



Dwarf Campaign
Characters

Dwarf Campaign Characters

Edited by Tommi Gustafsson

Characters by Tommi Gustafsson, Janne Gustafsson, and Mikko Kangas

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Editor's Notes:

Playable heroes' in-game sounds may also need to be revoiced. These dialogues lines are not, however, included in this document. The following heroes are playable:

- Chapter 1: Buri Frostbeard, Jinto Reedwine, and Yip-Horf
- Chapter 2: Erogin Earthstorm, Theodin Rockheart, Gna'ruul, and Tyrin Thunderbeard
- Chapter 3: Tollusek the Black, Bark Sharpnose, Thorp Blackpaw, and Philiastrasza

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Contact Information:

Internet site: <http://www.dwarfcampaign.com/>
Editor's e-mail: Tommi.Gustafsson@dwarfcampaign.com
Discussion Forum: <http://www.dwarfcampaign.com/forum/viewforum.php?f=19>



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Characters

1 Chapter 1: Defenders of Dwarvenkind

1.1 Major Characters

Andun Silverbeard, the Custodian of the Vault

Race & Gender: Dwarf male

Voice: Elderly male, Scottish accent (*see samples*)

Occupation: High Priest of Dûm Atur, Custodian of the Vault of the Dwarven Kings

Location: Dûm Atur

Alignment: Lawful Good

Favorite Color: White

Quote: *"The ancestors are growing restless!"*

Personality: Pious and stern

Background: Andun Silverbeard is high priest at Dûm Atur. He takes care of the Vault of the Dwarven Kings and performs spiritual ceremonies. *His Reverence Silverbeard* is known as one of the staunchest and wisest of dwarven priests.

Audition Line: Scene 1-3: *"Do what you can, King Buri. It has already been some time since we received the message of the reinforcements' departure. But it is a long way from Ironforge to here."*

Picture: See the dwarf picture in Minor Characters.



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Buri Frostbeard, the Mountain King

Race & Gender: Dwarf male

Voice: Middle-aged male, Scottish accent (*see samples*)

Occupation: King of Dûm Atur

Location: Dûm Atur

Alignment: Lawful Good

Favorite Color: Gold

Quote: *"Now, face the hammer of dwarven justice!"*

Personality: Determined and steadfast

Background: Buri Frostbeard, King of Dûm Atur, holds a hereditary position that has been passed down in his family for generations. Despite he takes his responsibilities very seriously, King Frostbeard is liked by his subordinates for his determination and leadership abilities.

Audition Lines: Scene 1-3: *"Let us waste no more time! We have to gather all our forces and do as the ancestors wished! Andun, you remain here and perform your duties as the Custodian of the Vault."*

Scene 1-21: *"This is most peculiar! This piece of masonry has inscriptions in an ancient Dwarven dialect. It looks like it has been a part of a Dwarven temple centuries ago. I wonder where it is from..."*

Picture: See the dwarf picture in Minor Characters.



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Jinto Reedwine, the Pandaren Brewmaster

Race & Gender: Pandaren male

Voice: Middle-aged male, Chinese accent (*see samples*)

Occupation: Brewmaster and gentleman adventurer

Location: Staying at Dûm Atur

Alignment: Neutral Good

Favorite Color: Black. No! White!

Quote: *"I seek enlightenment in the world of spirits."*

Personality: Polite, jolly, and cultivated

Background: A traveling nobleman from the Pandaren empire, Jinto Reedwine is on a journey of discovery, seeking the best spirits that the foreign lands have to offer. He revels in traditional Pandaren knowledge and often quotes his favorite book, *"Spirit of War"* by Mojo Stormstout.

Audition Lines: Scene 1-17: *"I recall the legendary Pandaren Brewmaster Mojo Stormstout discussing a situation like this in his classic work "Spirit of War." He wrote:"*

Scene 1-17: "When the enemy is far away but tries to provoke hostilities, he wants you to move forward. If his position is accessible, it is because that is advantageous to him."



*Pandaren brewmaster in action
by Leonid Kozienko*

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Characters

Malbodion, the Doomlord

Race & Gender: Demon (doomguard) male

Voice: Middle-aged male, demonic accent (*samples from other demons provided*)

Occupation: Military Commander

Location: The Undead Scourge, Khaz Modan

Alignment: Chaotic Evil

Favorite Color: Crimson

Quote: *"What is your bidding, master?"*

Personality: Confident, vengeful, and angry

Background: Malbodion once served the Burning Legion as the commander of the most feared battalion of doomguards. Now he seeks to avenge his master, Archimonde the Defiler, the General of the Burning Legion, who was slain at the battle of Mount Hyjal. Malbodion has allied with the undead scourge and has sworn to cleanse lands of all the races who contributed to the fall of his master.

Audition Lines: Scene 1-2: *"Tremble dwarves! The day of reckoning has come! Soon the tortured souls of your ancestors will pledge allegiance to the Scourge, and so shall you!"*

Scene 1-39: *"Yes, at last! I can now corrupt the spirits of the Dwarven kings! Darkness shall henceforth reign in this land!"*



Malbodion preparing for the invasion of Dûm Atur

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Characters

Modi Stonerunner, the Dwarven Scout Captain

Race & Gender: Dwarf male

Voice: Middle-aged male, Scottish accent (*see samples*)

Occupation: Scout Captain

Location: Dûm Atur

Alignment: Lawful Good

Favorite Color: Grey

Quote: *"I have some really alarming news this time!"*

Personality: Curious, suspicious, and talkative (for a dwarf)

Background: Modi Stonerunner commands the scout forces at Dûm Atur. He is responsible for all intelligence operations, and he reports directly to King Buri Frostbeard. His knowledge of current affairs is unparalleled among dwarves, be it fact, rumor, or speculation.

Audition Line: Scene 1-16: *"King Buri, I bring alarming news from our scouts outside the stronghold!"*

Picture: See the dwarf picture in Minor Characters.



Dwarf Campaign

Characters

Ner'zhul, the Lich King

Race & Gender: Lich male

Voice: Ancient male (*see samples; his voicing should be improved over Blizzard's level*)

Occupation: Dark Lord of the Undead Scourge

Location: The Frozen Throne, Icecrown Glacier

Alignment: Lawful Evil

Favorite Color: Black

Quote: *"Everything has transpired exactly as I have foreseen!"*

Personality: The rule of the Lich King over the undead scourge is absolute, and any rebellion, be it even as small as a hint at questioning his decisions, is ruthlessly crushed. He aims at scouring all living races from the face of Azeroth and binding their bodies and spirits into eternal servitude under his iron will.

Background: The Lich King, a wraith-like being of unprecedented psionic and necromantic powers, is trapped inside the Frozen Throne of Icecrown Glacier. From there, he commands the Scourge, a vast undead army that has conquered the lands of Lordaeron, Dalaran, and Quel'Thalas.

Audition Line: Scene 1-36: *"You have done well, my servant. The power you requested has been granted. Once you have completed this little errand for me, I have greater tasks for you. You and your fellow Doomlords can soon expect to replace those troublesome Dreadlords as my main demonic allies."*

(Note: This is the only line for the Lich King in this chapter. However, due to the importance of this character, he is classified as a major character here.)

Picture: None. The Lich King is not physically present in the campaign.



Dwarf Campaign

Characters

Yip-Horf, the Kobold Champion

Race & Gender: Kobold male

Voice: Middle-aged male
(Note: kobolds speak in a squeaky voice, but Yip-Horf is a very exceptional heroic kobold and probably should be given a less silly voice.)

Occupation: Champion of Naúrathdur

Location: Caverns in the Sewers of Dûm Atur

Alignment: Lawful Neutral

Favorite Color: Brown

Quote: *"Be gone or be slain!"*

Personality: As an ageless champion, Yip-Horf has little concern for regular kobolds, who he perceives as cannon fodder. He is arrogant but not overconfident. Knowing his power, he likes to send other people to carry out tasks for him and then reward them for their efforts.

Background: Yip-Horf is an ageless champion of Naúrathdur, the supreme deity of kobolds. As a gift from his deity, Yip-Horf carries the Mask of Death, a sacred kobold artifact that gives its wearer the power to leech life from opponents. Albeit a kobold, Yip-Horf is a deadly adversary in combat, a surprise that has cost lives of many who have been foolish enough to challenge him. For everything he is and has done, Yip-Horf is a legendary hero among kobolds.

Audition Line: Scene 1-23: *"So you came to challenge old Yip-Horf... But know this. I've journeyed Azeroth for centuries, slaying monsters far more dangerous than your pitiful gang of dwarves. Take my advice: Be gone or be slain!"*

(Note: Azeroth is the name of the world of Warcraft.)



Yip-Horf jumps in front of his throne

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1.2 Minor Characters

Cultists of the Undead Scourge

Cultists are humans who have joined the Cult of the Damned and worship the Lich King in hope of eternal life (or undeath).

Roles: Necromancers
Lead Acolyte
Other acolytes

Voice: Adult/middle-aged male
(see samples)

Audition Line: Lead Acolyte in Scene 1-36:

"Rejoice brothers! The Circle is nearly complete. Prepare yourselves for the final part of the ritual. Your long and faithful service will soon be rewarded. Hail Ner'zhul!"

(Note: It's worth knowing that the acolytes taking part in the ritual will be actually consumed by the powers of the Circle, and thus they end up dead. Perhaps they were seeking to end their suffering in life, but probably not...)



Dwarven Ancestral Spirits

Dwarven Ancestral Spirits are ghosts of the dead dwarven kings. In the dwarf campaign, the presence of the Lich King draws them back to the waking world where they send King Buri Frostbeard on a quest.

Voice: Ancient male, ghostly effects

Audition Line: Scene 1-3: *"Hear us, King Buri Frostbeard! In the old sewers... lie ancient weapons of great power... Seek them out... (with a grave, ghostly, advising voice)"*

(Note: This is the only dialogue line for dwarven ancestral spirits.)



Dwarves

Dwarves are short (4 feet tall) but stocky humanoids, who all have beards (not females, though, but there aren't any dwarf females around in the dwarf campaign). They have mastered the use of gunpowder in the world of Warcraft.



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There are several kinds of dwarves in the game. *Riflemen* are basic ranged units. *Mortar teams* offer more fire power and more range. *Mountain kings* are heroic warriors who rank very high within the dwarven hierarchy. Dwarves are able to build *gyrocopters* (*flying machines*) and *steam tanks* (*siege engines*), which are piloted by skilled dwarves.

Roles: Drunken Dwarves
Dwarven Captain
Dwarven Guard
Dwarven Mechanic
Dwarven Miner
Dwarven Smith

Voice: Middle-aged male, Scottish accent (*see samples*)

Audition Lines: Dwarven Captain in Scene 1-6: "*(Salutes) Your Highness, may I speak with you?*"
Dwarven Mechanic in Scene 1-15: "*Let me have a look... This is indeed a functional golem's power source. I wonder how it ended up in the sewers. Nevertheless, this will not take too much time.*"



Dwarves
by Panu Uomala

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Gnolls

Gnolls are fierce, canine humanoids, who fight with flails and crossbows. They vary greatly in size, full-grown gnolls being anything from 5 to 9 feet tall. Gnolls become “dwarves’ best friends” when the dwarf campaign develops. They are generally rather aggressive and often quarrel among themselves, but the ones encountered in the dwarf campaign are somewhat more civilized than regular gnolls.

There are several different kinds of gnolls. Regular *Gnolls* belong to the worker class and they are generally smaller and weaker than *Gnoll Brutes* and *Gnoll Overseers*, who belong to the warrior class. Gnoll wardens act as shamans of gnoll tribes, a role that is often taken by female gnolls. Gnoll poachers and assassins, who use crossbows to hunt and fight opponents, are predominantly male but also females exist among them.



Roles and Voices:

- **Gnoll:** Canine, young adult / adult male
- **Gnoll Brute:** Canine, young adult / adult male
- **Gnoll Overseer:** Canine, middle-aged male
- **Gnoll Poacher:** Canine, young adult / adult male or female
- **Gnoll Assassin:** Canine, young adult / adult male or female
- **Gnoll Warden:** Canine, adult female

Audition Line: Gnoll Brutes in Scene 1-10: “(Snarl...) Those undead slaughtered our whole tribe. (Snarl...) We gnolls are happy to help you rip the undead apart. (WOOF!)”

Note: Gnolls are very important in Chapters 2 and 3.



Gnoll Assassin



Gnoll Warden



Gnoll Overseer

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Goblins

Goblins are small greenish humanoids (3 feet tall), who are crafty and shrewd. They have an overwhelming interest in commerce and a strong curiosity about all things mechanical and/or explosive.

- Role:** Goblin arms dealers
- Voice:** Young/adult male with the Goblin accent (*see samples*)
- Audition Line:** Scene 1-7: "(Whispers) Your merchandise awaits. Open the gate quickly."



Golems

Golems are large (6 to 12 feet tall) mechanical constructs that have been animated by magic. They essentially serve as robots in the world of Warcraft. There are three kinds of battle golems, of which an Assault Golem is the largest and strongest.

- Roles:** Assault Golem
Golems
- Voice:** Mechanic, robot-like male
- Audition Line:** Golems in Scene 1-25: "(Dzzz...) You are not authorized to enter this area."



Ogres

Ogres are large, fat humanoids (7 or 8 feet tall), who haven't got much intelligence despite having two heads. One-headed ogres also exist, but they are not encountered in the dwarf campaign.

There are several kinds of ogres. Ogre lords, who wear a sturdy, grayish breast plate, are largest and most powerful. Ogre maulers are basic brutes. Blue-skinned ogre magi are wizards of ogre tribes, and they command dark magic, which sends warriors into terrible frenzy during combats.

Roles and Voices:

- **Ogre Lord:** Middle-aged male (*see samples*)
- **Ogre Mauler:** Adult male (*see samples*)



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- Audition Lines:** Ogre Lord (one head) in Scene 1-35: *"Shut up! Me angry! Me has no beer and bad, bad hangover!"*
- Ogre Lord (another head) in Scene 1-35: *"Me has bad hangover too! We has two bad hangovers!"*
- (Note: Ogre dialogue lines have grammatical mistakes on purpose.)



From left to right: Ogre Lord, Ogre Magi, and Ogre Mauler

1.3 Special Roles

Narrator

The voice in the prologue to the campaign.

Audition Line: *"Determined to stop the undead menace, High King Magni Bronzebeard is massing dwarven troops north to bolster the defenses of Stromgarde. This human kingdom is an old ally of Khaz Modan and the only thing that stands between the dwarven realm and the undead scourge. But the first assault on Khaz Modan comes from a completely different direction..."*