

Brewed up by Zaralann & MRTrueGnome
V.1.0

Greetings, Jumper. Up for a small war? Because you are going to Azeroth in the midst of the Second War, where the Old Horde led by Ogrim Doomhammer and the Alliance of Lordaeron led by Anduin Lothar, wage war for many years, ultimately ending with the Horde's defeat and Anduin's death.

You begin your time here, right as the tale of the Second War begins at whatever Location you have chosen for yourself, retaining your previous gender and age, unless you otherwise wish to change them.

*Here, take these **1,000 Choice Points** and venture forth.*

Drawbacks

[Tales Told and Retold]
(+0 CP)
There have been quite a few retcons and lore expansions since the release of Tides of Darkness. Perhaps you prefer the simpler, and truth be told safer, timeline of the first two games, with the future still unmapped and unknown. Or mayhaps you like the cosmic scale of current day Warcraft and would also like to incorporate the myriad of books and other supplementary material to the canon of this world.

[Shoes Too Big…]

(+0 CP)

Perhaps instead of starting as a relatively unknown, you desire to instead begin as one of the myriad of heroes and villains seen at this time. You may choose to reincarnate as one of the named characters of your chosen **Faction/Origin**.

[Quantity and Quality]

(+0 CP)

To pull back the curtain slightly, the hardware used during the creation of Tides of Darkness was far too primitive to handle the true scale of events you are about to witness. If you'd prefer to face these lesser numbers, you may choose so. But what all units lack in their reduced numbers, they more than make up for it with their increased abilities.

[A Longer Journey]

(+100 CP)

Though the Second War is over in less than a decade, perhaps you wish to witness the aftermath of it all, along with any repercussions that follow. Each time you take this, you extend your time here by a decade, but also extend the War itself by one year. It should be noted that, with very few exceptions, neither Humans nor Orcs can generally live beyond a century without the aid of Magic.

[For We Are Many…]

(+100 CP)

Craving for a challenge are we? I cannot think of any other reason for it. Each time this is purchased, the numbers of your enemy Faction's forces are increased by a multiplier of 1. So it goes from 1x; 2x; 3x; and so on.

[Of Few Words…]

(+100 CP)

Dear me, not the largest of vocabularies around, huh? Your speech has been limited to the lines spoken by whichever Faction/Origin you chose for yourself.

[*"Leeeeeeeeeeeeeroy!"*]
(+100 CP)
Took a wrong draught, perhaps? You and your companions lose all memories and records of any version of Azeroth for the duration of this jump and cannot regain them until then.

[In Chains…]
(+200 CP)
So, I'm sure how you ended up here, caged up within the capital of the enemy Faction. No one is quite sure actually. What we do know however, is that your teleportation/mover/any other ability that would help you to escape have been disabled and that you must escape through other means and return to your own people. Only after that will your power return in full.

[Old Age and Treachery]
(+200 CP)
Anduin Lothar, the Lion of Stormwind and one of the driving forces behind the Alliance's creation, is fated to one day die at the hands of Ogrim Doomhammer, near the tail-end of the Second War. You cannot let this happen. You must ensure that, while never hindering his movements nor controlling his mind, Anduin makes it through the Second War alive and until this jump ends, with the only acceptable death for him being old age, should you remain here for that long.

[Hammer's Fall]
(+200 CP)
Orgrim Doomhammer, the second Warchief of the Old Horde and the Wielder of the Doomhammer, is fated to lose the Second War and spend the rest of his days in shame, until dying in the arms of the young Thrall. Your mission, should you take this, is to ensure he survives until your jump ends, or fails, with the only acceptable death for him being old age, should you remain here for that long.

[Bleached Bones]

(+200 CP)

Gul'dan, The Great Betrayer and the Doom of the Orcs, will meet his end within the Tomb of Sargeras as a result of his hubris and ambition. Horrid though it may be to think, you must ensure he survives until the end of your jump ends or fails, with the only acceptable death being old age, should you remain here for that long.

[Exhaustion of the Land]

(+300 CP)

It is as if the land itself rejects you and yours, for whatever territory you hold or raid, seems to yield very little in any resources. Expect food rationing, poorly constructed buildings and shoddily made arms and armor within months. As a final insult, should you abandon a territory and one of your enemies claim it instead, then those areas become abundant in resources within a week and any reclamation attempts will see the resources once more withering away seemingly overnight.

[Trust Not Oneself…]

(+300 CP)

Something you may, or may not have actually done has caused your **Faction** to label you as a traitor. If this is true, or an actual spy choosing you as the perfect scapegoat, is up to you. If you wish to regain your former position, then you must do something very brave, very stupid and extremely dangerous, to prove yourself to your former **Faction**.

[No More Honor…]

(+300 CP)

You did something. Something bad. So bad in fact, that it still haunts you to this day in the form of relentless guilt. You have convinced yourself that the only way to redeem yourself is by committing increasingly reckless and almost suicidal acts, even if said redemption comes through death. No amount of Willpower-influencing Perks or other means can remove this guilt, it will remain a constant companion until your time here ends.

[Rotten Heart, Bright Eyes…]

(+300 CP)

Though many Orcs suffer from Bloodrage, you certainly take the cake when it comes to it, even if you lack any demon-blood in your veins. The only times your mind is not in a constant drive and desire for slaughter and brutal maiming, is right after committing said acts and even then, it is only a momentary fix.

[This is My Destiny…]

(+400 CP, **Old Horde** Exclusive)

Gul'dan, the foul betrayer, has decided to wash his hands from the Horde after awakening from his coma and has since fled to the Alliance, where he has spun a story painting him as a poor victim of the foul Horde, and has gained the trust of the Faction. In exchange he shares with them the many benefits he'd have given to the Horde in the original timeline, such as the Ogre-Mages and Death Knights. Perhaps the most devastating information he had however, are the myriad of knowledge he has of the Horde, which the Alliance will use to good effect. Should the Horde lose, then your Chain will end here.

[Divided We Stand…]

(+400, **Alliance of Lordaeron** Exclusive)

Due to a twist of fate, Anduin Lothar was unable to rally the divided human kingdoms under the Alliance's banner. Now each kingdom fights separately, infighting just as much of a danger as the Horde's military might. Allowing the Horde to win by destroying these warring kingdoms counts as a Chain-failure for you.

[Alone In The Dark…]

(+400 CP)

I am certain you are familiar with this: Your out-of-jump powers/perks have been removed, leaving you with only a Bodymod, should you have one, along with whatever perks and abilities you have purchased here.

[These Hands Will Never Hold Anything…]

(+400 CP)

And another one I'm sure you've seen before. Your out-of-jump items have been locked inside your warehouse, perhaps as a form of intervention by your

Jump-chan or Companions? Nonetheless, you will gain these back once your time here comes to an end.

[Every String Uncut…]

(+500 CP)

… Best start praying, Jumper. Then again, seeing as Gul'dan has gained access to your mind, able to see through your eyes and control your body like a puppet, I'm sure that would do nothing but amuse him. The only way to sever this connection is by slaying Gul'dan, but seeing as he has a hand on your controls, this will prove difficult at best.

[Every Debt Repaid…]

(+500 cp)

In the end, this war benefits no one, not the Alliance who will see their numbers reduced in great numbers, or the Horde who will face defeat and see their spirits crushed for decades to come. It is up to you, then, to see the swift end to this war. How swift? In the time it would have originally taken the Second War to end, you must see the end of all conflict between the Factions and bring peace between them, or your Chain comes to an end here.

[Every Back Unmarked…]

(+500 CP)

… Are we in Warcraft, or Game of Thrones? Because this level of treachery is simply mind boggling. Whichever **Faction** you are a part of suffers from constant traitors, with the **Alliance** having traitors over the entire social ladder who think siding with the Horde is a far better idea. Meanwhile, the **Horde** is filled to the brim with constant infight and backstabbing, assassination attempts on the Warchief are a daily occurrence and chaos seems to be brewing everywhere.

[Every Grave Already Dug…]

(+500 CP)

Have you heard the term '*Attrition Warfare*'? Because you are about to be on the receiving end of this. Whatever battle your forces take part in will see your side lose far more soldiers than your enemy, a whopping 1 enemy for 50 of your own. And should you fight alone, then you will face an endless horde as

a slain enemy is replaced by 50 more, the enemy quite literally able to drown you in bodies. The boost from **For We Are Many…** will add even more soldiers on top of the ones already spawned by multiplying the numbers after this Drawback is applied. Perhaps you should think a second more before taking both, lest you drown an entire kingdom under corpses.

[Wings of Retribution]
(+600 CP, **Old Horde** Exclusive)
You know of the saying about the best laid plans of mice and men? Well, in this case the mouse was Deathwing and the man was Zuluthed, as the latter failed to claim the Demon Soul and now Alexstraza has rallied the entirety of her Flight to wage brutal war against the Horde, forcing your forces to fight on two fronts.

[There Be Dragons]
(+600 CP, **Alliance of Lordaeron** Exclusive)
… It would seem Zuluthed exceeded all of Deathwing's expectations, for now the entirety of the Red Dragonflight flies under the Horde's banner, the Dragons no longer sandbagging their efforts in bringing destruction upon their foes. Perhaps most tragic of all is Alexstraza, who has been driven mad and corrupted by the **Demon Soul**, her now desiring nothing more than to bring death to all Life that opposes the Horde.

[The Absence of Darkness…]
(+600 CP, **Old Horde** Exclusive)
Good news, Gul'dan is dead. Bad news, he did it before he could share the secrets to creating Death Knights or Ogre-Mages. Worse than that, the humans have discovered the secrets to becoming Paladins and these will be far more dangerous and competent compared to their canon counterparts. If those were the ghosts of the Draenei come to haunt the Orcs, these new Paladins are the Draenei's vengeance brought forth from beyond the grave. The Horde must not lose, even under these dire circumstances, lest your Chain ends here.

[The Absence of Light…]
(+600 CP, **Alliance of Lordaeron** Exclusive)
Perhaps due to the manipulations of Gul'dan and his demonic allies, the

Alliance are never able to discover the secrets of the Paladins and are lesser for it, especially as the Death Knights shall appear at a far earlier point in time as the Horde's numbers and strength swell. Worst of all is perhaps the fact Gul'dan himself has seen an increase in power and will prove himself a near-apocalyptic threat if allowed to prepare properly. Despite these dark times, you cannot let the Alliance fall, lest your Chain end here in failure.

[As Foretold by Metzen...]

(+600 CP)

The future is uncertain but Azeroth is balancing on the brink and even a single grain of sand can make it finally plummet to its ultimate demise, the sole Timeline that was foretold to us was the path of blood and sacrifice that led through perils and tragedies towards survival. But now it is threatened by the presence of one unstable Element, *the one who should not exist*, the Jumper..., *you*. Based upon your previous actions Champions from the future that you can never reach or even glimpse will come alongside Adventurers most brave and skilled to restore order to the Timeline. For each change that altered the path of History in a meaningful way a new Champion, *whose future you either changed or stole*, and his Thirty-Nine Comrades will appear and will not yield until the end of your stay here. Always coming back, learning and adapting to your tactics and means that you used to repel them before. Almost as if they're trying to... *defeat a Raid Boss and their death is only a minor inconvenience for them*…

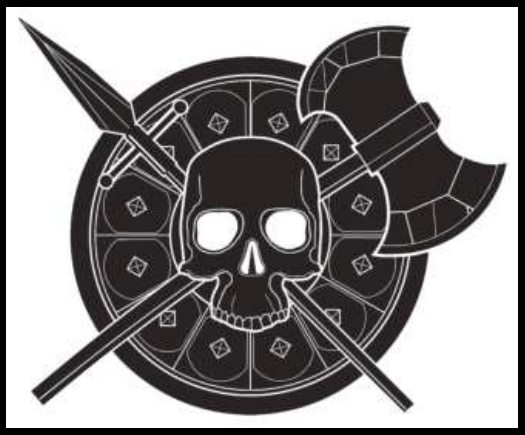
Factions

For whom do you fight for, the Alliance of Lordaeron, or the Old Horde?



[The Alliance]

The Alliance of Lordaeron shares some features with the Alliance that would bloom after the Third War, but make no mistake, this is still not the faction you know, if only because it is mostly made of the numerous **Humans**, while the crafty **Dwarves** and patient **High Elves** make up the minority of their forces. At least, until the Horde begin to make their way up north in force.



[The Horde]

This is not the Horde of Thrall's time, where multiple races came together to survive and thrive against a hostile world. No, this is a Horde built on Conquest and War, whose actions have led to the slaughter of countless innocents. Be you a savage **Orc** desiring combat, a cunning **Troll** hungering for revenge, or a brutish **Ogre** looking for meaning, you will be considered the Antagonists of this tale.

Origin

From the lowest of Peons, to the highest of Mages, all serve a purpose in their respective armies. Where do you land on the veritable totem pole?

[Peasant/Peon]

The backbone of all armies, your lot isn't to fight on the frontlines, but to ensure structures are built and repaired, keeping the fields full of food and whatever else your commander requires of you.

[Footman/Grunt]
Getting to the warriors proper, you aren't meant to be one of the elites of the battlefield, but rather the stable. You are a face among hundreds, a nameless cog of war who charges into battle with a warcry on your lips and a weapon in your hands.

[Elven Archer/Troll Axethrower]
(Requires **High Elf**/**Troll** Race)
You serve as one of the auxiliary forces of your faction. Seeing you in the frontlines means your side is either desperate, or your commander needs to be shot, preferably by you. You are the ranged support, raining death to opponents from far away, then disappearing from sight to repeat the process elsewhere.

[Knight/Ogre]
(**The Horde** requires **Ogre** race)
Conversely, where as the previous **Origin** was meant to be at the back of the army, you were meant to be at the front, cleaving enemies in two with weapons far better compared to your **Footman**/**Grunt** counterparts and soaking up far more damage, be it because of heavy armor, or because of a lot of fat and muscle on your body.

[Mage/Deathknight]
In a land of Magic, it makes only sense to have those who can cast it among the ranks of one's army. You are one of those who use magic, be it to rain destructive fire from the sky like one of the One Hundred come again, or to raise the dead as expendable troops for your side.

Location

Where do you begin during this campaign?

[Zul'Dare]
(Free for **Horde**, 100 CP for **Alliance**)
Perhaps once this island belonged to the Amani, but it has in recent times fallen to the Horde, who have turned it into a military base and will in time serve as the starting point for many an attack against human settlements

[Hillsbrad]
(Free for **Alliance**, 100 CP for **Horde**)
Despite the pleasant countryside image, Hillsbrad will be no stranger to war. Currently, it houses several refugees from the fallen kingdom of Stormwind and it is here that Anduin Lothar is gathering his forces for the first of many battles fought during the Second War.

Perks

General Perks

[Basic Competency]
(Free)
No matter what your **Origin** or **Faction** is, you will need to at least know the very basics of combat, should you wish to survive in the coming war. You are by no means a match for a fully trained warrior, but you at least know not to strike platemail with a sword, or won't indeed slash yourself with your weapon when attacking.

[Dragonkiller]
(300 CP)
Though the Dragonkiller label would only really come to exist after Gruul's bout with Deathwing and his Flight, it would be during the Second War that dragons would be fought on both sides. You can give Gruul a run for his money, for not only do your attacks, Spells, Effects and other Perks work more effectively against Dragons, you yourself are resistant against anything Dragon related, with this resistance growing the stronger you grow.

[Hero of the Second War]
(400 CP, **Capstone Booster**)
There would be several who distinguished themselves during the Second War, with you now counted among the likes of Turalyon, Alleria Windrunner, Orgrim

Doomhammer and Anduin Lothar. Your parameters gain a boost, throwing you to the peak of whatever race you are, along with boosting your learning and growth potential. You also benefit far more from actions such as training.

Peasant/Peon Perks
(Discounted for Peasants/Peons, with the 100 CP perk being Free)

[*"Ready to Serve."*/*"Ready to Work."*]
(100 CP)
It's a poor serf who does not know the ways of their trade. You have the basic understanding of the likes of lumbering, mining and building construction, making you a veteran in each field. You also have a far higher carry capacity when it comes to raw materials, or pure gold.

[*"Job's Done."*]
(200 CP, Discounted for **Peasants**)
Compared to the Horde, the Alliance's buildings are all built to last and to be pleasant to look at. One would then think that such quality would impact the construction speed, but thanks to people like you, that is no concern. You are able to build structures with such care that even some of the Dwarves look sloppy in comparison, while also ensuring your construction speed does not suffer for it. You won't be outbuilding the Horde, but keeping up with them is more than doable.

["*Work Complete.*"]
(200 CP, Discounted for **Peons**)
In comparison to the Alliance, the Horde's buildings look haphazard and poorly made and yet, they still endure just as well as the Alliance's, thanks to Peons like you. Your construction speed is simply ludicrous, able to construct several buildings in a small time frame. Thankfully, perhaps in part because of your familiarity with the structures in question, your quality is just as good as the Alliance's, even if your work is not aesthetically the most pleasing to look at.

[Repair]
(400 CP)
Structural damage to buildings is nothing new, especially during war. But sometimes this damage is internal, or missed by others. Your time spent building and repairing have given you an instinctual insight on how to fix structures, building and even machines and vehicles. With a glance you can tell the condition of such and can tell if they are damaged in any way. Though you won't receive active knowledge on how to fix things, you have a gut-feeling that tells you what can be used to fix the problem.

[Council of Seven Nations]
(600 CP, Discounted for **Peasant**)
Ah, so you are not a Peasant but a Lord! Indeed, you bear a Noble title and have been promoted to the position of Supreme Commander within the Alliance, and thankfully your logistical, tactical and combat knowledge have been updated to fit such a grand position. Whereas the **Warlord** focuses on the macroscale of combat, you focus more on micromanaging every little detail, ensuring your forces work like a well-oiled machine.
[Boosted]: Your forces now gain a boost to their combat prowess, general competence and discipline, physical abilities and some other things, with this boost scaling with your personal strength, physical, mental and magical combined.

[Warlord]
(600 CP, Discounted for **Peon**)
Lok'Tar, Warlord. Mayhaps once you were a mere Peon, but you have since ascended as the Chief of your own Clan and your command skills and understanding of logistics have gained a boost, and you already have several years worth of experience in both. You now have a personal awareness of personally claimed territory, a mental map of them forming in your mind through which you can command forces and cast spells upon said forces, preferably spells that bolster and fortify them.
[Boosted]: You have climbed the veritable totem pole to the highest rank, that of Warchief. The awareness now grows to encapsulate all of the Old Horde and you may now cast spells upon foes that stand on your territory.

Footman/Grunt Perks
(Discounted for Footman/Grunt, with the 100 CP perk being Free)

[“*Awaiting orders.”/”Your command, Master.*”]
(100 CP)
Though by no means the cream of the crop, all Footmen and Grunts have combat training and know the battle-doctrine of their Faction well enough to follow commands competently. You have been trained with either a sword (Alliance) or an axe (Horde) and bear the basic knowledge of warfare and the battle-doctrine of your Faction.

[“*At once, Sire.”*]
(200 CP, Discounted for **Footman**)
Regiments are not made of individuals, but are a collective whole where everyone contributes equally to success. Well, usually as with this perk you become a game changer. Your presence within any fighting force increases the skill, focus and experience of your comrades, with the effect scaling with the number of troops. The only thing to note is that this only works for forces directly with you and not, say, an army half a kingdom away.

[*“Lok’tar.”*]
(200 CP, Discounted for **Peon**)
While certainly not completely lacking in tactical thinking, most Grunts tend to default to the tried and true “hack until something dies” method of warfare. With you around, this becomes a more viable strategy, as whatever force you fight with sees an increase to their stamina, prowess and damage dealt, with this increasing the larger the group grows.

[Hardened and Battle-Worn]
(400 CP)
You’ve made it through several large battles relatively intact, and it shows. Your armor is far more durable, able to take about 40% more damage before it begins to break, while your weapons share in this durability and deal about as

much increased damage. Due to your experience with armor and weapons, neither will degrade or wear down on their own.

[Valor]

(600 CP, Discounted for **Footman**)

You have people you care about, those that you will not fail in dying here. Such is your Valor that your mental resilience, willpower and pain tolerance, that you could endure months of torture before even the slightest of cracks could form. At the same time, your skills in combat increase, turning you into one of the most experienced and dangerous soldiers on your side.

[Boosted]: And now, you are the example all point towards when it comes to valor. Your mind will not falter, not from torture, not from defeat. As long as there is breath in you yet, then you will not break, mentally at least. And in this state, you also benefit far more from training in all forms, ensuring you will hold the line as best as you can.

[Battlelust]

(600 CP, Discounted for **Grunt)**

The sounds of battle excite you, to the point where your blood boils and your body keeps going far past the point it should have already given up. Your instincts and reflexes are always alert and ready for combat, while your body has been wired to take less damage compared to before and your attacks consume far less stamina, to the point where tiring out your foes can become a viable, if very risky, tactic.

[Boosted]: And now, a prolonged battle is the last thing your enemies desire, for not only does your combat prowess grow as the battle rages on, but you also learn things far quicker during it as well. Though the boosts to your prowess and learning speed are reset once combat ends, anything learned or improved during it is retained.

Elven Archer/Troll Axethrower Perks
(Discounted for **Elves/Trolls**, with the 100 CP perk being Free)

[*"I've come to serve."/"I come ta serve."*]
(100 CP)
The times are not nearly desperate enough for either side to recruit people who cannot hit the broadside of a barn. Depending on your side, you have received basic training to either use a bow, or to throw axes, competently enough to hit most of the time.

[*"By your command."*]
(200 CP, Discounted for **Elves**)
All Elves have sharp eyes and sharper reflexes, you are little different. Your aim is true with each shot and the range of your weapons is increased beyond their normal ranges. You move quickly on the battlefield and are far more agilite compared to before, especially in the forests, where the terrain never seems to hinder you.

[*"You da boss."*]
(200 CP, Discounted for **Trolls**)
The Amani have been hunted by the High Elves for centuries, leaving them all rather alert and with far more endurance than usual. You are always alert and aware of your surroundings, to the point you cannot be caught unaware in any circumstances. Both your dexterity and endurance have improved, ensuring you can handle axes as both ranged weapons and in melee, should things ever come down to it.

[Scouting]
(400 CP)
Due to their nimbleness, both Elves and Trolls are used as scouts, both to map out the environment and to spot any enemy forces in advance. Your vision is… supernatural, you could almost say, able to see clearly far beyond what is normal, until meeting a physical barrier at least. By default, your sight can reach as far as five kilometers and can be increased with training. You may disable this when needed.

[Elven Ranger]

(600 CP, Discounted for **Elves**)

You have received full training as a Ranger, having served in the position for decades and bear the knowledge and combat experience expected of someone in this position. Any weapon that fires physical projectiles has their range and damage increased when wielded by you, along with any effects attached to said projectiles, or the weapon. This boost scales with your overall power.

[Boosted]: It would seem your wiry build hides serious muscles, for not only has the range of your projectiles increased even further, but they will not lose their speed for as long as they are within an observable distance and meet no physical barrier during said flight.

[Troll Berserker]

(600 CP, Discounted for **Trolls**)

You have a good arm there, Jumper. You have been trained as a Berserker, and have seen many a battle, your experience and ability with axes reflecting this. Any projectile you throw has their overall damage and range increased, along with any effects attached to said projectiles. These scale with your overall strength. Suffice to say, getting close to you is not advisable either, for you fight like a rabies-infected honey badger with those axes of yours.

[Boosted: Your blood burns hot. You have active regeneration, which can knit wounds together in seconds, broken bones reset themselves in hours and even limbs can be reattached if you slam it against the stump. The only way to hinder this healing is through acid or fire, with both slowing it to a crawl at best and making the wounds unhealable at worst.

Knight/Ogre Perks

(Discounted for **Knights/Ogres**, with the 100 CP perk being Free)

[*"Ready to serve, My Lord."*/*"We're ready, master. I'm not ready."*]

(100 CP)

Though considered Elite on both sides, Knights and Ogres have received wildly different training, for the most part at least. Both are trained with weapons far heavier and deadlier compared to Footmen or Grunts, and both bear enough strength to easily wield said weapons, while also soaking up far more damage. The Knights simply have more…discipline and armor, compared to the Ogres.

[*"What ho!"*]

(200 CP, Discounted for **Knights**)

A Knight without his horse is, not dangerous, but less effective. For while they bear elite training, they are at their most dangerous when mounted up. You are far stronger compared to your fellow humans and your mounts are far more effective in combat, be it as transport or as fellow combatants.

[*"Okay."*]

(200 CP, Discounted for **Ogres**)

Some Ogres are born with two heads, instead of just one, allowing them to have multiple trains of thought running at the same time. Your mind is able to process far more information at once, while also being able to multiple thoughts at the same time. Your physical might has also seen a noticeable increase. Optionally gives you a second head, which can either just be a second head, or house a mind of its own that is completely customizable for you.

[Vengeance and Might]

(400 CP)

Many of the original Knights of the Alliance hailed from Stormwind, their hearts burning with vengeance. Your skills and overall combat prowess increase the more vengeful you feel, the effect sliding based upon your feeling. As well, this increases your physical strength and toughness the more barbarous and simple you battle, with this half of the effect scaling based on how much you throw away in the simple pursuit of death to your target.

[Paladin]

(600 CP, Discounted for **Knights**)

Mankind had known of the Light for centuries, but it would only be during the Second War that the first Paladins took to the field, much to the horror of many Orcs, who saw in these the ghosts of the Draenei returning to haunt them. You have been trained in the fundamentals of the Light, though while you can heal injuries, your training has been far more focused on combat. Thanks to this perk, your faith in the Light will remain in maximum output at all times, even when you hold severe doubt about it. This also carries over to other such systems in future worlds.

[Boosted]: In the future-that-could-be, it is widely accepted that Anduin Wrynn is one of the greatest Light wielders on Azeroth, with you now sharing this potential. You are able to draw from the Light at maximum capacity and nothing is able to sever the connection from you. The same benefit is shared with other such power systems gained in the future.

[Ogre-Mage]

(600 CP, Discounted for **Ogres**)

Naturally very rare, it was thanks to Gul'dan's machinations that the Ogre-Mages became such a common sight as the Second War progressed. Your cunning and resourcefulness have increased, able to manipulate several people to do your bidding. But most important of all is your affinity with Magic. Not only do you know wield power and knowledge of local Magic contested by the very best in Dalaran, your potential for learning and mastering any magics is unreal, learning twice as fast than the so-called prodigies found among other groups. This learning boost applies to any future magics as well.

[Boosted]: You signify a strange manner of balance. The strength of your Magic causes your physical abilities to grow too at a steady, if a noticeably lesser rate, with the same happening in reverse with any physical improvement also improving your magical abilities.

Mage/Death Knight Perks
(Discounted for Mages/Death Knights, with the 100 CP perk being Free)

[***"Who summoned me?"/"I'm alive!"***]
(100 CP)
Though Ogre-Mages wield incredible power, they have not dedicated themselves to the arts of Magic, or are imbued in it so intimately, like you are. You have the very basic knowledge of how to manipulate Mana, with **Mages** having an easier time learning **Arcane** magic and **Death Knights** doing the same with **Death** magic.

[*"As you wish."*]
(200 CP, Discounted for **Mages**)
It would seem you have spent many an hour within the libraries of Dalaran, learning as much of magic as you can. These sleepless nights have paid off, for you bear the basic knowledge of magic found within this Era and your Mana pool is considerably larger than your peers.

[*"Of course... Master..."*]
(200 CP, Discounted for **Death Knights**)
These are not the Death Knights belonging to the Scourge, no. These Death Knights are the souls of dead Orcs implanted within the corpses of the dead, who then continue their service to the Horde as undead. Hunger, thirst, rest or age will no longer bother you and your lack of breathing means you may swim endlessly underwater or walk in outer space with no problems. Additionally, as you are truthfully a soul possessing a corpse, you may choose to abandon whatever species you were and instead adopt this new body as your new one, gaining a living version of it as another alt-form after the jump is over.

[Resolution and Death]
(400 CP)
Defeat is a bitter teach, but if one survives, it can be a very effective one. Each time you are defeated, your growth is boosted based on the severity of the defeat. A near-loss among equals sees minimal improvement, while going up

against Sargeras as a mere Peon, or any other such hopeless matchup, will give you a huge boost. This works on skills, magic and physical prowess. And, should you have a way to resurrect yourself after death, you receive the biggest of boosts. It should be noted that only works when the loss is genuine. You cannot benefit should you intentionally lose, or by faking a loss.

[Conjurers No Longer]

(600 CP, Discounted for **Mages**)

Mages are a rather new group, formed after the Conjurers of Stormwind were dealt a brutal defeat as the kingdom fell. Where the Conjurers focused merely on conjuration magic, Mages have been forced to study and learn all manner of new and dangerous magics. You learn magic at such a speed that even an **Ogre-Mage** would be jealous, with your manapool growing with training. No magic is too complex or complicated for you to learn, be it those found on Azeroth, or those of future worlds.

[Boosted]: Were the title of Guardian ever to be re-instated, then you could be considered the top-contender, such is your mastery and control over magic. Impressively enough, you have become immune to the downsides of any magics you wield. The Fel and the Void are just as safe to use as Arcane or the Light. Though this does not remove the cost to access said magic, such as blinding yourself to reach the highest of spells, you are able to heal said eyes and still retain what you have gained.

[Death and Decay]

(600 CP, Discounted for **Death Knights**)

Though not nearly as versatile as their future counterparts, the Death Knights of old were still talented Death mages and perhaps unintentionally, served as inspiration for both the future Death Knights and Necromancers. Your form is suffused in so much Death that it allows you wield any magics related to it with far greater potency and mastery, while also lowering the mana cost of these magics by 80%.

[Boosted]: And now, no Death magic may affect you. Laugh as Necromancers and Lich Kings alike try to command you, or wither you away with a Necrotic bolt. You are already dead, what reason is there for Death to touch you ever again?

Items

(You may Import any gear that you already have for the fitting items.)

General Items

[Aesthetic]

(100 CP, Both receive their's for Free)

Did you perhaps grow fond of the style of either the Alliance, or the Horde, and wish to impart this to all of your properties? With a purchase of this, you may do so, turning any properties, items and anything else to match either aesthetic.(Both sides receive their aesthetic for **Free**, while purchasing the opposing side's will cost you **100 CP**).

[The Blueprints of War]

(200 CP)

They say war is the greatest innovator, and was seen during the Second War, there is more than a little truth to this claim. In your hands you hold the blueprints for everything constructed and created by both sides during the Second War. From cannons, all the way to turtle submarines. Use them well.

[Black Dragon Egg]

(400 CP)

Now how did you get this? I very much doubt Deathwing willingly gave up one of his descendants, especially when it is a special one like this. This egg is free of the Old God corruption that took much of the flight and you will find the Whelp, whom you can customize as you wish both personality and appearance wise, to be completely immune to mental corruption. As a final boon, this little one bears the full potential of Neltharion, one day inheriting a version of his blessing as the Earthwarder.

[The Dark Portal]

(600 CP)

The thing that started it all, the original Dark Portal was created by the Sargeras-controlled Medivh and is the reason the Horde was able to arrive on Azeroth in the first place. You now have a perfect replica of this structure, able to travel between Azeroth and Draenor/Outland as you wish. In future worlds,

it will create a connection to another dimension/world at your command, with a replica forming in the target location until you change the original's destination, after which the replica simply crumbles away.

Horde Items
(All items are discounted for the Horde)

[Fit For War]
(Free for **Horde**, 100 CP for **Alliance**)
Perhaps not the most refined looking of gear, but what you have here is weapons and armor perfectly designed to work with your **Origin**.

[Great Hall]
(200 CP)
Though becoming far less prevalent after the Third War, the Great Halls served as places of gathering and military planning for the Horde of Old and even the early days of the New Horde. It is large enough to hold several dozens of individuals, and at the center holds a large room meant for gatherings and strategy meetings.

[Doomhammer]
(400 CP)
Some say it is called such for the doom it spells for the wielder's enemies, others think it an omen of the Orc's coming doom. Nonetheless, the Doomhammer is one of the most respected relics among the Orcs, and Blackrocks especially. A single swing is enough to crush the head of a human and those who wield it have command over the Elements themselves.

[Demon Soul]
(600 CP)
One of the insane Black Dragon Deathwing's foulest creations, the Demon Soul may appear a harmless golden disk, but it is in truth capable of slaying or enslaving Dragons to the user's will. Should it ever be released that you have

this, then expect some of the dragons to come and try and take it away. Unlike the original, which was infused with the power of the Old Gods and the essence of a Demon, this version is completely pure, will not drive or influence the wielder to insanity and cannot be corrupted by outside forces.

Alliance Items

(All items are discounted for the Alliance.)

[Swords and Shields]

(Free for **Alliance**, 100 CP for **Horde**)

Despite its name this actually encompasses a wide variety of gear, with you receiving tools specifically designed for your **Origin** to wield.

[Town Hall]

(200 CP)

Serving as the hearts of their communities, Town halls are a rough equivalent for the Horde's Great Halls, but whereas those are designed with war in mind, the Town Halls are designed with more peaceful matters in mind. Just like the Great Hall, this is large enough to hold several dozens of individuals and holds several rooms meant for private meetings, along with a large clocktower to show the local time and to ring an alarm from the large bell at the top.

[Book of Medivh]

(400 CP)

Written by Medivh, considered the strongest Guardian and Mage to ever walk on Azeroth, this book holds several of his insights into the matters of Magic, along with his myriad of Spells.

[Ashbringer]

(600 CP)

The legendary sword of Alexandros Mograine, the Ashbringer burns with the Light, desiring furious vengeance against the Horde. Unlike the version wielded by Morgraine, this Ashbringer cannot be corrupted by outside forces

and is soulbound to you at all times.

Companions

Import/Create Companion
(2 Free, then 50 CP/1 Companion)
Each purchase allows you to either Import or Create a companion.

Canon Meet-Up
(2Free, then 50 CP/1 Companion)
Purchasing this guarantees you will meet up with one canon character under good terms. If you can convince them to join up, you can take them with you as a companion.

Army
(600 CP, Discounted with **Council of Seven Nations**)
You may import as many companions as you desire, but only for the Alliance of Lordaeron's side.

Clan
(600 CP, Discounted with **Warlord**)
You may import as many companions as you desire, but only for the Old Horde's side.



Alexstrasza, The Dragon Queen
(600 CP, Discounted with **Demon Soul**)
She'd felt it, the Demon Soul. The purity of it left her confused and so she came to you one starlit night. Your talk lasted for hours, during which you managed to convince her to let you keep the artefact, but with the condition that she will visit every few days to ensure it is safe. During these meetings, you have slowly grown closer, first to acquaintances and then to friends. As you've grown closer, you've noted how less and less she has mentioned her consort, Korialstrasz, along with her preferring to stand close during your talks.

Scenarios

The Windrunner Abduction
(**Old Horde** Exclusive)
It was by the Warchief's command that you and your group were sent ahead of everyone else up to Quel'Thalas as a scouting force and as a raiding party. You were supposed to disrupt supply lines and cause confusion as the main army makes their way north.
Of course, the one time when you decided to sleep in, a raiding party took off from camp prematurely. When you woke up, the party's leader approached you and then took you to the makeshift dungeon in the camp, where he presented you with a prisoner: Lirath Windrunner.
After a thorough scolding and lashing, you ordered the party to watch over this unexpected prisoner, while you pondered what to do with him.
That very night, as you sat within your war tent, the sounds of a scuffle and

shouts of alarm carried to your eyes. You were sucked into a skirmish the moment you exited the tent, resulting in three of your grunts dying and the capture of one very angry Alleria Windrunner.

Now, letting them go is not an option as it would not only demoralize your troops, but the Elves would also tell your location and general presence to the rest of Quel'Thalas.

And killing them is not really an option either, as both could be used as leverage. So, with little other options, you take them as your personal prisoners and servants.

After that, you'll have a rather interesting task ahead of you: You must win over both of the siblings. You'll find force to be rather ineffective against either, with Alleria becoming more hostile with any threats or damage to Lirath. Instead, by showing actual care and decency towards them, you'll find Lireath be the more easily influenceable, the sheltered young man desperate for anyone to show appreciation for him, even if it's from an Orc.

Alleria will take far more effort to convince, at first refusing to play along. It isn't until she sees Lirath so happy that she starts to play along, still convinced you are playing some manner of a trick, but not desiring to hurt her brother. In time however, those "Greetings, Master" and "It was my pleasure" will become far more genuine than either of you expected until, certainly a shock to her family, Alleria will swear herself to your service freely.

For rolling one of the best seductions in Azeroth's history, you receive the following:

[Alleria Windrunner, The Love-Struck Elf]

Alleria would be the first to admit she wasn't much for romance before meeting you. In fact, a major part she began to play along, other than to keep her brother that is, was because she'd rather try and have a chance at allying the High Elves with the Horde just so they could survive. Based on how she keeps sighing dreamily at you, mutters a myriad of possible names for your children, talks of how the High Elves should be honored to be members of the Horde and the tattoo of the Horde she has in her…Well, you get the idea. Love conquers all, even if neither side was expecting it to go this way.

[Bard of War]

You'd never touched an instrument until a particularly brutal battle and soon you realized that as you became better with warfare, your musical ability also increased. Indeed, your musical abilities increase alongside your abilities at waging war and said music even lifts the morale of your troops as a bonus.

The Windrunner Adventure

(**Alliance of Lordaeron** Exclusive)

It was another sunny day in Hillsbrad, where you were preparing for your next assignment as group commander. Yet when you went to inspect your troops, you discovered a fresh new recruit, a young High Elf.

The young man, Lirath was his name though he refused to share his family name with a rather shifty posture, had clearly never held a sword in his life, so, in a moment of altruism and a need for all able bodies on the battlefield, you accepted the young man into your unit and set off.

As you fight together with Lirath, you'll quickly discover he is by no means physically gifted, so things quickly turn sideways and Lirath is assigned as the group's entertainer and cook's assistant, with him gladly doing the former by playing different instruments, and him slightly grumbling at the latter, but still doing the task assigned..

Your true task however, will show itself within a week of your deployment, after Lirath is confronted by his very irate sister Alleria, who has been tracking your group since your departure from Hillsbrad.

Alleria will furiously demand Lirath depart with her back to Silvermoon, only for him and you to rebuke her and say Lirath has been making good progress while with you.

Seeing your united front, Alleria relents, but insists she remain with your group to keep her brother safe and to try and whisk him away the moment things look hopeless.

Your other task is thus: You must impress Alleria enough to convince her that Lirath can take care of himself and doesn't need his sisters hovering over him all of the time.

And as you continue to battle and you prove yourself a competent teacher for Lirath, you and Alleria will grow closer together over the course of the coming days and months.

For surviving with Lirath in tow and even managing to seduce Alleria in the process, you receive the following:

[Alleria Windrunner, The Love-Sick Protector]

So the good news is that you managed to get Alleria to stop being so protective over Lirath. The bad news, at least from a certain point of view, is that this protectiveness has now transferred to you. Over the course of your battles, Alleria has become rather devoted to you after seeing the myriad of heroics pulled during the campaign. So great is the devotion to her Lover, that

even a small insult has her draw her bow at the ready and you've had to talk her down from shooting a snobbish noble multiple times already. Yet as she saw you go through hell and high water to save the day, questions began to rise in her mind; 'Why were her people refusing to help her and her Lover?' 'Why hasn't the Alliance promoted you to Supreme Commander for your heroics, instead of Sir Lothar?' 'How many children were you two going to have?' Each one has caused her to change her perspective on things, her letters to her family growing shorter and terse, her interactions with Alliance forces outside your squad, the only ones worth a damn in her eyes, few and far between, and a diary, one which she hides from you at all times, growing fatter with drawings of you, her and a varying amount of children with a myriad of different names.

[War Horn]

Singing with your soul is usually metaphorical, but in this case, it may be literal. This ability allows you to project any music/songs you know, or that originate from any BGM-perks/items during the battle and over the whole battlefield you are on. None will question how the music is made and it will both buff your allies and debuff your enemies, with the strength of these effects depending on how fitting the music being played is for the situation. Play a comedy song during a funeral and there is a tiny boost among the insulted attendees. Play one of Sabanton's greatest hits during a battle and watch how even the lowest of Peasants becomes able to wipe out small regiments by themselves.