

Dwarf And Word of WarCraft

There are many races in the World of Warcraft. Alliance and Horde are two fractions of ten different races. Race determines the character's appearance, starting location, and initial skill set, called "racial traits". Dwarf race is consists in Alliance. There are many more races in Alliance like Humans, Night Elves, Gnomes and Draenei. Orcs, Tauren, Undead, Trolls and Blood Elves are consists in Horde. Draenei and Blood Elf characters were introduced in The Burning Crusade, and require that expansion in order to be created. There are two types of characters in the game- Player Characters (PCs, or simply "characters") and Non-Player Characters (NPCs). In addition to the ten playable races there are many NPC races including (but not limited to) Goblins, Ogres, Murlocs, and Naga.

The dwarves start in Coldridge Valley, an area of Dun Morogh closed off by mountains. Their capital city is Ironforge. Ironforge dwarves are stout and powerful, with short muscular bodies. Male dwarves tend to have long hair, and beards or facial hair often tied in ornate braids. Female dwarves also have sturdy muscular frames, but they are buxom and lack facial hair, despite the claims of some of the less educated sages of other races. The average dwarf stands between 4 feet and 5 feet in height and weighs between 140 to 160 pounds. They speak Common and Dwarvish. The dwarves of Ironforge are a proud, stern and determined people with streaks of kindness hidden under the gruff exteriors of their sturdy frames. Their love for battle, invention and exploration impels them ever forward to discover and unearth the mysteries of their heritage, educating them further about those who first created the dwarven race.

King of Ironforge is the Magni Bronzebeard. Muradin Bronzebeard is a younger brother of Magni, founding member of the Explorer's League. Brann Bronzebeard is youngest Bronzebeard brother, explorer. Princess of Ironforge, captive of the Dark Iron Empire is Moira Bronzebeard. Madoran Bronzebeard King of Ironforge during War of the Three Hammers. Father of Magni, Muradin, and Brann. Baelgun Flamebeard is Watcher of Doorward. Former second of Muradin's expedition. Leader of the Stormpike Expedition in Alterac Valley is Vanndar Stormpike.

The dwarves of Ironforge are an ancient race of robust humanoids that live beneath the snow-capped mountains of Khaz Modan. The dwarves have always been fast allies to the humans and they revel in the prospects of battle and storytelling alike. In past ages, the dwarves rarely left the safety of their mountain fortresses. However, when the call to battle sounded they rose up to defend their friends and allies with unmatched courage and valor. While the dwarves of Ironforge appreciate the fighting skill of the Horde, it is with grim eyes that they look upon the orcs and their allies, the trolls and the Forsaken. Although the dwarves have held dealings of commerce and diplomacy with the high elves, they keep the people of Quel'Thalas at an arm's distance. While the night elves may share the same allegiances, the dwarves look upon them with suspicion and some trepidation. Humans, however, are the staunch and constant allies of the dwarven people and find welcome, favor and kindness when in dwarven lands.

The stoic dwarves of Ironforge spent countless generations mining treasures from deep within the earth. Secure in their impregnable stronghold of Ironforge Mountain, the dwarves rarely ventured beyond the wintry peaks of Dun Morogh. Even so, when the orcs invaded Azeroth and set out to conquer the human, elven, and dwarven lands, the dwarves offered to join the Grand Alliance. The resilient and ingenious dwarves proved to be the backbone of the Alliance forces and helped usher in victory after victory. The Titans created the earthen to help shape the world of Azeroth after they were gone. When the Well of Eternity imploded, causing the Sundering, the earthen were deeply affected, feeling the pain of the earth as if it were their own. They retreated to the places of their origin - the Titan cities of Uldum, Uldaman, and Ulduar - and hibernated for almost eight thousand years. When they awoke, they found that their powers over stone and earth had waned and their rocky hide had softened to smooth skin. Those who had awoke from Uldaman migrated to the snowy mountains of Dun Morogh and built the city of Ironforge.

The dwarves of Ironforge were divided into three factions- The Ironforge Clan (Bronzebeard Clan) who controlled the city, the Wildhammer Clan who controlled the foothills the mountain, and the Dark Iron Clan who lived in the shadows of the mountain.

Recently the dwarves unearthed a series of ruins that held the key to the secrets of their lost heritage. Driven to discover the truth about his people's fabled origins, King Magni Bronzebeard ordered that the dwarves shift their industry from mining and engineering to that of archaeology. Magni helped to create the famed Explorer's Guild of Ironforge, a group utterly devoted to plumbing the secrets of the ancient world and delving out the truth of the dwarves' fabled existence. An integral part of the Grand Alliance, the rugged dwarven armies have been called away to battle the merciless Horde in faraway lands. In these perilous times, the defense of the mountain kingdom falls to brave dwarves like you. The spirits of the dwarven kings watch over you, and the very mountains are your strength. The future of your people is in your hands.

Dwarven priests deliver the message of the Light to their people. They share this faith with humanity and uphold its precepts and teachings. Some dwarves have recently taken to investigating the past and discovered that the Titans themselves were godlike beings. No one has yet begun worshipping the Titans as gods, for it would seem that the Light prevails over the reverence for the dwarves' own progenitors.

About the Author

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