

The Lore of Wesnoth's Races & Factions According to SoF (1.7.2)

An analysis of all world-building text specifically from SoF by Deusite

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1. Overview and Introduction

This is a collection of all the lore that can be gleaned from SoF. In its present form, this is a raw collection of facts with a reference to where the supporting text can be found, either by going through the scenario files in `data/campaigns/Sceptre_of_Fire/scenarios` or on the Wesnoth wiki at <http://www.wesnoth.org/wiki/CampaignDialogue:SOF>. There are occasional comments from me after the reference that either criticise the lore (it is contradictory in some places) or fulfil some other function. Lack of comment doesn't mean I find the lore flawless.

Lore is defined for the purpose of this project as all world-building statements that are not directly related to the actual plot of the story. The plot of the story is defined as what you basically remember having happened once you've finished the campaign. Lore is also defined as being general, not specific. Combining these two points, for example, the dwarvish allies to the elves following you into the caves is not lore; however, the fact that they are a group of mercenaries called the 'Surghans' is.

There may be some things that I have forgotten. Some bits of lore I have missed. PM me, or post a message in the appropriate thread if you think you found something I didn't. I want this to be complete.

Ideally, a project like this would proceed in the following way; first, there would be a collection of *all mainline lore*, at which point all lore would be rewritten to be consistent. After the rewrite of the lore itself was complete, there would be a rewrite of all campaign dialogue to be consistent with the new lore. Concurrent with this rewrite would be an attempt to develop a Wesnothian writing style and Wesnothian dialects and to remove anachronism and dialect inconsistency.

This project would require more writers than at present. I do not have the patience to write a document like this for every mainline campaign before I start anything. However, luckily, lore and plot are mostly separate. Lore can be rewritten and the plot can remain untouched.

Thanks to Dave and the maintainers of Wesnoth for a great game, thanks to the original writers of the mainline campaigns for being the pioneers they were in Wesnoth world building, thanks specifically to Turuk of the Writer's Forum, and thank you for reading this.

2. General Wesverse Lore

The Sceptre of Fire: The ‘Ruby of Fire’ was brought to the mainland by Haldric I (the Great). Garard II set a ‘challenge’ relating to the sceptre (S1). The challenge itself is not specified in the campaign. However, in the wiki (http://www.wesnoth.org/wiki/History_of_Wesnoth), it is stated that ‘The Edict of the Sceptre (478 YW)’ means that whoever retrieves it from the ‘Cavern of Flames’ (where the sceptre was finished) will be crowned king. His motives for this are unknown.

Contradiction (?): It is stated that the orcs move the sceptre around until it is retrieved, so this implies it does not remain in the caverns. (S13)

The Ruby of Fire makes people who are close to it become ‘strange’ over time. Haldric I became ‘arrogant, almost evil’. There is also evidence that the Ruby of Fire has already tainted King Durstorn a year after it was brought to him (S5). The Sceptre of Fire is made to contain the ‘radiance of the stone’ and therefore ‘contain and intensify’ the power (S1), therefore it will not effect people’s character. ‘Even an untrained hand can use it to cast fiery bolts as powerful as those of arch mages’.

This ruby is extremely hard and can only be cut by the tools from one clan. This may be due to magic (S8). It can also only be forged in a magical forge in the Eastern Mines (S11). This may suggest that only magic may create, modify or destroy it.

The Northlands: The Northlands is populated by numerous ‘tribes of dwarves’ (S1), orcs, trolls and ‘worse’, as well as gryphons (S4). Dwarves can live under or above ground and refer to underground dwarves as ‘cave-dwarves’ (S8).

The dwarves used to mine an area north of Arkan-Thoria called the ‘Eastern Mines’, where the best gold and coal in the known world is found (S7). There is a volcano in the mines, where Krahkrahs the dragon has live in for a long time (S11). This volcano can be triggered/suppressed by a magical glyph (S12). It may be dwarven magic.

It is not clear if the glyph suppresses the eruption or triggers it. For the sake of mining there it is more likely that it suppresses it if it is dwarven.

Currency: The nominal currency of transactions between Wesnothians and dwarves, and dwarves to other dwarves is ‘silver’. (S1, S7)

Units are always priced in terms of ‘gold’. These may be different values of the same currency or this is a different currency between Wesnothians only. Compare this with the value dwarves place on gold (S4).

General: Caravans are used to carry gold or supplies over long distances. Excessive weight makes them move very slowly.

3. Dwarf Lore

Names:

- Rugnur (Dwarvish Fighter)
- Baglur (Dwarvish Stalwart)
- Durstorn (Dwarvish Lord)
- Neglur (Dwarvish Stalwart)
- Glinar (Dwarvish Runesmith)
- Noiraran (Dwarvish Thunderguard)
- Kuhnar (Dwarvish Steelclad)
- Thursagan (Dwarvish Runemaster)
- Kawn? (Gryphon Rider)
- Kinan (Dwarvish Runesmith)
- Rynan (Dwarvish Runesmith)
- Theganli (Dwarvish Runesmith)
- Glonoin (Dwarvish Lord)

Naming: There seems to be a general pattern of suffixes in these names from Rugnur's clan. Runesmith/master names end in -an with the exception of Theganli (-anli). The -li suffix may come from a specific talent as a jeweller; Noiraran (a Thunderguard) is an exception, that or the suffix also includes thunderers. This may be explained by the use of magic in runecraft and a possible use of magic in thundersticks. Fighters and Stalwarts have the suffix -ur and the two lords have the suffixes -orn and -oin. The naming of the Gryphon Rider may refer to the Gryphon rather than the dwarf riding it. Each clan also has a name, for example Glonoin's clan is called the 'Shorbear Clan' (S9).

Note that unit naming is very speculative at this time.

Society: The whole population of dwarves is known as 'dwarfdom' (S1). Dwarves are known to live in Knalga and the neighbouring highlands.

People of other tribes/races wishing to do business with a tribe must go to their leaders in person or send a representative. It is unclear if this practice refers only to Rugnur's specific tribe. (S1)

Clans (or at least Rugnur's clan) are ruled by a council with a king or lord at its head inside a citadel (S2,4). It is suggested that there is only one jeweller in the clan/the king's court (S5).

Miners are seen as 'grunt workers' of society. They mine, but do not craft anything from the ores, they demand payment for their work (possibly silver) (S5).

Rugnur's dwarves have an academy where dwarves study to become 'runesmiths/crafters'. These students are called runecrafters-in-training. They can be lent out for military service (S5). The ranks go from runecrafter-in-training to Runesmith to Runemaster and finally Arcanist.

They believe in people's 'honour', an example of losing honour is when Durstorn wants to surrender to the elvish resistance and give up the Sceptre and Ruby. This may imply a more in-depth system than in the campaign. They also have a concept of treason, an example of this is attacking an ally and the penalty is death (S9).

Dwarves have sages. Thursagan is the Sage of Fire for example and the greatest of them. Their role in society is unclear, however the capitalisation suggests there is an 'organisation' of them as sorts (S4,13).

Dwarvish communities are referred to as 'clans', 'kingdoms' and 'tribes'. One or more of these may be true (S1,7). All imply slightly different hierarchies.

Accents seem to vary even within one's own clan (S2).

Customs: Most dwarves love gold and have a heart of stone (S8).

Other dwarves must speak to elders (the king) 'properly' i.e. politely (S3). The king owns a treasury; he also seems to own gold and coal in addition to this (S5).

Dwarves and especially their leaders have large amounts of gold, but this is not used as currency or for bartering (S5,8).

Clans: Two clans are mentioned in this campaign, Ragnur's clan (which is nameless) and the Shorbear clan (S8). The Shorbears specialise in making high quality tools and Ragnur's clan believe that they are the best crafters (S3,8). Another possibly clan is 'Surgha'. Surghan mercenaries are used against the dwarves to capture the Sceptre (S11). This may suggest that each clan specialises in different crafts and exploits them for profit.

Resources: Dwarves measure resources in 'stone'. Some gold is higher quality than other and likewise coal and jewels. The highest quality for gold is 'artifact-quality' and 'finest' quality for the rest. There used to be a place called the 'Eastern Mines' north of Arkan-Thoria, which were the source of 'the finest smithing materials'. The trolls have overrun it (S5). The only source of this fine gold is suggested to only be in the Eastern Mines, and that the only gold that will melt with this gold also comes from here (S6).

'Mining is a lengthy business', as is crafting; the Sceptre of Fire, for example, takes 15 years to make. The dwarves need two years to mine 30 stones of coal and gold (S5,6), and they don't work for free.

There are also some tools that are better than others. There is one clan (the Shorbear clan), who make the best tools in the land (S7,8). Magic may be involved, as the ruby is unnaturally hard .

Magic/Technology: Dwarves have knowledge of using 'glyphs', which are used to close city gates. The gate is magical, either on its own or because of the glyphs, and is 'indestructible'. However, we know glyphs and runes are etched into the ground or an object, resembling the Futhark runic alphabet. (S2, Runesmith unit-line descriptions)

Runes are used in armour, enchantments and weapons. Glyphs are used in city gates, Arcanists' armour and the protection for the volcano. This could mean that glyphs are more powerful than runes since they act on larger objects and are used instead of runes in the highest level Runesmith unit.

Dwarves are trained to use runes. It does not seem to be an innate ability (S5). Objects may be empowered with an 'enchantment of runes' to give it certain qualities. Thursagan attempts to do this to the Sceptre of Fire to contain and intensify its power. However, he fails. Runesmiths use runes in their armour and weapons to make it more effective; Arcanists use glyphs (Runesmith line descriptions).

Magic *may* be applied to making tools as special tools are used to cut the Ruby of Fire, which is unusually hard (S8). It is certainly applied to suppress/erupt a volcano in the Eastern Mines in the form of a glyph (S12). I presume that this magic is dwarven because they would have wanted to make mining there safer.

Forges can be imbued with magic. This is the only way to forge the ruby into the Sceptre of Fire. An example is in the volcano in the Eastern Mines (S11). I presume the magic to be dwarven because they are the only known race who use them.

Relations: They appear to be neutral to humans and innately dislike the elvish (S1). They also seem to think that elves want their gold (S3). Some dwarves are less suspicious and are willing to ally with elves (and even the resistance) in certain circumstances. Most do not like orcs or ogres (S4).

Dwarves who live in caves refer to areas above ground as the 'surface world' (S3).

Combat: The dwarves had not been attacked on the borders between the times when men came over the sea until the elvish resistance attacked Rugnur's clan to procure the Sceptre of Fire (S3). It was a time of peace (S1).

There is a group of mercenaries called the 'Surghans'. They are willing to fight for the elvish resistance and are as fast as Knalgans underground. They are all high-level units and berserkers (S11 scenario file).

'Surgha' may be the name of another clan (probably an underground clan). This would imply the existence of other mercenaries.

Runesmiths can use runes to make weapons more accurate and powerful, and make armour to cause enemies' blows to land weakly and only on their armour with enough skill. These runes do not seem to be used for general armour, only Runesmiths'. A Runemaster's blows are nearly as powerful as the best dwarvish warriors. Arcanists' glyphs can deflect weapons and 'destroy wounded enemies almost instantly'. This Arcanist is at the zenith of their art.

Contradiction: The 'mainline' Runemasters (lvl3), do not have magical attacks but they can shoot lightning bolts at the enemy.

Notable Characters: The dwarves who created the sceptre 'are counted among the greatest of the heroes of ancient Knalga'. (S1,9)

Thursagan is known as 'The Sage of Fire' and the most brilliant sage in dwarvish history (S4,13). He lived in the mountains for 25 years previous to the campaign, and he hates gryphons (S3,4). He can 'feel' the power in The Ruby of Fire (S5).

Theganli's role as the jeweler (cutting the ruby and designing the Sceptre) was small but important to the dwarves. He runs a shop and appears to be the only jeweler for Knalga (S7). This may mean other clans only have one jeweler, if any.

Their deaths are seen as 'glorious' by the Dwarven Sages. Rugnur is seen as the greatest Dwarven Hero of old (S13).

There is evidence that the Ruby of Fire has already tainted King Durstorn a year after it was brought to him (S5).

4. Elf Lore

Names:

- Glildur (Elvish Captain)
- Glindur (Elvish Captain)
- Lyndar (Elvish Marshal)
- Gaenlar (Elvish Marshal)
- Glinan (Elvish Marshal)
- Kalnar (Elvish Captain)
- Lord Asaeri (Elvish Outrider)
- Gaelir (Elvish Outrider)
- Salira (Elvish Outrider)
- Loslin (Elvish Outrider)
- Ealin (Elvish Outrider)
- Raesil (Elvish Outrider)
- Landar (Elvish Marshal, this is not the same character as in The Legend of Wesmere!)
- Aendan (Elvish Marshal)

Society: Some elves will reach the title of 'Lord', although Lord Asaeri's unit type is an Outrider instead (S10). No details of how to become a Lord are given.

This corresponds to the rank of 'High Lord' in the Legend of Wesmere, which entails the rule over the elvish council, presumably a lord is part of the council as in the Rise of Wesnoth. This rank could entail further duties or Asaeri could be a disgraced member of this council.

General: The elves are in contact with the humans via the mage Crelanu and through visiting Weldyn in 15 YW. The Legend of Wesmere reveals that Crelanu lives north of 'Arkan-Thoria', west of Lintanir Forest. (S1)

Elvish Resistance: There are a group of elves separate from the human treaty written after Haldric lands. They are ruled by/idolise Landar, while Kalenz is seen as the lowest of the low. Wesnothians and dwarves have no problems in killing these elves. The treaty applies only to those loyal to it. (S1)

A certain war cry of an elf is 'in the name of Landar'. This may imply an idolisation of Landar or a general significance in an elf's name.

They dispute territory with the dwarves (S1) and due to defying the treaty presumably the Wesnothians as well.

They will ally with dwarves and hire mercenaries to achieve their goals (S9,11).

They 'do not surrender'. (S2)

5. *Monster Lore*

Names:

- Krahkrahs (Red Dragon)
- Krawg (Gryphon)
- Kawn? (Gryphon Rider)

Gryphons: Gryphons live in the Northlands north of Knalga/Rugnur's clan. They can speak but because they have beaks it is very distorted. They may allow dwarves to ride them if they are friendly. They have names (S4). They do not seem to be affected by high temperatures (S12).

Dragons: Krahkrahs is one of 'the great dragons', his brother is Shek'kahan Haldric I in the Rise of Wesnoth killed him. Krahkrahs professes himself to be the 'greatest dragon of all time'. He lives in a volcano in the Eastern Mines; this might be a preferred habitat (S11). He may have died in the eruption of the volcano. He is definitely dead by the Eastern Invasion, 600 years later.

6. Orc Lore

The orcs move the Sceptre of Fire among themselves after the volcano erupts but do not understand its power (S13). They guard the magical glyph of the volcano in the Eastern Mines (S12). This could imply orcish magic in the form of the glyph and that some orcs live underground.

Contradiction (?): The Sceptre is retrieved from the Caverns of Flame in Heir to the Throne. If it was moved it is very unlikely that it ended up back in the caverns.

7. *Wesnoth Lore*

Names:

- Haldric (Haldric II)
- Alanin (Dragoon)
- Crelanu (some kind of mage)
- Rolin (Spearman)
- Hadlin (Lieutenant)
- Guard Captain (Royal Guard)
- Gatekeeper (Swordsman)

Monarchs: By the time of the narration (after the Turmoil of Asheviere), Haldric I is known as 'Haldric the Great' (S1).

Haldric II (his son) has a personal bodyguard, the dragoon Alanin (S10).

Konrad became king 'by virtue of the Scepter', implied to be retrieving it from the 'Cavern of Flames' (S1).

The 'Ruby of Fire' makes people who are close to it become 'strange' over time. Haldric I became 'arrogant, almost evil' (S1). Durstorn may also have been affected by it.

Relations: They have a treaty to elves but they are also aware of an elvish resistance under Landar who oppose it; Wesnothians are happy to kill them if they get in the way. They were thought to be a small group until the dwarves agree to make the sceptre. (S1)

They see a passing gryphon as a sign of attack. Wesnoth may be actively against their existence or they are not used to seeing them (S13).

Asheviere is known as the 'Dark Queen' (S13).

They appear to be neutral towards dwarves.

General: Wesnothian citizens respect soldiers and will fight to protect them (S10). 25 years of service is long enough to retire in the Wesnothian army (S13).