

# DWARF

*An Alternate Setting For Barbarians Versus  
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For years, the Northern people have enjoyed their prosperous life, tucked away in the cold North with ice, bitter wind, elk herds, and ancestral castles. Their life may be simple according to the civilized cultures, but they are happy. Each raiding season they bring back riches, goods, and artifacts. Each year they brew new dangerous beverages fit only for the hardened tastes of their clans.

But what if that all began to change? What if the ancient homeland suddenly became the center of a terrible war? The war of Barbarians versus Dwarves!

**DWARF** is an alternate setting for Barbarians Versus, where your courageous barbarians can destroy, rend, and battle fierce, stocky, short people from below ground. The rules work exactly the same. This document gives you background on the dwarves and some example ideas for Dwarven character creation.

## Enter the Dwarves

The Dwarves are a subterranean people, measuring anywhere from 3 to 4 feet tall. They are stocky and broad-shouldered, possessing a grouchy demeanor that makes them terrible conversation partners. Dwarves are fascinated with shiny, glittering things, but they have a tendency to be extremely greedy. In fact, dwarves have an underlying religious drive to collect the greatest treasures, so they can afford

passage into the Great Tunnel into the Peaceful Deep.

Dwarves are built for the cold spaces of the deep. They can see in the dark very well and tend to move around in close quarters with surprising ease. They possess amazing strength for their size and often wield weapons that are 3-4 times their height. The greedy people are also very hairy and usually have beards that stretch to their knees. In especially cold environments, the dwarves can wrap themselves in their beards, gaining a bonus to defense (+2 bonus dice) as well as cold.

On the surface, the dwarves can get around fairly well. They don't like it and will express that deep-seated feeling often. However, the dwarves understand that the surface contains many jewels, riches, and precious metals that inferior peoples long ago plundered (or stole). This unnatural lust keeps them going. Giant lizards with large sacks and packs accompany Dwarven raiding parties. Dwarves will rarely communicate with "surface-giants". They'll choose to swing axes first. Of course, if a dwarf is outnumbered, he might be willing to surrender or barter for his life.

Dwarven culture is centered on the possession, trading, and maintenance of shiny, glittering things. Some dwarves spend their entire life as "priests", keeping accounts of the possessions of the warriors and commonfolk. To go to the Great Tunnel into the Peaceful Deep (the dwarven heaven), there is a hefty fee in riches. Therefore, dwarves will spend their life mining and collecting items then turn them into the priests to pay for their passage. The fee is different for each dwarf, usually calculated by an elaborate series of stone dice throws and ecstatic

trances by the priest class.

The rest of the culture is centered on this. Education is focused on the best ways to steal, find, and maintain riches. Songs are usually instructional. Courtships are bare and intend to produce couples that can compliment one another in their duty to pass through the Great Tunnel into the Peaceful Deep. Joy is found in the soft glow of riches alone, although dwarves find some satisfaction when splitting the head open of a “surface-giant”.

## Dwarven Characters

You can follow the same guidelines for Brugs when developing Dwarves (page 27 in the core book).

Dwarves tend to have traditional fantasy weapons, although they will be modified and altered to assist them in their raids. Favored weapons include axes, picks, shovels, and hammers. Armor also runs the traditional gamut. Favored armor includes thin stone shells, chain mail, and lizard leather. Additional items include carts, sacks, helmets, shields, horns, and pet lizards.

## Dwarven Tactics

Bubbling up from the deep, dwarves are patient and cunning. They will find a target with an appropriate amount of riches and treasure (any barbarian stronghold). Next, they will determine the best way to get those items. It might be outright assault, perhaps starting by ambushing outlying patrols or guards. Other tactics include tunneling beneath the stronghold or squeezing through small cracks to reach the piles of loot. Dwarves will also setup camps and mines, places to ferry their finds back and forth. If needed, a great host of dwarves can assemble to face a direct threat in such an instance.

Some barbarians might choose to follow dwarves into their subterranean homes, although such an action is completely dangerous and insane. Of course, this makes it all the more likely barbarians will do it. Dwarven cities, homes, fortresses, and tunnels are carved out of rock. They are probably impenetrable for large humans, but they are brimming with riches and treasure. In fact, some whisper that the priests



even keep a large cavern for the dedication of the donated wealth – could this be the greatest find in the history of barbarian civilization?

## Example Dwarves:

### Groan Stone

#### Dwarven Explorer & Plunderer

Smash – 8 / Throw – 5  
Feet – 8 / Craftiness – 5  
Contemplating – 5

Guts: 36 / Grit: 13

Items:

Ice Cold Hammer (4)

Helmet of My Dwarven Grandfather's  
Grandfather (3)

Horn of Withering Complaints (2)

### General Seg Gutegug

#### A Notorious Female Dwarf & Military Leader

Smash – 10 / Throw – 5  
Feet – 8 / Craftiness – 10  
Contemplating – 8

Guts: 50 / Grit: 16

Items:

Impossibly Blunt Club (5)

Lizard Skin Armor of Pure Functionality (4)

Book of Secret Military Plans (3)

Shoes of Wisdom (2)

### A Regular Dwarf

Smash – 5 / Throw – 4  
Feet – 5 / Craftiness – 3  
Contemplating – 3

Guts: 24 / Grit: 8

Items:

An Average Dwarven Axe (2)

### A Priestly Dwarf

Smash – 3 / Throw – 3  
Feet – 5 / Craftiness – 5  
Contemplating – 7

Guts: 22 / Grit: 12

Items:

Sack of Priestly Greediness (5)

Amulet of Sudden Light (2)

