Deyrek, **Tall Gray**, from the city of Miners Dig

Highway soldier scrapper with a rather boring past.

(Bold letters are just for me to remember names)

**Miners Dig** is a mainly human town, in the small dwarven kingdom of **Vostimid**. Vostimid is ruled by **King Magnire Cragbrow**. It is sitting atop of **Underdark** in the southern point of **Dragon Spire mountains**. The town (rather large 15K population) is pretty much considered the ass end of space. You will find drifters, hardworking folks and a lot of racial half breeds. It’s a dirty, dusty community. The streets are dug into the ground as canyons or trenches as housing and buildings have been carved into the sides of each trench with wooden front ends. Rain makes it a muddy shithole. The town slopes towards area of regularly flooded flats draining the town waste, human fluids, and junk onto the flats. The flats are part of the transition into the **Shallow Seas**.

Most folks work in the dwarven mines as cheap labor. The dwarves do not treat the residents bad, consider them citizens and do offer unconditional protections, but they also do not invest anything in the place and let it pretty much self-govern. The ruler is a trade merchant name **Aylo Minp**, a bit of a selfish and uninvested ruler who likes the “ruler” status. He’s likely very corrupt.

The town does work as a gateway between the dwarves and other races as they prepare for the biannual trade journey with large caravans of several hundred wagons through the **Serat Empire**. These caravans traverse the large flats and often hire on guards from Miners Dig. The Serat Empire is part of the problem for Miners Dig and the dwarven kingdom, as many of the roaming tribes harass and raid them based on their somewhat regular biannual schedule.

Miners Dig does patrol the flats away from the mountains, but only for a small zone to keep bandits at bay. More on mountain military, see below.

Vostimid has little to no intrigue. Perhaps too normal? Their military conflicts rise mainly from skirmishes with raiding orcs, mixed with goblins, ogres, and half giants of some kind, occasionally other humanoid tribes. These primitive races raid smaller trade and supply caravans and the occasional outpost, in kingdom has in response an active skirmish military which can react quickly. They also offer an armed military guard who accompanies caravans, dignitaries and outposts as needed. There is no officially large-scale conflict and hasn’t been for a few hundred years. Due to the long peace their national armies may have grown stale, overconfident and lack readiness.

Some of the patrolling dwarven units consists of hired hands from Miners Dig, but those units are always commanded by a dwarven military leader. Except for one, **“The Tall Grays”** (Nick Name, need to decide real name) as the dwarves call them. This unit is a mixed Human and other half breeds (half-orc, half -elf, half dwarf etc) unit. It is commanded by a human leader **Loray Haze**. Loray is a strong human leader who is cunning and skilled. She is liked by her soldiers and is ruthless in her strategies. The origin of her skills is unknown, but her olive toned skin implies she is not from this part of the world. Deyrek has most recently served under Loray and been part of their recent successes. He admires her, even likes her even though she is 10 years his senior.

The Tall Grays are about 200 strong at best, agile and disposable. Outside of regular tracking and counter attacking primitive raiding parties, they are sometimes used as a show of force when the primitive tribes overstep their activity. When this happens, the Tall Grays are often sent in as blunt instrument into the tribal communities to wreak and destroy with no mercy. The only ones spared “may be” captives, but only when convenient. Usually, the entire village or tribe of primitives are killed. For the last couple of years, most of the activity has been against the **Ebon Fang** tribe of the Serat Empire. Ebon Fang is lead by Ughrom Mek, a mountain of an Orc. The ebon Fang is mainly an Ogrish tribe and has been particularly aggressive beyond looting, and in some cases attacking to destroy surface settlements in Vostimid. Lately the Tall Grays scored a significant blow to the Ebon Fang, by killing one of Uhgrom Mates, and their young child.

Miners Dig is position as the surface entry into the forementioned kingdom above the flats. Due to the saltwater flooding, there is no settlements as the ground is not fertile enough for farming. This no-man’s is sparce and occasionally a home for various creatures, both peaceful and aggressive. The land stretches for a 4-day ride before it reaches more settled lands of the Serat Empire.

Due to various rules, pagan rituals and cultural reasons, there are often exiles or outcasts from these tribes. Nothing out of the ordinary compared to other similar tribal structures, and the resulting bans from the tribes often end up at Miners Dig.

This is the world in which Deyrek grew up, or that he knows and can remember. He arrived in Miners Dig 22 years ago through the vagina of his whore mother. She died while giving birth to Deyrek and he can’t even remember her name. She was not originally from Miners Dig. He was raised in the **Sorgrod (God of Earth)** orphanage. But Deyrek is not religious, the orphanage was certainly shitty, but not abusive above beatings for misbehavior. When he turned 12 he was given the only “heirloom” from his mother. A chunky, silverish and shiny ring inscribed **“Silverlight”** with a coat of arms of some sort. A **pyramid which is radiating** something (think a modern wifi symbol with a pyramid at the bottom. He was told that his mother claimed it was from the man who impregnated her.

Deyrek kept it around his neck until age 15, this is when he left the orphanage. Shortly after leaving he decided to the ring on, even as it was initially too big, something odd happened. The ring apparently had some barbs making it extremely painful to take off. As a matter of fact, impossible. It seems to have fit surprisingly tight. It also made him severely sick, and he had to return to the orphanage. After a flu that seemed to last for over 6 months he was finally well to leave again. It was claimed to have been blood poisoning. Deyrek has a stronger than normal resilience to illness and poisons since he recovered.

Growing up with many “siblings” he was naturally a scrapper by necessity and could hold his own in a fight during their petty squabbles. The brawling skills led to his first work as an errand runner for a local guard company. At 18 he had grown tall and strong. He was offered to become a full-fledged guard where he served well and honed his skills. One day he had a trivial falling out with his guard company and made it in with the Tall Grays during one of their recruitment trials. He has served with them up until recently and is currently awol. Deyrek doesn’t think it matters and that nobody is looking for him, he is assuming he is just fired.

The incident which led him to leave was a drunken brawl during a dice game with fellow guards. One guard insisted he bet his ring and tried to take it off Deyrek’s finger. Deyrek has never been one with a short fuse or outright rage. The pain and anger caused by the fellow yanking on his ring triggered a frenzied rage during which Deyrek claims he “blacked out”. While frenzied he beat the man to death by crushing his skull with his ring hand. His other comrades told him the skull was crushed by Deyrek repeatedly punching the man’s face using the rings ridged, bulky top. Deyrek left immediately with no goodbyes.

He has recently been contemplating the ring and the issue with removing it. The orphanage told of a story where the ring fell off his mother’s hand upon her death, but not until after her heart stopped beating. When inspected, the ring was clearly much too large to have fit on her slim fingers in the first place, which perplexed the midwives. The ring left a mark on her finger matching the symbol of the pyramid.

If this was the case, how did his mother get the ring. From his father? Was his father dead and the ring released? Did his mother kill his father? Did he die during sex as common with drunken fat body hire-swords? Who was his father to have this ring in the first place? Did she get it off someone else? Deyrek is wondering why he raged when his comrade was trying to remove it. He can’t remember anything.

He is now more actively pursuing the meaning of Silverlight and the pyramid design on the ring. He is unsure where the travels will take him, but perhaps deeper into the Vostimid kingdom or past the Serat Empire. What he knows is that there are no pyramids on the surface in Vostimid, so it must be beyond the kingdom borders. Or under it? He is unhappy about abandoning Loray Haze and the Tall Grays and hopes he can one day return and redeem himself. But for now, he’s unsure if his actions are making him a wanted man or not. Best to avoid them to be safe. He also needs to stay far and clear of the Ebon Fang as they are surely out for a blood revenge. Lastly…there is certainly no love for the shyte hole Miners Dig.