, Thikilgundu (known locally as Thakalgund) and the dwarven citadel, Danakh-khizdîn (also known as Danuk-khizdîn).

11769 D.R. (T.A.1989) – The last and most northerly of the four dwarven mine-cities of the Grey Mountains was founded, Mahal-kuk-khizdîn (known locally as Makalkukhizdîn).

11777 D.R. (T.A.1997) – A new colony of Longbeards, who fled Khazad-dûm at the great exodus, was founded in the White Mountains, named Zigil-Jabâl. It was located in the north-east of Siginkâmininbar (Andrast), at a tributary of the river Ifrukulibrêf (Lefnui), an area populated by tribes of the Gumzubaltân (Drúedain). Though a small colony, the Longbeards quickly started trading with the locals, establishing an understanding between them. Slowly but surely the halls flourished in the years to come.

11779 D.R. (T.A.1999) – King Thráin I, with those who would follow him, went to the colony in the Lonely Mountain, where he established the Kingdom under the Mountain, relocating the capital of the Longbeards. Here, they would mine many riches from the mountain's depths. With the discovery of these riches, the Lonely Mountain rapidly developed from a small colony into a grand dwarven city. Later that year, King Thráin I instructed the treasures of Zudrâgundu to be brought to the Lonely Mountain and secretly sent out a dwarven caravan. On their return to the Lonely Mountain, the caravan was ambushed by orcs and the treasures lost. Zudrâgundu, now containing only the lore that was held in Khazad-dûm, was abandoned.

11780 D.R. (T.A.2000) – The mighty long-worm Scatha attacked the newly-built dwarven city of Thikilgundu in the Grey-Mountains, seeking once again to expand his hoard of stolen riches. More than half the dwarves living there were killed by the worm. During this attack, Fram, son of King Frumgar of the Éothéod - (remnants of the Northmen that had settled near the source of the Fant'ân), attempted to make use of this attack to steal the hoard that was not guarded. However, Scatha returned from his attack of Thikilgundu at the very moment Fram and his company were leaving with the stolen treasure. In a moment of bravery and courage, Fram killed the long-worm and claimed his hoard, much to the discontent of the dwarves who had claimed the treasures as their own, stolen from them by Scatha. Fram rebuked their claim and sent them the teeth of the dragon, insulting them with the words, "Jewels such as these you will not match in your treasuries, for they are hard to come by."

11781 D.R. (T.A.2001) – The Longbeards of the Grey Mountains attacked the settlement of the Éothéod at the source of the Fant'ân and killed Fram and many of his folk in a swift battle. They took back to their settlements almost all of the treasure, yet left some for the Éothéod as payment for the killing of Scatha. Part of this payment included an exquisite dwarf-made horn of silver which would later be known as the Horn of the Mark, an heirloom of the royal house of Rohan.

11793 D.R. (T.A.2013) – The Northmen who lived on the shores of the Long Lake near the mouth of the Forest River, farther to the south of the Lonely Mountain, started trading with the Longbeards of the new dwarven capital.

11805 D.R. (T.A.2025) – A band of dwarven thieves known as Quickhands' Band roamed the Stiffbeard and Ironfist territories, plundering trade caravans and stealing from lone traders. The leader of the thieves, the young Ironfist Grilin Quickhand, soon became notorious and feared in much of the Northeast.

11807 D.R. (T.A.2027) – Under Thráin's rule, the Rakl'aban (Arkenstone) – a great jewel and most precious heirloom of Durin's Folk - was discovered. King Thráin named it the Kings Jewel, and declared that forever it would be bound to his line. News of the discovery spread quickly and many new traders and fortune seekers (both dwarves and men) headed for the Lonely Mountain.



11811 D.R. (T.A.2031) – The Northmen that dwelt on the shores of the Long Lake founded the town of Dale farther north, and closer to the Lonely Mountain. Though the town was small, it grew rather quickly, as did the halls of the Lonely Mountain. Trade between the town and the mountain became a daily event.

11815 D.R. (T.A.2035) – Thorin, son of Thráin I, was born in the Lonely Mountain.

11845 D.R. (T.A.2065) – The Dourhands in the Blue Mountains aligned themselves with the goblins and attacked the Firebeard settlement that had remained there since the End of the War of Wrath in the First Age. The Firebeard settlement was completely outnumbered and all were killed.

11846 D.R. (T.A.2066) – During this time, King Dwalin V of the Firebeards, who had followed King Thráin I of the Longbeards to the Lonely Mountain, heard of the attack on his folk by the Dourhands and decided to head west to cleanse the Blue Mountains of the Dourhand presence and re-settle their ancient home of Tumunzahar.

11849 D.R. (T.A.2069) – The battle at The Ruins of Tumunzahar. King Dwalin V arrived with a large Firebeard army at the foot of the Blue Mountains. To his surprise, he was met by more than just the Dourhands as these had allied them with Sauron's agents. The Firebeards were outnumbered three to one and were slain in the battle. The few that survived the battle fled deep into the Northern Blue Mountains, where they later settled new halls. One of the remaining dwarf-rings, which King Dwalin V of the Firebeards still carried, was later taken from him by Gorgrím and handed to Sauron.

11857 D.R. (T.A.2077) – The Firebeards that survived the battle at the Ruins of Tumunzahar established the Halls of Mararkuldûm (known locally as Bayurtûm, meaning “Hidden Halls”), deep in the Northern Blue Mountains. Out of fear of Dourhand forces, the location of the halls was kept secret, and was known only to the Firebeards.

11916 D.R. (T.A.2136) – Glóin, grandson of King Thrain I, was born in the Lonely Mountain.

11920 D.R. (T.A.2140) – Prince Finnar of the Stiffbeards, a dwarf in his prime at the age of 90, had set his eye on Asta, daughter of a notorious and elusive Ironfist thief and rogue dwarf named Grilin Quickhand. The elder King Bavúr VI, Finnar's grandfather, strongly opposed the marriage as he believed Grilin, wanted for arrest in Gabilzahar, had long plagued the Stiffbeard trading caravans. Finnar reluctantly agreed with his grandfather not to marry Asta, yet continued to see her regularly. At the bidding of his own daughter, Grilin headed to Gabilzahar and offered himself up to King Bavúr VI, hoping his arrest would allow his daughter to marry the prince. Grilin was imprisoned in the Deeps of Gabilzahar, yet King Bavúr did not allow his grandson to marry Asta.

11926 D.R. (T.A.2146) – King Thrain I adopted the system of lettering that would later be known as Kirth Urdu (Angerthas Erebor), a modified version of the ancient Kirth Khazaddûmu (Angerthas Moria). Many of these changes and innovations were used in Westron writings, mainly due to the trade contact with the men of the region. At first, the older writing style was still used for official documents, yet by the time of Thrain's death the form had become almost obsolete in Erebor.

11936 D.R. (T.A.2156) – After sixteen years, the elder King Bávur finally agreed that his grandson Finnar would be allowed to marry Asta, daughter of Grilin Quickhand. King Bávur also granted Grilin Quickhand his freedom, under the condition that he was never to set foot in the Stiffbeard Kingdom again once the wedding had taken place. On the morning of the final day of the seven-day-wedding feast, Grilin Quickhand was nowhere to be seen. Soon after, Grilin plagued the traders once more, stealing from the king's own gold caravan. King Bávur, outraged, charged his personal guard with apprehension of Grilin Quickhand.

11970 D.R. (T.A.2190) – King Thrain I died at 256 years of age at the Lonely Mountain. His son Thorin, now 154 years of age, became King Thorin I of the Longbeards.

11980 D.R. (T.A.2200) – The cold-drake Agburanar - once trapped between Forochel glaciers during the cataclysmic globing of the earth in the wake of Númenor's fall (S.A. 3319), remaining dormant there for more than twenty-three centuries – was awoken by the Lossoth. They briefly fought the drake, who, weakened, fled to the Grey Mountains. There, Agburanar hid in the Caves of Úlund, that lay in a spur of the Grey Mountains ten miles north of the Withered Heath. Nearby, scouts of the dwarven citadel Danakh-khizdîn reported to their Lord Báin of the coming of the drake. Shortly after, Lord Báin led a company of dwarves to the caves, planning to kill the drake. The entire company including Lord Báin was slain by Agburanar.

11988 D.R. (T.A.2208) – King Bávur VI of the Stiffbeards died after having ruled for nearly two hundred years. The elder dwarf, sixth to carry the name of the father of the Stiffbeards, died at the legendary age of 359 years old. His son, Hannvari, had died 18 years earlier, leaving the Kingdom to his grandson Finnar, who became Finnar VIII. Grilin Quickhand, his father-in-law, whom his grandfather had hunted for over fifty years, remained elusive. It is said that King Finnar no longer wished to continue the hunt for Grilin, yet could not lose face at the loss of the gold caravans. Hence in word, he continued to hunt Grilin, yet in deed did little of it.

11990 D.R. (T.A.2210) – King Thorin I, seeing that most of his people were gathering in the Grey Mountains settlements, left the Lonely Mountain, together with his son Glóin, to join the dwarves to the north, for those mountains were rich and little explored. Zeleg-Ubrax became the Grey Mountain seat of the power of the Longbeards in T.A 2210. About half the population of the Lonely Mountain moved with King Thorin I to the Grey Mountains. This resulted in the town of Dale losing much of its traders and settlers, many again settling closer to the Long Lake.

11995 D.R. (T.A.2215) – Traders found the body of the elder Grilin Quickhand near a cave at the Southern Pass. The cave seemed to be a hide-out for Grilin and his band of thieves, used also to store their stolen goods. Few of the treasures remained, and many deemed it likely that Grilin was killed by one of his own band. When King Finnar was informed of Grilin's death, he ordered the cave to be closed forever. Grilin, along with the rest of his treasures, was entombed in what is now called Grilin's Cave. Carvings were made on the door-stone reading "Captured at last, yet forever free".

12018 D.R. (T.A.2238) – Óin, grandson of King Thorin I, was born in Zeleg-Ubraz in the Grey Mountains. He was the first King of Durin's Folk born in the Grey Mountains.

12029 D.R. (T.A.2249) – The Broadbeam capital 'Abbun'ulkhad was devastated by a great fire. Compared to other dwarven halls, many mansions and bridges in The Halls of 'Abbun'ulkhad were made of wood, owing to the wood being very strong and the nearby stone being especially difficult to quarry, due to its brittleness. To the great surprise of the Broadbeams, King Thorbori instructed his dwarves to halt the felling of trees in the forest that bordered the Halls of the Broadbeam capital, needed for the reconstruction of much of the old settlement, earning him the epithet “Treefriend”. Instead he forbade the use of wood in the reconstruction of the new town entirely and insisted new quarries were to be opened at a great distance from the capital. The quarries of Belkulaban (“Strong Stone”) were established by the end of that same year, between two of the most inhospitable and difficult to reach peaks of the White Mountains, some 30 pauses (about 70miles/110km) to the north. Belkulaban, though extremely difficult to reach, would slowly but surely provide the capital with the strongest and purest white marble, enabling the rebuilding of the halls over time.

12067 D.R. (T.A.2287) – The Broadbeam capital 'Abbun'ulkhad in the White Mountains was at last rebuilt in white marble from the Belkulaban quarries farther north. During this time, Belkulaban had slowly grown into a small permanent settlement, attracting many families of stone hewers. The supreme quality of the marble at Belkulaban quickly received recognition by traders from other clans and it took little time before demand for the quality white mountain marble to rise exponentially. Belkulaban marble was flawlessly white with a uniform, faint yellow tint, which made it shine with a golden hue under sunlight. Soon after 'Abbun'ulkhad had been rebuilt, King Thorbori instructed the founding of the Belkulaban Marble Company. The members of the company were under order of the King of the Broadbeams alone, charged with the protection, quarrying and trading of the valuable marble.

12069 D.R. (T.A.2289) – King Thorin I died at 254 years of age in Zeleg-Ubraz in the Grey Mountains. His son became King, Glóin I.

12118 D.R. (T.A.2338) – Nain, grandson of King Glóin I, was born in Zeleg-Ubraz in the Grey Mountains.

12122 D.R. (T.A.2342) – Isumbras Took The First, Thain of the Shire, agreed to the request of King Glóin I to allow Longbeards to settle an outpost near the village of Needlehole, a small village in the remote northwestern parts of the Shire, within the Westfarthing. The outpost was to serve as a military outpost, controlling the flow of traffic and trade that passed west into the mountains, due to recent attacks on Dwarven trade caravans by Dourhands. The location of the outpost was chosen due to its strategic location as it lay at a narrow opening – hence: “needle – hole”, being one of the few direct passages west to the blue Mountains. The village became the only one in the Shire where dwarves permanently settled, developing into a trade center for both hobbits and dwarves in the centuries to come.

12165 D.R. (T.A.2385) – King Glóin I died in the Grey Mountains at 249 years of age, and his son Óin I became king of Durin’s Folk.

12195 D.R. (T.A.2415) – The Dourhands that had settled in the ruins of Tumunzahar were experiencing great poverty and hunger since the establishment of the Longbeard presence in Needlehole.

12196 D.R. (T.A.2416) – Under the leadership of Skorgrím, grandson of the exiled Gorgrím, the Dourhands raided the Elven refuge of Edhelion for their relics and treasures. He also had the Dourhands ally themselves with the goblins and trolls to drive out the Elves. Yet, it was not enough and he was slain in battle.

12197 D.R. (T.A.2417) – After the death of Skorgrím Dourhand, the Firebeards sought to reclaim their home of old “Tumunzahar”. King Birgar III, king of the Firebeards, called upon the Longbeards and Broadbeams to slay the remaining Dourhands together. Later that same year, Birgar departed with his folk from his hidden halls in the northern Blue Mountains and joined the Longbeards and Broadbeams that had gathered south of Tumunzahar. Leaderless and outnumbered, the remaining Dourhands fled Tumunzahar and scattered themselves throughout Eriador, where they set up many strongholds and camps. Their hidden halls were abandoned and the Firebeards all settled in Tumunzahar once again.

12201 D.R. (T.A.2421) – Many of the scattered Dourhands gathered once more in the Blue Mountains, where they built the city of Finit-tharr (Sarnúr), meaning “Wide Rock”.

12220 D.R. (T.A.2440) – Dain, eldest son of Nain, son of King Óin I, was born in Zeleg-Ubraz in the Grey Mountains.

12229 D.R. (T.A.2449) – The dwarven halls of Tumunzahar had been completely rebuild, almost surpassing its former glory of the First Age. The city was given its geographical epithet by King Birgar, who calls it “Umsamzelem” (Greatest Jewel of the West).

12230 D.R. (T.A.2450) – Borin, second son of Nain, son of King Óin I, was born in Zeleg-Ubraz in the Grey Mountains.

12236 D.R. (T.A.2456) – Orcs from Mordor attacked Dale. The Dwarves of the Lonely Mountain fought alongside the men of Dale, honoring the ancient alliance they had with the Northmen, and slew the attackers.

12240 D.R. (T.A.2460) – In the later years of King Óin’s reign, Sauron returned to Dol Guldur in Mirkwood and his shadow spread.

12252 D.R. (T.A.2472) – The orcs of the Misty Mountains spread, and plagued many traders that passed the mountains. Although the roving bands of Goblins and Cave-trolls feared Durin’s Bane, they also started plundering Moria and occupied it for hundreds of years.

12254 D.R. (T.A.2474) – King Óin instructed the building of a hunting camp in the Misty Mountains, ensuring a safer passage for those passing through the mountains, since the number of orcs had increased tremendously in the previous years. Throughout Óin’s rule, the Longbeards at the camp ensured a safer passage over the Misty Mountains, though it later fell in disuse.

12268 D.R. (T.A.2488) – King Óin I died in the Grey Mountains at 250 years of age. His son became King Nain II at the age of 150.

12278 D.R. (T.A.2498) – King Arvinur IV of the Stonefoots appointed Bilbur, an elder scholar of great renown, to the post of Grand Council, the highest post in the Stonefoot bureaucracy. He was his most trusted advisor and was all-powerful until his death.

12307 D.R. (T.A.2527) – King Arvinur IV of the Stonefoots died at the age of 260. His rule long held the divided house of the Stonefoots together. His death now heralded a violent succession struggle between his two nephews, Grómi of the line of the Rûrik Stonefoots and Rerin of the line of the Naraggund Stonefoots, both claiming the throne of the Stonefoots. Bilbur, Grand Council of the late King Arvinur, now Steward of the Stonefoot Halls, proclaimed Grómi the rightful heir to the throne. Rerin, furious by this proclamation, charged the Halls of the King together with a host of followers and attacked the guard of the steward, slaying Bilbur. This act led to the Great War of the Stonefoots, which would last for almost 150 years.

12322 D.R. (T.A.2542) – Thrór, eldest son of Dáin, son of King Nain II, was born in Zeleg-Ubraz in the Grey Mountains.

12332 D.R. (T.A.2552) – Frór, second son of Dáin, son of King Nain II, was born in Zeleg-Ubraz in the Grey Mountains.

12343 D.R. (T.A.2563) – Grór, youngest son of Dáin, son of King Nain II, was born in Zeleg-Ubraz in the Grey Mountains.

12345 D.R. (T.A.2565) – As the numbers of dragons had increased considerably in the Grey Mountains, King Dáin I increased his forces and called for dwarves from other clans to join in Zeleg-Ubraz and prepare for war.

12350 D.R. (T.A.2570) – A great cold drake attacked Zeleg-Ubraz. The increased numbers sent to the Grey Mountains allowed the dwarves to fight off the attack. Soon after, King Dáin I declared war on the dragons, launching the war of Dwarves and Dragons in the Grey Mountains.

12353 D.R. (T.A.2573) – In one of the decisive battles in the War of Dwarves and Dragons, the dwarves attacked the caves of Úlund in the Grey Mountains west of Thikilgundu, where the cold-drake Agburanar had dwelt for over 300 years. The Lord of Danakh-khizdîn, Fáin, grandson of Báin who was slain by the very drake, led the attack. Agburanar defeated the dwarves. Few of the dwarves escaped alive, many – including Lord Fáin - were slain by the cold-drake.

12354 D.R. (T.A.2574) – Agburanar attacked the dwindling settlement of Thikilgundu, plundering its riches. The remaining dwarves fled to Zeleg-Ubraz.

12369 D.R. (T.A.2589) – After nineteen years, the War of the Dwarves and Dragons ended with tremendous losses in the four Grey Mountain settlements. A great cold drake killed King Dáin I and his son Frór, marking the end of the war and a defeat for the Longbeards. Most of the survivors abandoned their Grey Mountain cities. Thrór, the eldest of Dain's sons, a mere 47 years at the time, became King of Durin's Folk.

12370 D.R. (T.A.2590) – Thrór took his people back to the Lonely Mountain, where he became King under The Mountain, a title held earlier by his ancestor, King Thorin I. He was joined there by his uncle Borin, who became advisor to the young king, while Grór, youngest son of the slain King Dáin, at a mere 27 years of age, travelled back farther east and took many of Durin's folk to Baruk-khizdîn in the Iron Hills. Thrór rekindled “the eldest alliance” with the Ravens of the Lonely Mountain, offering them the shiny stones they coveted in return for news from the settlements or beyond. From that moment on, the Ravens of the Lonely Mountain not only brought news to Thrór, but also delivered news between the dwarven settlements.

12382 D.R. (T.A.2602) – With the return of the Longbeards to the Lonely Mountain, the small town of Dale once again turned into a thriving city. Not only did the Longbeards honor their old alliances and trade contracts with the Northmen, but also assisted in the expansion of the city.

12400 D.R. (T.A.2620) – After dwelling there for almost 200 years, the Dourhands of Finit-tharr (Sarnúr) left their halls as they became invaded by a host of trolls, who made it their home. Those that survived the attack of the trolls scattered throughout Middle-Earth. Many of the Dourhands settled in the ruins of Gabil'azn in the Misty Mountains, which had been abandoned by the drakes many years before. The Dourhands succeeded in breaking the seal of Halmur Stoneshaper's tomb and stole much of the gold. When this news reached them, the Heirs of Halmur returned to his tomb and began guarding the remaining treasures.

12424 D.R. (T.A.2644) – Thráin II, son of King Thrór, was born in the Lonely Mountain.

12435 D.R. (T.A.2655) – Queen Sigga II The Glorious of the Blacklocks died of old age, after having ruled the Blacklocks for 110 years. Her rule unified many of the feuding Blacklock families, which were often on the verge of war with one another for the rights to the few remaining profitable gem and gold mines. Her only son Burinur became King Burinur X and continued the policies of his mother, further strengthening the Blacklock clan.

12455 D.R. (T.A.2675) – The Great War of the Stonefoots ended with the Battle of the Zigilduban, the vale to the West of Rûrík. The vast majority of the line of the Stonefoots of Naraggund did not survive the battle, including Rerin. The few that managed to flee were branded as outcasts and roamed the plains to the west. Grómi became King of the Stonefoots at the age of 240. The outcasts, called "Black Stonefoots" after their halls of old, roamed the plains between West and East. They become famed traders, often peddling between the Iron Hills and Halls of the Ironfists and Blacklocks.

12481 D.R. (T.A.2701) – When King Burinur X of the Blacklocks was called to a meeting with King Vagnur V of the Stiffbeards, the company of King Burinur was attacked by orcs on the road north. The King, his eldest son and their guard fought off the orcs as a snowstorm hit. With the orcs defeated, they found shelter into a nearby cave. To their surprise, the cave proved to be a gem-rich network of underground caves. King Burinur placed an uncut gem into the circlet of the prince, to reward him for his valour in fighting the orcs. Thereafter, the tradition of wearing a gem in one's helm would be upheld by many Blacklocks after slaying their first orc. Arriving at Gabilzahar in the North, Burinur told Vagnur of the mine's location on the edge of his territories. Vagnur welcomed the kind gesture and proposed that both Stiffbeards and Blacklocks mine the cave. Later that year, a large company of both Blacklocks and Stiffbeards was sent to the caves to mine it. The mine, called "Khulumgairu", quickly turned into a small yet thriving underground mining town, where both Stiffbeards and Blacklocks settled. Many of the brightest and most flawless gems of the East were mined in the caves of Khulumgairu.

12520 D.R. (T.A.2740) – Orcs from the Misty Mountains attacked several areas of Eriador in what is known as “the Great Assailment of the Orcs”, including the mining outpost of Othrikar to the North-West of Esteldín in the hills of the North Downs. The Longbeards of Othrikar fought alongside the Rangers of the North, led by Arassuil, the eleventh Chieftain of the Dúnedain, in the Battle of Othrikar. The Battle lasted almost three weeks, at which point the orcs had the Settlement completely surrounded and cut off from the hinterland. Near the end of the battle, at the point of starvation for the Longbeards and the Rangers, King Thrór arrived with a host of Longbeards. In the end, the Longbeards and Rangers were victorious as the orcs were slain, though many Longbeards had died. Arassuil suggested an alliance with the Longbeards to fight off the remaining orcs that continued to plague the Eriador. Thrór agreed to aid the rangers in battle, as they had done in Othrikar, but did not accept a permanent alliance.

12522 D.R. (T.A.2742) – The Battle of Chetwood. King Thrór and his army fought alongside Arassuil and his Rangers of the North against the orcs on the hills between Archet and the broad woodland. The orcs threatened to attack Archet, built among the trees near the edge of Chetwood. Though suffering heavy losses, the Longbeards and Rangers were victorious and slew most of the orcs. Arassuil asked Thrór to forge a lasting alliance and rid the Eriador of the roaming orcs. However, Thrór refused, stating that the debt of Othrikar had been repaid in full and would risk no more lives to fight the few remaining orcs. Yet many orcs still roamed Eriador, including a host of orcs that had fled the battle field at Chetwood, the same host that would attack the Shire at the Battle of Greenfields 5 years later to be slain by Bandobras “Bullroarer” Took.

12524 D.R. (T.A.2744) – A large bronze statue of a dwarf was erected in the town of Archet, to commemorate the Victory at battle of Chetwood, and the aid provided by the dwarves. Years later it was moved to what is known as "the Stone Quarter" of Bree, a place frequented by many dwarven traders.

12526 D.R. (T.A.2746) – Thorin II – son of Thráin, son of King Thrór I, later known as Thorin Oakenshield, was born in the Lonely Mountain.

12534 D.R. (T.A.2754) – Through trade, the riches of the Black Stonefoots grew and they eventually settled permanently near the source of the Whiteroot river, carving a new hall beneath the Proud Hill. Arganul-hund-dûm (Halls of Proud Hill) would become a popular resting place for dwarven traders from the Iron Hills as they journeyed east. Though the Black Stonefoots were no more than one thousand, their wealth provided power and influence over their Longbeard neighbors of the Iron Hills in the West. Arforin, grandson of Rerin who perished in the battle of Zigilduban, proclaimed himself Lord of Proud Hill.

12539 D.R. (T.A 2758/T.A 2759) – From November T.A 2758 till March T.A 2759, the lands of Eriador and Rohan were beset by snow and ice in what was called the Long Winter. This was a time of great sorrow in which many died. The Broadbeams of 'Abun'ulkhad in the White Mountains, south of the refuge of Dunharrow, as well as the Longbeards of Zigil-Jabâl, came to the aid of the Rohirrim, providing some of them shelter in their halls. Yet the dwarves could not prevent the deaths of many of the Rohirrim, bringing Rohan to its knees. The Long Winter also claimed many of the men of Dale. The dwarves of the Lonely Mountain, who had come to depend almost entirely on food traded with Dale, suffered a period of great hunger. King Thrór requested aid from the Eastern Clans and the settlements not struck by the Long Winter. Yet, in the bitter winter cold, few ravens reached their destination and even fewer dwarven companies bearing aid reached the Lonely Mountain alive. The hardy folk of the Lonely Mountain suffered, yet did not perish. The same fate was not given to the men of Dale. As the long winter held, with more and more men of Dale dying, King Thrór, reluctant at first, decided to open his halls, sheltering many during the most bitter end of the Long Winter.

12550 D.R. (T.A.2770) – Smaug, the greatest fire-breathing dragon of the Third Age, descended onto the Lonely Mountain, brutally attacking it and the nearby town of Dale, killing many of the dwarves and men there, including Girion, Lord of Dale. Smaug, “the golden”, claimed the treasure of the mountain for himself and forced Thrór, King under the Mountain, and his people into exile. Most of the survivors fled to the Iron Hills, others went with the royal family into exile in Dunland settlements, while yet others headed for the Broadbeam hall of 'Abbun'ulkhad in the White Mountains.



12559 D.R. (T.A.2779) – A small group of the exiled that fled from the Lonely Mountain after the attack of Smaug decided to go north and resettle the old holds of Zeleg-Ubraz and Thikilgundu, holds that had been abandoned by the drakes that ruined them many years before.

12570 D.R. (T.A.2790) – Weary, elderly and disillusioned, King Thrór gave his son Thráin the last of the seven dwarven rings and a map to the Lonely Mountain, after which he departed from his kin in Dunland with his friend Nár. They came to Azanulbizar and the eastern gate of Moria, which they found open. Whilst Nár stayed behind (and urged his companion to do the same), Thrór approached the gate and was murdered by Azog The Desecrator. He added insult to injury by branding Thrór's brow with the name 'AZOG' in Dwarfrunes and throwing a pouch of coins to Nár. Nár bore the news to Thráin (son of Thrór) on his return. Thráin sat for seven days without eating or sleeping, until he stood and said, "This cannot be borne!" He called upon the Houses of the six other clans for war. Thráin II succeeded his father and became King of Durin's Folk.

Between 12570 and 12573 D.R. (T.A.2790-2793) – The six other clans responded to the tragedy by gathering their forces at the Lonely Mountain. At length, the seven dwarven clans were ready for war.

12573 D.R. (T.A.2793) – War of the Dwarves and Orcs starts. The war was fought long and hard. The dwarves of the seven clans attacked, assailing and sacking one by one all the orc-holds they could find.

12574 D.R. (T.A.2794) – The dwarves sacked the orc-hold at the Gladden Fields in the Battle of Ningul (Gladden Fields). This was the first of many crippling defeats for the orcs.

12576 D.R. (T.A.2796) – The seven clans fought the orcs in the great mines and tunnels of the Misty Mountains. Excelling in underground combat, the dwarves of the seven clans laid waste to the orc armies of the Misty Mountains.

12578 D.R. (T.A.2798) – King Thráin II ordered “The Second Sacking of Gundabad”. The dwarves of the seven clans assailed the holy mountain and totally eradicated the orcs there. Thráin decided to strike the orcs that dwelt in Khazad-dûm first, leaving Gundabad to be resettled later.

12579 D.R. (T.A.2799) – War of the Dwarves and Orcs ended at the Battle of Azanulbizar, with heavy casualties in all seven clans. The dwarves were victorious, but half of their forces were dead or mortally wounded. Casualties were so high that the dead could not be put to rest according to our customs, as the crafting of tombs would have taken many years, so the survivors were forced to burn the dead. The felling of trees to accomplish this task was so great that the Valley of Azanulbizar was forever deforested. Those slain were from that moment on honoured as "Burned Dwarf". Both Thráin and Thorin were wounded during this battle and Frerin (Thorin's brother) was killed. Thráin was blinded in one eye and suffered a leg-wound. During this battle Thorin earned the epithet "Oakenshield" when his shield broke, and in its stead he used an oak branch to ward off his foes. Azog The Desecrator was pursued through the Gates of Moria, killed and beheaded by Dáin, son of Náin. His head was impaled on a stake, and the pouch of coins he had thrown to Nár was stuffed into his mouth. Despite victory, they did not re-enter Khazad-dûm out of fear of Durin's Bane, for the young Dáin had glimpsed Durin's Bane deep within. Later that year, King Thráin led his people back to Mount Gundabad, discovering that the holy site had yet again been taken by orcs. Apart from the few Firebeards and Broadbeams, the other clans had started their return to their halls and so the Longbeards found themselves greatly outnumbered by the orcs at Mount Gundabad. So King Thráin abandoned his plans to resettle the holy site and led Durin's Folk south, back to Dunland.

12580 D.R. (T.A.2800) – As the War of the Dwarves and Orcs caused great numbers of orcs to flee from the Misty Mountains, both the Longbeard settlement of Zigil-Jabâl and the Broadbeam city of 'Abbun'ulkhad in the White Mountains fell under continuous attacks. The Broadbeams that had lived there since they fled Gabilgathol in the First age were forced to flee. The King of the Broadbeams, King Órin VI, was killed by orcs, who took his dwarf ring from him and gave it to Sauron. A small group of the surviving Broadbeams moved East and settled at the site of the ruins of Uknurkhizdîn in the mountains to the south of the Sea of Rhûn, where they constructed new halls, naming the colony “Fantnuhbuhund” (or Broadbeam Hill). The largest group of Broadbeams, led by King Rórin II, son of the fallen King Órin VI, followed their king, who decided to take his folk back to their ancient homeland in the Blue Mountains, and headed west that same year. King Brytta of Rohan could not help the Broadbeams, as their city was overrun by orcs in mere days, forcing the Broadbeams to flee, yet the Longbeard colony of Zigil-Jabâl managed to fight off the orcs that attacked their settlement with the help of the king. King Brytta told the Longbeard Lord of Zigil-Jabâl that their debt for the aid provided to them during the Long Winter, some 40 years earlier, was now repaid in full.

12581 D.R. (T.A.2801) – In what was known as “the Second Settlement of the West”, Broadbeams, Longbeards and Firebeards established homes and trading posts for their clans once more in the Blue Mountains. The Broadbeams reached the ruins of Gabilgathol (Belegost), which had been abandoned for over 6000 years. Under the leadership of King Rórin II, the Broadbeams, with the help of Longbeards and Firebeards, began to rebuild the city, later making it their capital once again. During that same year, in what was called “the Vale of Thráin atop a great hill between the Blue Mountains and the River Lune, the Broadbeams, together with many of Durin’s folk, re-settle what was once an elven holding in the days of Edhelion. During the course of five years, a great fortress was built by the name ‘Abanhund, commonly called by its Sindarin name Gondamon, meaning “Stone Hill”. It became a trading outpost of the Broadbeams in the vales of Ered Luin, as most traders did not wish to pass through the mountains for fear of Goblin attacks. Later that year, the small trading outpost of Khuzdgâra, also known by its elvish name Noglond (from Nogoth-Lond, meaning Dwarven Haven), also an ancient elven ruin, was rebuilt by the Firebeards, serving as a Western outpost of Tumunzahar, their capital, which they had resettled almost 500 years earlier.

12582 D.R. (T.A.2802) – The royal line of the Longbeards of Dunland joined the majority of their kin and headed west, where they established Thorinuldûm (Thorin's Halls) – named after King Thráin II’s son Thorin Oakenshield – in the northern Blue Mountains. Here, they prospered somewhat, forging iron objects and increasing their numbers, albeit slowly due to a scarceness of women-folk. Nonetheless, they all still longed to return to the Lonely Mountain.

12583 D.R. (T.A.2803) – The Firebeards started work on the reconstruction of large sections of Tharkhbinanat in the Blue Mountains, “the Great Dwarf Road”, which fell to ruin after the Sack of Eregion during the Second Age. They linked up the road between Gabilgathol and Tumunzahar once again, though the section to Thorin’s Halls was never fully completed. Later that same year, 'Abadgathol ("The Berghold"), a fortified keep and storage centre for the Longbeard mines of the Blue Mountains, was made near Thorin’s Halls. It was highly guarded as it also held the surviving heirlooms of many Longbeard families. In later years, the Berghold would be used as a tomb for many Longbeards of standing.

12587 D.R. (T.A.2807) – On the banks of the River Uslun'ân (Lhûn) at the foot of the Blue Mountains, King Thráin II founded the great port city of Kheled-dûl, with help from the Broadbeams and Firebeards, mainly to handle goods coming and going to Thorin’s Halls and the Broadbeam and Firebeards’ halls and outposts. Later that same year, the Spire of Kheled-dûl was built to bring offerings to Mahal in thanks for those who survived the Battle of Azanulbizar. In later years, the spire was mainly used to commemorate those brothers lost in battle. During that same year, two large coal mines were opened near Thorin’s Halls, being Rockbelly Pit (near the Berghold) and Mirkstone.

12599 D.R. (T.A.2819) – During the digging of the third Mirkstone tunnel near Thorin’s Halls, large parts of the mine collapsed, killing thirteen dwarves. Mysteriously, the bodies of the dwarves were never found, hence never buried according to dwarven fashion. It is said the spirits of “the thirteen of Mirkstone”, as they were known from that moment, could still be found in tunnels at times.

12621 D.R. (T.A.2841) – King Thráin II grew increasingly consumed with the lost riches of the Lonely Mountain. This may have been partly because of the Ring of Thrór. The King left the Blue Mountains with a small group that included Balin and Dwalin. Travelling east, the group was constantly harassed by wolves, orcs, and other fell creatures.

12625 D.R. (T.A.2845) – While camped under the eaves of Mirkwood, Thráin II disappeared and would never be seen again by his kin. The King of Durin's folk had been captured by Sauron's agents and was taken to the fortress of Dol Guldur in southern Mirkwood. There Sauron tortured Thráin, took back the last of the Seven Dwarf-rings, and left him in the dungeon to die.

12630 D.R. (T.A.2850) – While on a reconnaissance mission to Dol Guldur, Tharkûn – also known as the wizard Gandalf by many – came upon Thráin II, who was so diminished that he could not even remember his own name. Thráin gave Tharkûn his last two possessions, the key and map to Lonely Mountain, and shortly thereafter died. Tharkûn left him without knowing who he was.

12637 D.R. (T.A.2857) – Dáin Ironfoot marries Valdís, only daughter of Órvur IV King of the Ironfists, at Baruk-khizdîn in the Iron Hills. Though many dwarf lords had hoped to marry the Ironfist princess, she had set her heart on Dáin - by now a legendary figure in all seven clans - known as "He who slew The Desecrator".

12646 D.R. (T.A.2866) – Thorin Stonehelm, son of Dáin Ironfoot, was born at Baruk-khizdîn in the Iron Hills.

12691/12692 D.R. (T.A.2911/2912) – One of the harshest winters in Middle-earth's history descended, the so-called Fell Winter. The ice and snow of the north came as far south as the Shire. With them came the White Wolves, invading and roaming Eriador. The frozen Brandywine River meant that they were even able to cross into the Eastfarthing. This was when the famous Old Took, who held the office of Thain, used the Horn-call of Buckland to call for help, though little came. The Old Took sent out a fellowship of hobbits to Thorin's Halls, calling for aid against the White Wolves. When they arrived, the hobbits begged for Thorin's help, yet he denied them help as the hobbits had nothing to offer but danger. With this ill news, the hobbits started the journey to return to their Shire. But when the night fell, a pack of White Wolves surrounded the hobbits. The hobbits shouted for help, and by luck a company of dwarves nearby heard the shout and responded. The dwarves killed most of the pack of White Wolves, while some managed to flee, afraid of their axes. The company requested that Thorin aid the hobbits, and he finally accepted under specific terms. Thorin sent out 24 dwarves of his halls to rid the Shire of White Wolves and gave the hobbits two carts filled with coal. In return, the Longbeards would gain the rights to trade at all the Shire trading posts, including those at Michel Delving and Bywater, as their trade was previously constrained to the settlement of Needlehole only. The Old Took gladly accepted and so, since the settlement of the dwarvish outpost near Needlehole some 600 years earlier, dwarves and hobbits made a new friendly agreement, though neither dwarves nor hobbits seemed particularly fond of each other.

12719 D.R. (T.A.2939) – As Thorin Oakenshield had long brooded on a plan to reclaim the Lonely Mountain, he decided not to leave the stewardship of his halls to his young nephew Kíli, and in fact decided to take him and his younger brother Fíli along with him. Thorin Oakenshield appointed Gormr Doursmith as his secondary at Thorin's Halls. Gormr, though of Dourhand line, has proven himself to be a wise and faithful council of Thorin. He was to be appointed Steward of the Halls when Thorin's Company left for the Lonely Mountain.

12721 D.R. (T.A.2941) – During a chance meeting on the 15th of March, on the Great East-West Road not far from the village of Bree, Thorin Oakenshield passed Tharkûn (Gandalf) and struck up a conversation with the wizard. Thorin was troubled and in need of counsel. He invited Gandalf to his halls in the Blue Mountains and there he told him about his designs to seek revenge upon Smaug for killing so many of his brethren and depriving him of his treasure. He longed to reclaim his rightful title of "King under the Mountain". Tharkûn persuaded Thorin and his company that they should adopt a more secretive approach to the Lonely Mountain and that they should set out immediately, taking a hobbit by the name of Bilbo Baggins as a party to the quest. Thorin Oakenshield, a company of twelve other dwarves and "Bilbo Baggins", known later by dwarves as "Bilbo the Renowned", attempted to reclaim the vast treasure of the Lonely Mountain, guarded by the dragon Smaug. They set out on their quest on April 27th, assisted by Tharkûn. On their quest, they travelled in the High Pass and were captured by orcs. The company soon escaped, killing the Great Goblin in the process. So began a chain of events that led to Azog's son, Bolg, uniting the orcs of the Misty Mountains and leading them east to fight the Battle of Five Armies on November 23rd. Later on in the quest, the dragon, Smaug, was killed at Lake-town and the dwarves reclaimed the Lonely Mountain in the Battle of Five Armies. The five warring parties were the goblins and the wargs against men, elves and dwarves. After defeating the goblins and wargs, the victors divided the treasure. Bard took Bilbo's fourteenth share of the gold and silver in return for the Arkenstone, whereupon he shared his reward with the Master of Lake-town and gave the elven King Thranduil the emeralds of Girion. Thorin Oakenshield was mortally wounded and died soon after the battle, and the Arkenstone was buried with him in his tomb. Three quarters of the Goblin warriors of the North were killed that day. The majority of the Longbeards returned to the Lonely Mountain during the following year. Dáin Ironfoot became King Dáin II.

12722 D.R. (T.A.2942) – Following the death of Thorin, many Longbeards moved out of Thorin’s Halls and joined King Dáin II in the Lonely Mountain. Gormr Doursmith, Steward of the Halls declared himself betrayed and Thorin to be an oathbreaker, as he talked about treasure promised to him upon the success of the quest to the Lonely Mountain. As neither Dáin nor any of the surviving company members wished to honour this fabled promise, Gormr became filled with anger toward the Longbeards. No longer concerned with the loss of his former friend and king Thorin, he banished the remaining Longbeards (by now a minority in the Blue Mountains) from Thorin’s Halls. Thorin’s Halls were taken over completely by the Dourhands by the end of that same year. Unknown to many, Gormr Doursmith had slowly been corrupted by the Dark Lord. A servant of the Dark Lord, known as Ivar The Bloodhand, had corrupted the steward and promised Gormr the return of his long-father Skorgrím, who would right his wrongs and lead the Dourhands to former glory. The Dourhands took control of the port-city of Kheled-dûl which they used for their foul business with Angmar, to the north. During this time, the Longbeards paid little attention to Gormr and his kin in the Blue Mountains, as their minds were occupied with the rebuilding and mining of their reclaimed capital. By order of King Dáin II, much of Dale, such as the waterways, fountains and paved roads, were rebuilt by the dwarves. This marked the beginning of a new and flourishing period in dwarven architecture known as “the style of Dale”, in which much of the original Dalish style of architecture was woven into old dwarvish style. This style of Dale can also be found in many new halls built later under The Lonely Mountain.

12723 D.R. (T.A.2943) – The cities of Tumunzahar and Gabilgathol, the rebuilt capitals of the Firebeards and Broadbeams, closed their gates. Since most of the Longbeards had again left for the Lonely Mountain and the Dourhands had returned with renewed determination, it was almost impossible for the Firebeards and Broadbeams to trade and travel freely in the Blue Mountains. The trading settlements of ‘Abanhund (Gondamon) and Khuzdgâra (Noglund) were all but abandoned. Only a handful of dwarves remained to trade and defend the trade routes and outposts. The roads into the Blue Mountains to Tumunzahar and Gabilgathol were destroyed, hiding the former route to the Halls. Few Broadbeams and Firebeards left the safety of their halls. The Longbeards in the Lonely Mountain began to reconstruct large sections of Tharkhbinanat (the Great Dwarven Road). Later that same year, a small trading post was opened near the ruins of what was once ‘Usjarazhâr.

12729 D.R. (T.A.2949) – Tharkûn (the wizard Gandalf) and Balin visited Bilbo the Renowned in the Shire.

12745 D.R. (T.A.2965) – When news reached King Dáin that the Icereave Mines at Zigilgundu – that had long stood unused – had now been taken by the Dourhands who sought to use them for their own benefit, he gave the order to retake the settlement and slay the Dourhands there. Later that same year, the Longbeards resettled their colony of Zigilgundu in Forochel, after having abandoned it during the Second Age. They continued to battle the Dourhands that had set up encampments in the mines for over 50 years.

12769 D.R. (T.A.2989) – A Longbeard expedition was led by Balin to the ancient capital of Khazad-dûm. Balin set up a new colony within the lost halls of Khazad-dûm, with dwarves joining him from the Lonely Mountain. The Colony was successful at first, killing a considerable number of orcs, taking many of the Eastern halls and finding many lost treasures such as Durin's Axe.

12772 D.R. (T.A.2992) – The small Longbeard mining-outpost of Gabilshathûr was founded in the Mountains of Angmar.

12774 D.R. (T.A.2994) – The colony of the Longbeards in Khazad-dûm was overwhelmed, defeated and eventually slain by the orcs. Not one of the colonists survived, including Balin. No word of this reached the outside world for several years.

12791 D.R. (T.A.3011) – King Rórin III ordered the few Broadbeams that had remained in Fantnuhbuhund to settle in Gabilgathol, the capital of the Broadbeams that had been closed to outsiders. The few Broadbeams that had not left for Gabilgathol over the previous 200 years did so now at the order of their king, and the hall of Fantnuhbuhund was abandoned. Later that same year, the king's younger brother Mathi Stouthand became Lord of 'Abanhund (Gondamon).

12796 D.R. (T.A.3016) – A Gaunt-lord from the First Age named Ivar, who dwelt in Garth Agarwen, an ancient fortress of Rhudaur, summoned a fell spirit to possess the preserved corpse of Skorgrím, the Dourhand leader who had died 600 years earlier. The wight convinced the Dourhands that he was a dwarf from the line of Skorgrím and managed to ally them with the forces of Angmar. King Dáin sent a company of Longbeards to reclaim Thorin's Halls and throw out the Dourhands. Dwalin became Lord of the Halls and maintained his position for three more years. After the Longbeards routed them from the stronghold of Thorin's Hall, the Dourhand dwarves scattered, maintaining only their hold on the port of Kheled-dûl and several small encampments among the Blue Mountains. Many travelled beyond the Blue Mountains at the command of a wight masquerading as their chieftain, Skorgrím. While regathering their strength, they discovered the ruins of one of the ancient cities of their forebears, Finit-tharr, known by many by its Elvish name "Sarnúr". In these halls the Dourhands and their evil allies started to muster their forces to begin a final assault upon the Longbeards of Thorin's Hall and the elves of Duillond.

12797 D.R. (T.A.3017) – Glóin, son of Gróin, with some of the Longbeards from the Lonely Mountain cleared an old hunters camp in the Misty Mountains built during the reign of King Óin I. Though abandoned for many centuries, the Longbeards used it for hunting and lived there during the spring and summer months.

12798 D.R. (T.A.3018) – A messenger from Sauron arrived at the Lonely Mountain seeking information about hobbits and a ring. He promised the dwarves their halls of old, peace with the orcs and the three dwarven rings Sauron had taken from them, if they aided Sauron in this quest. The dwarves said nothing, save asking for more time to think. King Dain II did not trust the messenger or his promises and quickly sent ravens to carry a message to the six other kings of the dwarves, calling for urgent council at the Lonely Mountain.

The messenger from Sauron returned some months later to the Lonely Mountain asking if the dwarves had made a decision and would aid Sauron. Dáin II asked again for more time, at which the messenger said he would soon make one last visit in which the dwarves would need to decide where their allegiance lay. In the meantime, Dáin II had been informed that the same messenger had also visited King Brand of Dale, at which point he informed two dwarves of his house, Glóin and Gimli, that they must set off for Rivendell at once and seek council on the matter of the messengers and also bring any news they had on Balin, Ori or Óin, who had left for Moria 29 years ago. Soon after the departure of Gimli and Glóin, the remaining dwarven Kings arrived. The council of the Lonely Mountain was held, where the seven kings of the dwarves discussed the imminent war and made plans to defend their halls and strengthen their troops.

12799 D.R. (T.A.3019) – War of the Ring - The Battle of Dale and the subsequent Siege of Erebor were decisive battles in the northern theatre of the War of the Ring. Even though it cost the lives of King Dáin Ironfoot and many of Durin's Folk, it was a decisive victory for the free peoples. During the War of the Ring, Thorin Stonehelm fought the Easterlings in the Battle of Dale, and took refuge in Erebor after his father was killed at its gates, along with Brand, King of Dale (Brand being grandson of Bard the Bowman who killed the dragon Smaug). Thorin Stonehelm then became King under the Mountain. When the news of Sauron's defeat in the South came to the ears of the enemy, they became dismayed and the dwarves and men came forth from the mountain and routed them, driving them back to the Barazshâlak (River Carnen), never to trouble them again. After the fall of the Tower of Barad-dûr, large amounts of sanzigil (mithril) were discovered in its ruins. It had been stolen from Khazad-dûm over hundreds of years before by the orcs and brought to Barad-dûr. King Elessar of Reunited Kingdom of Arnor and Gondor decreed that the wealth be returned to King Thorin Stonehelm. By the end of the same year, the vast treasure of sanzigil recovered from Barad-dûr arrived at the Lonely Mountain. King Thorin Stonehelm was given the sanzigil (mithril) found at Barad-dûr.

FOURTH AGE

12803 D.R. (Fo.A.2) – Thorin III (Stonehelm) helped rebuild The Lonely Mountain and Dale along with Dale's new king Bard II, son of Brand, and once again both their people prospered, and their realms became close allies with the Reunited Kingdom of Arnor and Gondor of King Aragorn II.

12821 D.R. (Fo.A.20) – During the Rule of Thorin III (Stonehelm), Gimli, son of Glóin, led a number of Longbeards south to The Glittering Caves, also called Aglarond, where the spectacular jeweled caverns lay, deep in the heart of the White Mountains behind Helm's Deep in Rohan. Here, a new Longbeard colony was settled. Gimli would rule the colony for a hundred years.

12837 D.R. (Fo.A.36) – Thorin, son of King Thorin III Stonehelm, was born at the Lonely Mountain.

12886 D.R. (Fo.A.85) – With the goblin numbers in decline, Thorin Stonehelm once again allowed the mining for sanzigil (mithril) in Khazad-dûm. Though Khazad-dûm was not yet permanently resettled, two small yet well-guarded mining colonies were established. The first was established in the eastern mountain of Bundushathûr (Fanuidhol/Cloudyhead) at the site of the once great Hall of the Firebeards, while later that year the second colony was established near Durin's Halls in Zirakzigil (Celebdil/Silvertine).

12921 D.R. (Fo.A.120) – Gimli left the Glittering Caves and travelled with the elf Legolas to the Undying Lands, where he was honored as the first dwarf to ever set foot there. As Gimli had no direct heir, he appointed Óin, second son of King Thorin III Stonehelm as his successor, who became Lord of the Glittering Caves at the tender age of 75.

12931 D.R. (Fo.A.130) – Thorin III (Stonehelm) died at the Lonely Mountain at the great age of 283. His son, Thorin IV, became King under the Mountain, at the age of 94.

12954 D.R. (Fo.A.153) – Thrór II was born at the Lonely Mountain, son of King Thorin IV.

13079 D.R. (Fo.A.278) – Durin VII – later known as "Durin the Last" was born, the great-grandson of Thorin Stonehelm and last of the six reincarnations of Durin the Deathless.

13094 D.R. (Fo.A.293) – Thorin IV died at the Lonely Mountain, at the age of 257, his son Thrór II becoming King under the Mountain at the age of 140.

13200 D.R. (Fo.A.399) – Thrór II died at the Lonely Mountain leaving the kingdom to his son, Durin VII. Durin VII, the last of the six reincarnations of Durin the Deathless, called a gathering of the clans and revealed his plans to retake Khazad-dûm.

13221 D.R. (Fo.A.420) – The retaking of Khazad-dûm by Durin VII took place, with the help of all the dwarven clans. He led a final return to the city and cleansed the three mountains of all goblins. Soon after, Durin left the Lonely Mountain and placed his capital in Khazad-dûm. The small dwarven colonies that already existed in Khazad-dûm expanded greatly, with many dwarves of the Lonely Mountain and the Iron Hills moving to the new capital.

Long after the War of the Ring, the dwarves of Durin's line reclaimed their inheritance, and the hammers rang again in their great halls beneath the Misty Mountains.

There it is where I, Rauthi Danakh'abad, last of my kin, shall leave this world for the Halls of Waiting.

THE END



Neo-Khuzdul Glossary:

'Abadgathol: *The Berghold, fortified keep in the Blue Mountains*

'Aban'ânam: *Sarn Athrad, Ford*

'Abanhund: *Gondamon*

'Abbad Zirnul: *The Iron Mountains*

'Abbudbagd: *"the Mountains of Wind"*

'Akhtuzadah: *"Deep Core", locally 'Akhuzdah*

Aklah'ân: *River Running, Celduin*

Amu Maglor: *Maglor's Gap*

'Anundaskâd: *Esgalduin, river*

Arganul-hund-dûm: *"Halls of Proud Hill", settlement of the Black Stonefoots near the source of the Whiteroot river*

Azaghâl: *"the warrior", title of King of the Broadbeams*

Azaghâlbad: *General of War, military rank*

Azaghuzbad: *"King of War", title of King Módsognir I of the Stonefoots*

Azharakkâ: *"home of the host", Hrimbarg, settlement in the Misty Mountains*

Azsâlul'abban: *"Lonely Stones", Longbeard trading post at the Bay of Forochel*

Balb-gairu: *"Ice Cave", Helegrod*

Balb-gathol: *Ice fortress, Halls of the cold-dwarves*

Barazinbar: *Redhorn, mountain*

Barazshâlak: *Camen, Redwater, river*

Baraztûm: *the Red Halls*

Baruk-khizdîn: *Settlement in the Iron Hills*

Belkulaban: *"Strong Stone", quarries of the Broadbeams in the White Mountains*

Binakrâg: *"without honor", title given by the Stonefoot king to the Avari elves*

Bizaruharkulul: *"Vale of Plenty"*

Bizaruthatûr: *Nan Elmoth*

Bundushar: *"Head of Smoke", volcano*

Bundushathûr: *Cloudyhead, mountain*

Danakh-khizdîn: *Longbeard citadel in the Grey Mountains, also known as Danuk-khizdîn.*

Dûmukhlamnud: *Richest Halls of the East, epithet of Baraztûm*

Dushabad: *"Dark Mount", one of the tallest peaks of the Misty Mountains.*

Enabfanâd: *Vanyar elves*

Fahamafbâl: *Forodwaith*

Fant'ân: *Anduin, river*

Fantnuhbuhund: *Broadbeam Hill*

Fant'ul: *Sirion*

Felakgundu: *"Hewer of Caves", Finrod*

Finit-tharr: *Sarnúr, "Wide Rock", settlement of Dourhands in the Blue Mountains*

Fundshalâk: *Beleriand*

Gabil Ablâkbagd: *"the Great Storm"*

Gabilân: Gelion, river

Gabil'ânbizar: "Great Vale",

Gabilankâsh: Great Sorrow (Mountain near the old Great Hall of the Stonefoots)

Gabil'azn: "Great Shadow", Longbeard settlement in the Misty Mountains

Gabil-barazbund: "Great Red Head", mountain where Baraztûm halls of the Blacklocks is delved.

Gabilgathol: main hall of the Broadbeams (Belegost)

Gabil'inîn: Thargelion

Gabilshathûr: small Longbeard mining-outpost in the Mountains of Angmar.

Gabilzahar: main hall of the Stiffbeards

Galikhabsatamrâg: "Feast of Good Health" or "Summer Fest"

Gamil Zirak: "the Old Master", teacher of Telkhar

Gamil-nâla: secondary Halls of the Ironfists

Gêm'ukhal: Third Greater Peace, "the Peace of Durin III"

Gumzubaltân: Drúedain

Gumzuzudnu: Rhovanion

Guzyûzann: Tol Fuin

Hadedan: Ossiriand

Hadedanfanâd: the Laiquendi of Ossiriand

Ifrukulibrêf: Lefnui, river

Iklalkhelednâb: Aeglos

Iklalkibil: caves containing old Stiffbeard mines

Kall-Khazâd: "cold dwarves", outcasts of the Stiffbeard clan.

Kâmin: Arda, the earth

kâmintabl: "earth-apple", potato

Kaminzabdûna: "Queen of the Earth", Yavanna

Khadr-zirsîn: Doriath

Khags'umsam: "Nauglamír", the Necklace of the Dwarves

khazâd: dwarves (khuzd, dwarf)

Khazad-dûm: The Dwarrowdelf, Thamhollen, later known as Moria,

Khazâd-madr: Blacklock refuge in the high Mountains of Rûrik

Kheled-dûl: Port at the river Lhûn in the Blue Mountains, often written Kheledul.

Kheled-dûm: main hall of the Ironfists

Kheled-zâram: Mirrormere, lake

Khulumgairu: underground mining town of Stiffbeards and Blacklocks

Khuzdgâra: Noglund, "Dwarven Haven", trading post in the Blue Mountains

Khuzdul: Dwarvish, language

Kibil-nâla: Silverlode, river

Kibil-targ-gundu: "Silverbeard Delving", Secondary hall of the Stiffbeards

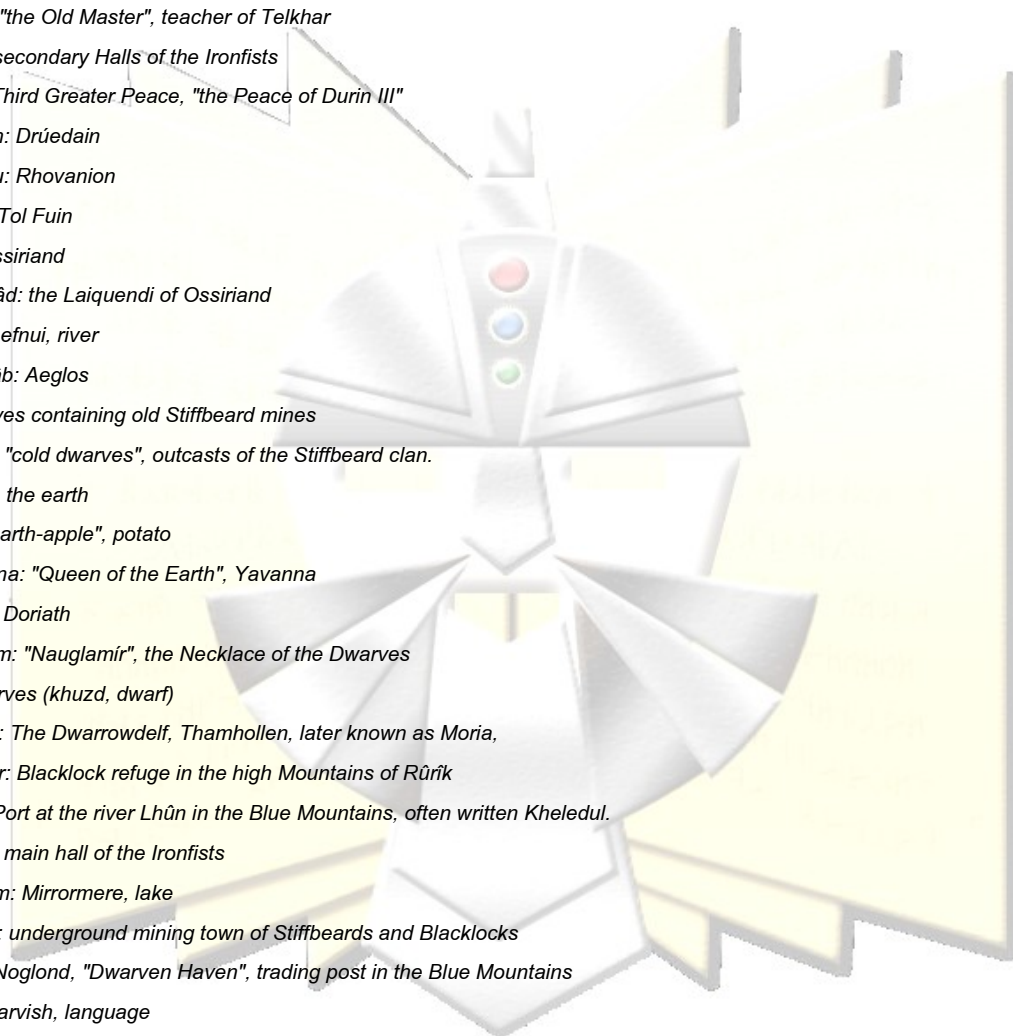
Kibilzahar: "Silverhouse", Longbeard settlement in Forochel

Kiblîn: Silver-place, mountain in the Red Mountains in Blacklock clan land.

Kirth Khazaddûmu: Angerthas Moria, runic writing system

Labamthatr: "white star", Nimpheles, great jewel

Libokhagâr: "Thousand Caves", Menegroth



Lignîn: Valinor

Mabarkulnishathûr: "Cleaved within Clouds", settlement in the Iron Hills.

Mařalkuldush: locally called Felakdush, river that divides the lands of Rûřik

Mařalkuldushdum: "Dark Chiseled Mansion", Blacklock citadel, known locally as "Felakuldushtûm"

Mahal: Aulë

Mahalbuhâ: "friends of Aulë", Noldorin Elves

Mahal-kuk-khizdîn: Grey Mountain mining settlement, known locally as Makalkukhizdîn

Mahimlêm: Ascar, river

Makhadrulzudnu: "The Walled Land"

Mararkuldûm: hidden halls of the Firebeards in the Blue Mountains, known locally as Bayurtûm, meaning "Hidden Halls"

Muhâl: the Valar

Nâla Belkul: "The Mighty Path", military tactics and training regiment

Narag: Narog, river

Nud'âzah: "Enegaer", the Eastern Sea

Nud-Fundshalâk: East Beleriand

Nukhal": "Second Greater Peace", "Peace of Durin II"

Nulukhkhazâd: Petty-dwarves

Nulukhkhizdîn: the halls of the Petty-dwarves which later became Nargothrond

Nurunkhizdîn: Settlement of dwarves that sided with Sauron, called Uknurkhizdîn by men.

Rakl'aban: Arkenstone

Ramêkh'ukhal: Fourth Greater Peace, the Peace of Durin V

Sanzigil: mithril, true silver

Sêwuslukh: great ice-worm, "poison-drake", also known as "Dracaetren"

Sharbhund: "bald hill", settlement of the Petty-dwarves, Amon Rûdh

Shikalîn: Falas

Shulukbund: Mount Dolmed

Siginkâmininbar: Andrast

Sulladad: Eru, Ilúvatar

Tarbul: "the crafty", Curufin

Telkhar": "supreme smith" title, Telchar

Thafrân: Sindar Elves

Tharkhbinanat: "The Great Dwarf Road", "Road without End"

Tharkûn: Gandalf, wizard

Thatrûna: "Star-lady", Elbereth, Varda

Thikilgundu: Steel Delving, Longbeard settlement in the Grey Mountains, known locally as Thakalgund.

Thorinuldûm: Thorin's Halls

Tumunumahal: Hollow of the Creator, seven-tiered complex with the caverns of 'Akhtuzadahu'

Tumunzahar: main hall of the Firebeards in the Blue Mountains (Nogrod)

'Ubzar-tharâkh: "The Lower Roads", tunnels underneath Rûřik

'Udash: Melkor

Ugjàjzudnu: Hildorien

Ugshâr: The greatest teachings

'Ukhar: great stone bridge of the stonefoots



'Ukhdarfuhum: the Great Wall of the North.

'Uklalaskâd: "The coldest shadow", settlement of the cold-dwarves

Ukmâth (Elves of the Teleri)

Unâkh Ublag: the guest-eater

Unbar: Oromë

'Urdamdûm: Halls of Greatest Reward, Stonefoot Halls in the Northern Rûrik mountains

'Ursulkhud: Narsîl, sword

Usjarazhâr: "Home of the Greatest Trade", trade settlement stewarded by the Ironfists

Uslun'ân: Lhûn, river

Utaszirsîn: the High Faroth

Uzbad Balbgairû: "Lord of the Ice Cave", Lord of Helegrod

zabdûnakhajam: "The Queen's Gift", Northern Barley

zantulbasn: "hairyfoot", harfoot hobbits

Zarakhurazm: Tower of Belief, tower at the top of Druin's Cleft.

Zeleg-ubraz: Longbeard settlement in the Grey Mountains, former capital

Zigil'abad: Stiffbeard settlement south of Kibil-targ-gundu

Zigilgundu: "Silver Delving", mining settlement and stronghold of the Longbeards in Forochel

Zirakdush: "Dark Master", mountain

Zirakzigil: Silvertine, mountain

Zirinafnâg: Angband

Zirinmumkhu: The Ironspan

Zudrâgundu: remote and secret hall of the Longbeards, locally know as Zudrugund

Zukhal: "First Greater Peace"

