

Gokher Wraitharm

Mountain Dwarf. Warrior. Warchief. Vampire Slayer.

Born around 1473 A.W. in the great dwarven stronghold of Thonfaldihr, Gokher Wraitharm rose from humble roots to become a name whispered in awe across the Iron Valleys and beyond. Son of Yudramli and Dilla Wraitharm, he was forged by the trials of clan life, deep tunnels, and ancient rivalries. Known by many as simply *Gok*, he bore titles such as the Warchief of Thonfaldihr and—more mysteriously—*Amvoros*, a name tied to dwarven legend.

Short, stocky, and carved of pure muscle, Gokher stood only four feet tall but had a presence that filled halls. His long, golden-blond beard shimmered like divine-forged metal, a mark of pride as well as intimidation. His piercing blue eyes turned stormy when battle called, and battle called often.

Gokher's legend was sealed when he helped bring down the first vampire, Count Strahd von Zarovich. As a current member of **The Lightbringers**, he continues to act where others hesitate, wielding brute force and burning conviction instead of spells or subtlety.

Blunt, loyal, and deeply devoted to his kin, Gokher's rage in battle was the stuff of song. He distrusted magic, despised spellcasters, and lived by the strength of his arms and the grit of his ancestors. His love for dwarvenkind knew no bounds—other races, in his eyes, were allies only so far as they aided the dwarves.

- [Gokher's general stats](#)
- [Growing up in Thonfaldihr](#)
- [First adventure in the sunless citadel](#)
- [The hunt for clarent](#)
- [Resurrection](#)
- [Beogh And The Great War](#)

Gokhers general stats



Gokher Wraitharm

Aliases

Gok, Previous Warchief of Thonfaldihr, Amvoros

Species

Mountain dwarf

Gender

Male

Birthplace

Thonfaldihr

Affiliation

The Lightbringers, Thonfaldihr

Death Date

16th of Kingsbane, 1570 A.W.

Growing up in Thonfaldihr

The city Thonfaldihr was run by Gokher and his assistance from 1500 till 1569. In this time Gokher was known by his people to always try and protect and free the dwarfs. There have been many complaints about Gokher's investments where most of the town's gold was invested in taverns and inns. The left overs were used to pay the small army they had.



Gokher was mostly a general and leader in his army he was known by his men for brutally murdering his enemies. He would often scream "Beogh!" (Dwarvish for kneel) before killing them. This would mostly scare his enemies and inspire his allies. He mostly tried to fight the orcs because of his hatred for them.

First adventure in the sunless citadel

Gokher was traveling to the lands of Ibra to for fill his fathers which was to let the humans know about the dwarven problems that are happening in Grirum. Gokher got captured by goblins with some other people later to be his group of The Lightbringers. The group got saved by some humans and went to a place called the sunless citadel looking for revenge. Gokher felt embarrassed being captured by goblins and wanted to kill all of them so no one could tell anyone about the embarrassing capture. Gokher got to know the group more here and learned about more of the relligions that are in the realm. Daevalur Sunmeadow showed Gokher that he got a special gift from his god called Khorne. He did say he had to sacrifice blood of people to gain his powers. Gokher did not mind this but only if he did it to Gokhers enemies and not innocent people on the streets.



In the sunless citadel Gokher used his aggressiveness to kill most of his enemies this by running towards them and trying to hit them in the head with his hammer Beogh, Hammer of Origin. The group captured a pair of goblins and tried to use them to guide their way through the citadel after a while they realized the goblins were lying and they killed them. In the citadel they came to know there was one leader of the goblins Belak. The group realised the only way of finishing his madness

was to kill him. Gokher fueled by his hatred for magicians he went into a frenzy and tried to kill the wizard. In the fight against the wizard one of his allies Philipé went down. Gokher normally did not help people other than dwarfs but now decided that this human life was worth saving and used his healers kit to save Philipé's life.

After leaving the Citadel they saw that Oakhurst was under attack. In this attack the group tried to save the owner of the tavern they stayed at. He was killed by a knight from the elves' army. Gokher hit the knight in the balls with a morningstar and killed him. In the owner's dying moments he gave a letter to the group that was intended for the king of the city of order. The group delivered the letter and received a quest from the king to retrieve a magical sword called Clarent.

The hunt for clarent

After the group got the quest to retrieve Clarent the mage assistant of the king Orphior Thadali gave each member of the group a ring. This ring so that Orphior and the king could keep an eye on the group after the tavern fight that Gokher started. The king promised the group "kings rewards" after retrieving the sword.

The king send the group to Doveport where they met a informant who first asked for help to kick out some thieves who stole gold and alcohol from villagers. The group went to the group they introduced themselves as the Vistani. Gokher was ready to attack them if they stole from him but the Vistani offerd they would leave and bring them to Clarent. At first Gokher did not trust them but seeming that the Vistani were the only clue to the sword they had the group decided to agree.

They got brought to a place called Dalgenen. Gokher was impressed by that the sun was fully blocked out but could get easily used to it due to living in a mountain all of his life. The group got their fortune told by one of Vistani members. This fortune got told that it was the only way of achieving our goal of retrieving Clarent. Daevalur Sunmeadow had to draw 5 cards for the group each card resembling something the group should be searching for. The cards had the following descriptions.

“ This card tells of history. Knowledge of the ancient will help you better understand your enemy. I see a nest of ravens. There you will find the prize.

“ This card tells of a powerful force for good and protection, a holy symbol of great hope. I see a dark room full of bottles. It is the tomb of a guild member.

“ This is a card of power and strength. It tells of a weapon of vengeance: a sword of sunlight. I see a sleeping prince, a servant of light and the brother of darkness. The treasure lies with him.

“ This card sheds light on one who will help you greatly in the battle against darkness Look for an entertaining man with a monkey. This man is more than he seems.

Your enemy is a creature of darkness, whose powers are beyond mortality. This card will lead you to him! He lurks in the darkness where the morning light once shone - a sacred place.

After getting their fortunes told the group decided to travel to a town called Dalgenen. Here they met one of many vampires who was held hostage by the local priest 'Donavich Moldovar'. Donavich explained that the vampire was his son and he would try anything to save him. Samael, Deavalur and Gokher decided to sneakily inspect what the vampire was like. After entering the basement where the vampire was the vampire instantly attacked them. Donavich tried to save him by healing him but it was too late and Gokher had already killed him. After seeing Donavich trying to heal his son Samael went into a rage where he only wanted to kill him. Philipé stopped him by knocking him out. After it was also noticed that "Deavalur" also did not like Donavich's actions. Gokher decided the only way to keep Donavich safe was to lock him in a room with Gokher where they could both sleep. Gokher wanted to be sure no one could enter through the door if someone did Gokher would attack them even if it was one of his allies. The next morning the group decided they were okay with Donavich and Donavich wanted to join the group on their adventure to redeem himself from his mistake.

After going out of the town the ruler of the region Count Strahd von Zarovich decided to abduct one of the group members Philipé. Gokher was annoyed that someone could just come in and abduct someone just like that. Gokher wanted to do everything to save his friend but released Strahd was too big of a match for him for now. Shortly after a mercenary Bulgar wanted to join the group but decided later to leave again after not being paid. Shortly after Bulgar a Gnome Baldur wanted to join the group because he had nobody else after his group was slain by Strahd.

When the group was in the region for a bit longer they got attacked again by Count Strahd von Zarovich. He was mad that the group let his only love Irina escape Dalgenen through a magical pool. In the attack one of Gokhers allies Samael Morningstar was slain by Strahd von Zarovich. Donavich was also slain by Deavalur who was controlled by Strahd's magic. Gokher at first did not understand the magic Deavalur was controlled by but later he understood. Gokher did not feel bad for Samael's death mostly because he could already see that Samael's death looked inevitable. After the battle the "abbot" came and resurrected Donavich but refused to resurrect someone who was directly slain by Strahd. The group decided to burry Samael on holy ground so he wouldn't become a vampire. The group also decided to call themselves the lightbringers in honor of Samael Morningstar. Shortly after they met a Paladin who wanted to join the group Caedric Vindae. The group accepted because he shared the same goal as the group had, kill Strahd von Zarovich.



The group decided to help a winery where they had to retrieve gems for them to get the wine going again for the region. The winery explained the wine was one of the only things to keep the people happy in the region because there was not much to live for. While looking for the gems the

group encountered multiple enemies a few notable ones are Baba Lysaga and Wintersplinter. Gokher got killed by Wintersplinter but was later resurrected by the Eboth in trade of Baldur's life under Strahd's command. Gokher will always be thankful of Baldur's sacrifice for his life. Shortly after Baldur's death a new cleric wanted to join the group Reed Tealeaf.

After killing these allies of Strahd there was only one thing left for them to do kill count Strahd von Zarovich. Gokher decided he wanted revenge for his friend Philipé and retrieve the sword Clarent to strength himself. Gokher got into a frenzy rage first moment he saw Strahd. Gokher got also hasted by Vulmar Ventris which helpt him chase Strahd through the walls. Gokher dealt great damage to Strahd with help of Beogh but died when Strahd transformed into a t-rex.

Resurrection

In Gokher's death Gokher went to a strange land where most he would be doing was just fighting, he would never feel the need to eat or drink just to fight. Whenever he died in the lands he woke up what felt for him a little bit later. After dying for the third time Gokher suddenly woke up in a church feeling quite hungry suddenly and also tired something he didn't have while he was dead. He was greeted by his good friends Reed and Deavelur. Gokher was very thankful for the priest who resurrected him. He came to know that Strahd was slain and Clarent was retrieved to king "Hillingham." Gokher realised that his reward then would still be waiting for him and wanted to go back to the city of order to get it. He said a final goodbye to Deavelur but did not get the opportunity to get to say goodbye to Reed, because he was teleported.

Beogh And The Great War

Gokher got Beogh from his father Yudramli as a present when he became 12 years old. It was a tradition in his family that the hammer would always go to the oldest child. The hammer got its name by Gokher who named it because of his aggressive nature against others. Gokher got taught by his father that this hammer was always very valuable and to never ever lose it. His father wouldn't tell why exactly this was but Gokher did understand it was important for the family.

Gokher's mother was worried for a while with Gokher's obsession for Beogh he would sleep with the hammer in bed and would never lend it out to anybody. Gokher told his mother that there were no worries for it he just wanted the hammer to be safe so he could pass it down to the next family member. Altho his mother did not believe him she also couldn't change him of his habit of sleeping with the hammer so she just accepted it.

While traveling Gokher killed many people with Beogh something he sees as a great pride to his clan and family as a display of power. While travelling he at one point got a reward from king ""Hillingham"" where he could choose to enchant Beogh, of course after Gokher got resurrected he instantly wanted to get Beogh enchanted. Through some trouble he did get back to the city of order and asked Orphior Thadali for his reward. Orphior lead him to Garwick Xannan. Garwick instantly recognised that Beogh was something that held far more power than just a regular hammer. He spoke some words Gokher didn't understand and the hammer started to crack open and slowly pulse Gold magic. He explained to Gokher that Beogh is the Hammer of Origin. Gokher rememberd that this is a hammer that is a myth that dwarves used to tell their kids. After some convincing Garwick managed to keep the hammer for a couple of months to research it further. Gokher said he wanted the hammer back after he would be done in the war which would approximately be 2 months. Orphior helped Gokher get back to Thonfaldir and said he would message him when the 2 months were up.

In Thonfaldir Gokher talked to some old friends and family but quickly after went to war. During the war Gokher learned that Nemulihm had already been captured by Eldas forces a great loss for the dwarves because it has the richest veins of Adamantine. He also learned the city of was Clan Ashenforge a clan mostly known for their mining skills. In war he went with Hagwin Adwenys, an elf officer in the Anaar army to defend the small town of Gog Ulihm, a town with rich iron veins. In war Gokher got taught the defensive tactics used by dwarves and the offensive tactics used by eldas and sielat. Gokher fought in the siege of Gog Ulihm, and won by flanking enemy with Befrik Pebbleheart who was from Gog Ulihm. Used lizardriders as cavalry to plow into the enemys backline. Gokher eventually fought in multiple sieges, notably Kharnam. Gokher saw his first Hellfire Engine there and the destructive capability it had, losing the siege and ushering refugees to the near citadel of Mambadir. He fought there again and succeeded in fending off the attack. He returned to the Garwick after Orphior teleported him there to collect his hammer, and found out that it will improve over time, like all of the other Artifacts of Origination forged by Amvoros with Beogh.