Warcraft 3 CYOA

Welcome to the world of Azeroth! This land is populated by varying races, some sentient and some not – but all are ferocious. The land is sundered into three continents; Northrend, home to the undead and their Lich King; Kalimdor, home to night elves, orcs, trolls, and tauren; and the Eastern Kingdoms, home to humans, high elves, and soon undead. All types of environments may be found within the three continents. During your stay here the interdimensional demon horde known as the Burning Legion will invade Azeroth; soon after their harbinger and puppets, the undead Scourge, will break free from their control and truly devastate the world of humans and high elves. You will be placed 5 years before the events of Warcraft 3, and you are expected to survive for 10 years; a difficult challenge, but you will be given boons to help you survive.

You have 1000cp to spend.

Origin:

Roll 1d8+20 to determine your age, or pay 100cp to choose both age and gender.

1. Drop-In – you start off in your location with a week's worth of supplies and a small shack at the edge of civilization. While you have no new memories clouding your original personality, you have no friends or family either. Free

2. Soldier - You're tough, you're disciplined, you're a soldier. For all your life you've been trained in the art of war; you have plenty of war buddies and a family to return to. If you return. 50cp

3. Worker – You're no stranger to hard work, and in warzones, danger. Enemy armies will view you as a juicy target since you're so vital to your army's economy, but your own army will do their best to protect you. Typically you mine gold or harvest lumber, but really you can do any mundane craft that's easy to forget but always noticed when missing. 50cp

4. Scout – Maybe you like the frontier, or perhaps you're trying to avoid the worst of combat. You're a scout and as such you probe for enemy weaknesses and keep an eye for routes your army or the enemy army can take. Be careful out there, a lot of dangerous monsters lurk out of sight. 50cp

5. Researcher – Every army needs equipment to win, and you provide the goods. Whether it be making new materials for armor, more efficient crafting methods for swords, more defensible architecture, or developing entirely new spells, you've got a relatively cosy and intellectual job. 100cp

6. Spiritual leader – The high elves and trolls have their priests, the undead, humans, and goblins have their mages, the orcs and tauren their shamans, and the night elves their druids. You're seen as one of them, and it's your job to dispense wisdom and take a leadership role on the battlefield. You'll be well respected and liked in the community. 100cp

Race:

Choose your race.

1. Humans – Primarily located on the Eastern Kingdoms, humans are a versatile and hardworking race. Though they will soon suffer incredible losses from the Scourge, they do not give in to despair. Humans lead an alliance of High Elves, dwarves, and gnomes.

2. High Elves – Related to the night elves, this magically attuned race are fewer in number than humans but are proud of their magical ability. Soon after the events of the Burning Legion, many high elves will leave the humans and call themselves “blood elves”.

3. Orcs – Green skinned and hardy, this race quickly leaves the Eastern Kingdoms to settle in Kalimdor. While they have a troubled connection with the Burning Legion, their leader Thrall attempts to rein their bloodlust and lead the Orcs down a peaceful path.

4. Trolls – Trolls used to have sprawling empires across Kalimdor, but the Night Elves destroyed their kingdoms thousands of years ago. Trolls are known for their potent regeneration abilities and often serve as spear throwers for their allies, the Orcs.

5. Tauren – Large humanoid bulls, these powerful creatures can crush their enemies with incredible physical strength. They also have a connection to magic, serving as both frontline warriors and spirit walkers for their allies, the Orcs.

6. Goblins – A neutral, un-unified race found on every continent, the Goblins are a technologically advanced species that offer their services to the highest bidder. They have a penchant for explosives.

7. Night Elves – An ancient and incredibly loved lived species, some of their members have been alive for over 15,000 years. After nearly destroying the world from reckless magic, they have since delved into nature magic and seek balance with themselves and the world.

8. Undead – Under the control of the Lich King, the undead come in a variety of shapes, sizes, and levels of sentience. You however are allowed full control over your will and intelligence as an experiment of the Lich King. He expects you to serve him well, though eventually his power will temporarily wane and you may break free completely, joining the other free undead known as the Forsaken.

Locations:

Your location is determined by your starting race.

Stormwind [Human] – Stormwind is a large and powerful city on the Eastern Kingdoms. It is relatively safe from the troubles of the world, but there are still numerous dangers.

Theramore Isle [High Elf] – A human and high elf settlement on Kalimdor; it is fortified, but sees some warfare during your stay here.

Arathi Highlands [Orcs] – When you arrive on Azeroth the orcs are still living in the Arathi Highlands in the Eastern Kingdom. After some years they will sail to Kalimdor in a difficult journey, and construct a great city of their own.

Darkspear Isles [Trolls] – Your tribe of trolls reside here on an island off of Kalimdor. It is a place of great danger, but who knows what magical items reside here.

The Barrens [Tauren] – An inhospitable wasteland plagued by half human half horse centaurs, the Tauren make their home here on Kalimdor. You won't know much of luxury, but you will have a clan to keep you relatively safe.

Ashenvale [Night Elf] – An ancient forest situated in Kalimdor. The elves have lived here for millennia in harmony with nature, but soon the orcs will encroach on your land and chop down much of the forest.

Northrend [Undead] – Only the hardiest of creatures can survive in the wastes of Northrend, but as an undead you do not mind the cold or lack of food. The Lich King will send you to the Eastern Kingdoms in a few years to spread the Scourge's plague and infect much of the human kingdoms.

Your choice [Goblin] – You may choose to reside anywhere except Northrend, and the people there will treat you with respect if you pull your own weight.

Powers & Abilities:

100cp – Devotion Aura, free Human. You emit an aura that modestly increases the defense of you and your allies.

100cp – Energy Resistance, free High Elf. Your body is able to resist energy and magical attacks more effectively.

100cp - Toughnes, free Orc. You're able to soak up more damage and survive.

100cp – Cellular Regeneration, free Troll. While you're not able to soak up more damage, you regenerate the damage you've taken much faster.

100cp – Bestial Might, free Tauren. Your strength is increased to the point that you can dominate a normal athlete.

100cp – Eyes of the Moon, free Night Elves. Your vision is enhanced; you notice movement and details better, and you gain night vision.

100cp – Explosive Tinkering, free Goblins. You gain a gut feeling on how to work with and improve explosives.

100cp – Unholy Rites, free Undead. By ritually sacrificing a sentient creature, you can raise them as an unliving shade. Shades are near invisible, levitate quickly, and make excellent spies or scouts, though they can barely interact with the world and cannot attack. You may have 7 at once.

300cp – Barriers of Light, discount Human. With pure will you are able to construct barriers that protect you or an ally, absorbing a certain amount of force.

300cp – Siphon Energy, discount High Elf. By concentrating you are able to absorb a decent amount of energy from an opponent to refill your own.

300cp – Bloodlust, discount Orc. With a howling cry, you grow in size and fury. Your attack and movement speed increase momentarily.

300cp – Serpent Wards, discount Troll. With a short command you are able to place offensive wards on the ground, walls or ceilings. These wards take the form of a cobra that spit minor energy to damage enemies. Excellent for harassing or flanking opponents, 3 serpent wards may be used at a time.

300cp – Spirit Link, discount Tauren. You are able to link you and or willing allies together in a spirit chain. Any damage taken by one of you is equally distributed to everyone in the chain. Max distance for the chain is 100 feet.

300cp – Mechanical Tinkering, discount Goblin. Your gut feeling extends to machines, and you get a sense of how to build and improve machines. For pure cosmetic effect, you may also turn machines into clockwork contraptions.

300cp – Faire Fire, discount Night Elf. A near instant spell allows you to weaken an enemy's defenses and slightly blur their vision. While it can only effect one enemy at a time, this spell requires little energy to cast.

300cp – Living Statue, discount Undead. By pouring the blood of an unwilling sentient creature in a ritualized fashion, a stone gargoyle springs from the ground to serve you. The gargoyles may fly despite being made of stone, have vicious talons and fangs, and may turn immobile in exchange for rapid regeneration. You may have 5 gargoyles at once.

600cp – Mass Teleport, discount Human. By concentrating on a clear mental image of where you want to be, you may teleport yourself and any allies to that location. While powerful, the effect is draining.

600cp – Summon Phoenix, discount High Elf. An intricate circle of flame appears at will, and from that circle rises a large and powerful pet phoenix. The phoenix is resistant to energy and magic and can breathe potent flames from its mouth. If your phoenix should die, you may resummon it any time after 24 hours. You can ride the phoenix.

600cp – Mirror Image, discount Orc. With the blessing of ancestors you are able to create a false image of yourself that last a very short amount of time. This is exceedingly useful as a diversionary tactic and makes it extremely difficult for opponents to keep track of where you really are.

600cp – Healing Ward, discount Troll. With another short command you are able to place a single healing ward on the ground in the form of a totem. This totem's aura boosts the regeneration of you and any allies, making your team much more difficult to take down as long as the totem is up.

600cp – Pulverize, discount Tauren. All of your melee attacks gain an additional area of effect component. A single swing of a rapier can, should you choose, damage multiple enemies around where you swing. This area of effect component also bypasses most armor.

600cp – Biochemical Tinkering, discount Goblin. Your gut feeling gets fairly advanced, and you gain an intuition on how to develop and manipulate organic compounds. Acids that dissolve flesh, poison gas that immobilizes enemies, even transmuting weaker enemies to gold – you can do it all.

600cp – Starfall, discount Night Elf. By beseeching the heavens you are able to summon a devastating shower of energy to rain on your enemies. This ability requires you to stand still while the effect is active, but the results cannot be denied.

600cp – Corpse Party, discount Undead. By both ritually sacrificing a sentient humanoid and pouring unwilling blood on a pile of corpses, the corpses animate and combine into a single terrifying abomination. The abomination is physically powerful, capable of soaking an enormous amount of damage, and makes a superb bodyguard. Two abominations may be active at once.

600cp - Storm, Earth, and Fire. Momentarily splits the user into three beings with differing personalities at 35% power each. Your split personalities have their abilities become elemental themed, and you naturally work together flawlessly.

600cp - Metamorphisis. Allows the user to temporarily transform into a powerful demon, increasing health and granting the ability to shoot energy blasts that bypass most mundane and weaker magical defenses.

800cp - Brilliance Aura. Increases you and your allies' regeneration of willpower, mana, or whatever the equivalent is.

Items:

50cp, Gold. You receive a small fortune of gold at the beginning of your journey.

50cp, x5 healing potions. Completely cures moderate wounds and turns severe wounds into moderate wounds.

50cp, Moonstone. When used during the day it blocks the sun for 10 minutes; when used during night it brightens the sky for 10 minutes. A moonstone is added to your Warehouse for every two jumps.

100cp, Belt of Giants. Noticeably increases your strength when worn.

100cp, Boots of Quel'Thalas. Noticeably increases your agility when worn.

150cp, Cloak of Flames. When worn, creates a shroud of fire around your body that damages anyone who goes near you

200cp, Gloves of Haste. Modestly increases the speed of your hands.

250cp, Orb of Darkness. When you kill an enemy, you may choose to have a decent minion rise

from its corpse to serve you for about a minute.

150cp, Ring of Protection. When you might not dodge a narrowly incoming attack, this ring nudges the probability of you dodging in your favor.

150cp, War Drums - When played to a fast rhythm, these enchanted drums empower all your allies to fight stronger and more skillfully.

300cp, Miniature Keep. When placed on the ground this miniature model quickly transforms into a large, defensible castle. You receive a new Miniature Keep each jump if you do not have one (no rollovers).

600cp, Mask of Death. With this item you absorb some health by damaging enemies, making you quite difficult to take down.

Drawbacks: You may take up to 600cp

Poor - You will always be cursed with finding less or lower quality material goods then you should, whether it be food, water, gold, lumber, or loot. +100cp

Exiled - Your home territory and race have exiled you to the wilderness with orders to kill you on sight if you return. Unfortunately for you, the wildernesses of Azeroth are typically bereft of resources and home to highly dangerous creatures. Watch your back, and good luck; the other races are unlikely to take you in. +200cp

Ire of the Lich King - You have somehow angered the Lich King, one of the most powerful rulers of Azeroth. The undead Scourge that will soon sweep across the land can sense your general location, and will send numerous forces against you. +300cp

Archimonde's Wrath - The Burning Legion that soon invades the realm believes you are a great

threat to them. They may sense your general location and will send few, but powerful, demonic warriors to slay you. +300cp

The Future:

After 10 years of surviving, all your drawbacks will be revoked and your false memories will no longer affect your personality should you choose. You will also be offered a choice.

1. Go home. Return back to Earth with all your powers and gear. Try not to break everything.

2. Stay here. By staying here in the world of Azeroth, you're given a bonus 1000cp! You can enjoy the rest of your days here.

3. Continue on. More adventure awaits you, and you're not done yet.