

Known Lore

About

Mainline Dwarvish Units

An analysis of all mainline Dwarf unit descriptions.
By Skrim

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General Dwarvish Characteristics:

Characteristic Strengths:

- Toughness and durability.
- Sturdiness and vitality.
- Physical strength and stamina.
- Skill at fighting underground in caves.
- Skill at fighting on rough terrain like hills & mountains.
- Constant speed over all non-watery terrains.
- Proficiency in fighting with axes, hammers, spears and thundersticks.
- Ability to train and ride Gryphons as aerial mounts.

Characteristic Weaknesses:

- Short height and short legs, relative to humans.
- Slower than other races in a sprint.
- Difficulty in wading through watery terrains.
- Unable to exploit forest cover for defense.
- No inherent or directly manifesting magical abilities.

Dwarven Equipment:

List of Dwarven Weapons:

- Axes / Battle Axes
- Hammers
- Throwing Hatchets
- Daggers
- Short Spears
- Javelins
- Thundersticks
- Dragonstuffs
- Runic Hammers

List of Dwarven Armors:

- Leather armor
- Chain mail
- Scale armor
- Plate armor

Other Equipment:

- Helms
- Pauldrons
- Shields

Materials Used:

- Wood
- Leather
- Iron / Steel
- Bronze
- *Stone*

Dwarvish Fighter line:

Weaponry:

- Axes.
- Hammers.

Armor: Fighters wear moderately heavy armor, including scale mail^(as in portrait), steel chain mail and/or plate armor¹. They may also carry shields^(sprite) and wear helms^(portrait).

Military Role: Melee fighter.

Skill Progression: Experienced Fighters get heavier, high-quality steel armor and are able to deal more powerful blows as they hone their skills. They eventually gain the ability to throw hatchets at a range.²

Known History:

- Fighters form the core of Dwarvish forces as basic infantry units, along with Thunderers. They are very common throughout all of known Dwarf history.³
- Experienced Fighters (Steelclads/Lords) are often the leaders of Dwarvish clans or military forces.⁴

1. Dwarvish Steelclad description.
2. Dwarvish Lord description.
3. Fighter appearances in HttT, NR, UtBS, SotBE, SoF, DiD, THoT, and LoW.
4. Steelclads/Lords appearing as Dwarvish leaders in , NR, UtBS, SotBE, SoF, DiD, THoT, and LoW.

Dwarvish Thunderer line:

Weaponry:

- Thundersticks, ranged weapons analogous to early muzzle-loading gunpowder weapons from real-world history. They fire piercing solid shot, and are made of wood and iron.²
- Dragonstuffs, which appear to be long-barrel Thunderstick variations, somewhat reminiscent of real-world arquebuses. They are sculpted in the form of a Dragon, and made, at least partially, of bronze.⁴
- Daggers.

Armor: Thunderers are moderately armored, wearing leather and chain mail ^(portraits).

Military Role: Ranged bombardier.

Thunderstick Lore:

The Dwarves are highly secretive and closed-mouth about Thundersticks^{1, 2}, leading other races to speculate that they are some form of magical wand or staff imprisoning some kind of beast within, which belches deadly fire and projectiles upon being fed a mysterious black powder², and emits a deafening explosive noise in the process.¹

It is assumed that the Dwarves who wield Thundersticks also forge them and are the only ones who know the secrets behind the workings of this weapon². However, the Dwarves have neither confirmed nor denied this assumption, so it remains a mere guess.

Dragonstuffs are considered to work on the same principles as their more common Thunderstick cousins, but with more power. Dragonstuffs are thought of as capable of killing or heavily injuring a true Dragon should they ever be used against one.³

Skill Progression: Experienced Thunderers, called 'Thunderguards' wield larger, more powerful Thunderstick weapons^(sprite). The most experienced veterans among them use Dragonstuffs.

Known History:

- Low-level Thunderers are very common throughout known Dwarf history. Thunderguards are also relatively common. Dragonguards are much rarer.⁵
- It is implied from the unit names and Dragonguard description that Thunderguards and Dragonguards are used primarily for defensive purposes.

1. Dwarvish Thunderer description.
2. Dwarvish Thunderguard description.
3. Dwarvish Dragonguard description.
4. Forums.
5. Thunderer appearances in HttT, TRoW, NR, UtBS, SotBE, SoF, DiD, THoT, and LoW. Dragonguard appearances only occurring in SoF.

Dwarvish Guardsman line:

Weaponry:

- Short spears.
- Javelins.

Armor: Guardsmen wear very heavy armor, usually plate ^(portraits). They also carry tower shields.¹

Military Role: Defensive melee combatant.

Background: Guardsmen are Dwarvish melee fighters specialized in defensive combat, used for holding a battle line against enemy attacks. Guardsmen take advantage of their race's natural sturdiness and toughness to achieve this.¹

Skill Progression: Seasoned Stalwarts are even tougher and better able to hold the line than freshly-recruited Guardsmen.² The veteran Sentinels enjoy better counter-offensive abilities gleaned throughout their extensive combat experience.³

Known History:

- Guardsmen/Stalwarts are somewhat rarer than Fighters and Thunderers, and are usually reserved for defensive duties.⁴
- Guardsmen/Stalwarts often man Dwarven fortifications.⁵
- Sentinels are very rare.⁶

1. Dwarvish Guardsman description.
2. Dwarvish Stalwart description.
3. Dwarvish Sentinel description.
4. Guardsman appearances in HttT, TRoW, UtBS, SoF, THoT, LoW, and DiD.
5. Appearances in SoF, THoT.
6. Lack of mainline appearances.

Dwarvish Ulfserker line:

Weaponry:

- Axes.

Armor: Ulfserkers usually do not wear any armor ^(portrait).

Military Role: Specialist melee combatant.

Berserk Specialty:

Ulfserkers have a unique ability to deliberately develop a frenzied blind rage before going into battle, wherein they no longer feel pain or fear, and recklessly attack their opponent with no care for self defense¹. An Ulfserker will not retreat from a fight until either it or its opponent is dead. The backgrounds and origin of this tendency are unknown.

Skill Progression: The more experienced "Berserkers" are largely similar to their novice Ulfserker cousins, the only difference being greater strength and durability. *It can be implied that Berserkers either do not live long enough to gain as much experience as their more conventional brethren, and/or do not have much room left for improvements to their unique method of combat.*

Known History:

- Ulfserkers are among the rarer of Dwarven troops.²

1. Dwarvish Ulfserker description.
2. Appearances in UtBS, LoW, SoF, THoT. Playable only in LoW.

Dwarvish Scout line:

Weaponry:

- Axes.
- Hatchets for ranged combat.

Armor: Scouts may wear a leather brigandine ^(portrait). Seasoned Explorers may upgrade to light leather and chain mail, similar to Thunderers ^(portrait).

Military Role: Scout, light combatant.

Civilian Roles:

- Inexperienced Scouts act as messengers during peace time, conveying messages among the Dwarvish clans/communities.¹
- Pathfinders take up reconnaissance and border patrol duties, watching for invaders and repelling bandits.²
- The highly experienced Explorers travel the surface world searching for new mineral and ore deposits to be mined.³

Skill Progression: Scouts gain skill at both melee and ranged combat with their axes as they gain experience, and their endurance increases as well.

Known History: N/A

1. Dwarvish Scout description.
2. Dwarvish Pathfinder description.
3. Dwarvish Explorer description.

Dwarvish Runemaster:

Weaponry:

- Runic Hammers (hammers inscribed with magical runes, capable of shooting lightning bolts).

Aarmor: Runemasters may wear leather and chain mail, similar to Explorers and Thunderers, but augmented with rune-enhanced metal plates ^(portrait).

Military Role: Unknown.

Civilian Role:

- Runemasters practice Rune crafting, a form of magic known only to Dwarfkind. It involves the etching of magical runes on to an object, imbuing it with a specific power not normally present in the object.

Skill Progression: Not applicable, for Runemasters capable of using their art in combat have, apparently, already reached the zenith of their skill.

Known History: Not applicable, due to contradictions with campaigns ^(SoF) which feature Runemasters whose abilities are inconsistent with those of the mainline variant.

Gryphon Rider line:

Weaponry:

- Gryphon claws.

Armor: Gryphon Riders are not known to wear any armor ^(portrait).

Military Role: Scout, high-mobility shock unit.

Gryphon Lore: Gryphons are large, intelligent, and apparently sentient birds of prey². Their high mobility is their main asset in combat, enabling them to strike suddenly from long distances² using their claws. The Dwarves are the only race known to tame and ride Gryphons, though only a few of them are able to bond with the Gryphons¹. The history, origin, and methods of this art of taming and riding Gryphons are unknown.

Skill Progression: Gryphon Riders become more closely bonded with their mounts as they gain experience together², becoming capable of faster flight and dealing more powerful blows. *Gryphon Riders reach the peak of their skill earlier than their fellow land-based Dwarves, but have little room left for improvement afterwards.*

Known History:

- Gryphon Riders are rarer than most land-based Dwarvish warriors. This is likely due to the rarity of Dwarves who possess the talent to bond with Gryphons¹, although the reason for the aforementioned rarity is itself unknown.

1. Gryphon Rider description.
2. Gryphon Master description.