

'Warcraft' to memorialize Williams as character

August 14 2014, by Derrik J. Lang



In this April 21, 1996 file photo, Robin Williams reads "Stinky Cheese" to a group of children during a special children's program at the new main library in San Francisco. Williams helped inaugurate the city's new library by reading stories to the children. Williams was everywhere in San Francisco, it seemed, as he made a place for himself in the everyday fabric of a city where he once said he passed for normal. (AP Photo/San Francisco Examiner, Bob McLeod, File)

Robin Williams' spirit will live on in the virtual world of Azeroth.

The lead designer of the online role-playing video game "World of Warcraft" said Thursday that Blizzard Entertainment is planning to create a non-playable character inspired by the actor, comedian and avid gamer.

Williams was found dead on Monday of an apparent suicide at the age of 63.

The "Mrs. Doubtfire" and "Aladdin" star was a notable fan of the popular fantasy series. "World of Warcraft" is currently played online by about 6.8 million people.

"World of Warcraft" lead designer Ion Hazzikostas says the character will either be inspired by Williams or one of his famous roles.

The fifth expansion of the 10-year-old online game is set for release Nov. 13.

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