

Hearken now, Child of Zul. Hear of the Trolls, the oldest mortal civilization that has walked on Azeroth.

Before man, before elf, there was your kind. They were scattered tribes, yet when the Aqir invaded it was they and not dragons, who were far more active in those times, who pushed them back, forming the Empire of Zul in the process, which at its height ruled most of the ancient continent of Kalimdor.

But those days are long gone. Now most of your former empire lays either at the bottom of the sea, or is held by other races, who see you as little more than bipedal animals. Pests to be culled when you get too numerous.

And darker times are yet ahead. Though the Darkspear tribe has found a new home, the Gurubashi will summon Hakkar the Soulflayer and unleash a foul plague upon the world. The

Amani will continue in their attempts to seize their old homelands from the now christened Blood Elves. In the frozen north, the Drakkari are facing extinction at the hands of the Lich King and his Scourge.

The Farraki will continue staving off the outsiders from intruding upon their lands and though the Zandalari hold yet strong, when the Cataclysm strikes, they too shall face one crisis after another.

In the midst of this chaos, it is you who comes into the picture. What part shall you play in this coming era of War?

Take these 1000 Troll Points and build your destiny.

Drawbacks
Time
- Location
- Subspecies
  - General Perks
- Dark Troll Perks
- Forest Troll Perks
- Ice Troll Perks
- Jungle Troll Perks
- Sand Troll Perks
- Zandalari Troll Perks
- Blood Troll Perks
- Items
- Companions
- Scenarios
- The End Point

Drawbacks

Hardship builds character. Take as many as you believe you can handle.

Supplement Mode

(+0 TP)

As you wish. You merely glance into Azeroth, copying the form of a Troll and all that comes with it, before continuing on to another world. But beware, your hardships shall follow you until their due date is over.

Thou Art I

(+0 TP)

Perhaps you wish to mantle another? You may take the role of a figure of some importance for the duration of your time here.

A Different Time

(+0 TP)

Perhaps you would prefer a different timeline? Mayhaps the genders of all people have been flipped, perhaps instead of Sargeras it is Eonar who now leads the Burning Legion, or something else entirely.

Drop-In Scenario

(+0 / +100 TP)

So you wish to remain unburdened? As you wish. You receive no memories or connections, you are a ghost in the wind. Ah, but perhaps your greed gets the better of you? Then I offer this bargain: You will lose all of your memories for the duration of your stay. A fully new start.

Time Extension

(+100 TP)

A decade can pass by in the blink of an eye if one is not careful. Should you wish to spend more time in these lands, then I shall extend it for 10 years each time this is taken. Though I will only compensate for 10 times, after that you will merely do so for your own amusement. I hope you have a way of prolonging your life, Trolls are not the most long-lived of mortal races.

Your Name Is Gonk

(+100 TP)

Perhaps not Gonk exactly, but something equally dumb sounding. The moment anyone hears your true name, they will exclusively call you that, and expect many subtle jabs and hidden laughs upon mentions of it.

Murloc Woes

(+100 TP)

Certainly an amusing choice. Murlocs are considered a pest race. Small, the size of a Gnome, fish-like people who speak their own language and are generally hostile to most other life. And you seem to attract them by the bucketful. Whenever you leave the safety of your home, there is a chance a group of Murlocs will jump you. This chance is tripled when near large bodies of water.

Prejudice

(+100 TP)

Another page from the same old book. You look down on others, for they are not trolls. You won't dismiss them entirely, but you will always treat them worse than your fellow trolls. And you do not keep this hidden, often talking either bluntly or dismissively to them. Of course, if they prove themselves, this is bound to change.

Lost Warehouse

(+200 TP)

Were you expecting to sweep through the world with your artefacts? Unfortunately, that won't happen. Your connection to your warehouse has been severed for the duration of your stay here, cutting you off from all items and artifacts you may have collected over your journey.

Bad Voodoo

(+200 TP)

You lose access to all outside powers, magics and any perks that can be understood as supernatural. You must learn the local ways if you wish to thrive here.

Looking For Group

(+200 TP)

Perhaps you were hoping to swarm your enemies with the army of companions and followers you've amassed? Unfortunately, it would seem they have been sent elsewhere for the duration of your stay. You may recruit locals, but those from the outside will not gaze upon Azeroth on this journey.

A Punishment, A Reminder

(+300 TP)

For whatever reason, you are blind in one eye and lack a limb of your choice. Perhaps like Zul'jin you were blinded and forced to amputate a limb to escape? Or maybe you were just born unlucky. Whatever the case, you

cannot regenerate either of these, but you may craft replacements should you find an enchanter or engineer skilled enough.

Rage Unending

(+300 / 500 TP)

It sickens you, seeing these squatters defile the lands of your people. You hate the state your people have been reduced to, of how elves, men and who knows what else have stolen the lands rightfully belonging to your kind. It will be an uphill battle to keep your temper in check whenever seeing people on these lands without your permission, it will be the same if someone speaks of the land as being theirs. For 300 tokens this only applies to your tribe's holdings, but for 500 tokens this extends to include all of Trollkind. And considering the reach your kind once had, there will be a lot of wars and bloodshed if you do not keep yourself in check.

Drowning Despair

(+300 TP)

Then again, what is the point in even trying to change things? Your people have tried in the past and have only brought further suffering on themselves. Besides that, many of the tribes are facing extinction and will be rendered all but such in the near future. In other words, you've reached the point where little will rouse you to actions beyond simply waking up, sleeping and eating. You just don't see the point when all that awaits is a slow and painful death.

Sudden Offensive

(+500 / 800 TP)

It would seem that one of your enemies has decided the Troll population needs a culling. Be it the Scourge, the High/Blood Elves, the Alliance, or even parts of the Horde, they are sending out groups with the intent of killing as many Trolls as possible, often heading to areas near where you travel. But for 800 Tokens, they will instead send all of their armies, for they have decided that your tribe must be wiped out completely for whatever reason. Be prepared, for War comes.

Thrall

(+500 TP)

It would seem you've struck a bargain you should have known better about. A being of higher power, be it Mueh'zala, G'huun, Hakkar or some other malevolent being, has control over your soul and body. While they keep you autonomous for the most part, they will always keep watch and are quick to punish you for any wrongdoings or slights against them, real or perceived. And when they desire you to do something, they will force you, either by controlling your body or motivating you through pain. You must break this bargain before your time is up, otherwise you will remain here, and your chain ends in bondage.

Drudge On

(+500 TP, Must Be Male)

Either you were born this way, or you were later on enslaved. You are a Blood Troll, a type of primitive tribe of Trolls that live in the swamps of Nazmir and worship G'huun. Unfortunately, you are male and therefore considered the bottom of the ladder. Your life is expendable, will be often either sent out as a meat shield, or used as either experiments or sacrifices for various rituals. You must escape this fate and stay alive, otherwise your chain will end.

Undeath

(+600 TP)

Your heart (should you still have one) no longer beats. You no longer feel pain, nor need any sustenance bar some magic. But you are not free. Not only are your emotions and memories dulled, you are held on a leash by a deplorable Witch Doctor. You must break free and try to find a reason to continue on. For if you were to die a second time, your soul will be sent straight into the Maw, ending your chain.

Plague Of Blood

(+600 TP)

Hakkar has seen fit to punish you for whatever reason. You carry the Blood Plague, a highly contagious and deadly disease that causes the victim to cough up large amounts of blood and eventually die from the physical stress, though some have managed to endure through it in the past. You not only carry this plague within you, but Hakkar has made it a point that it will never kill you. Incapacitate and weaken, yes, but he wishes for you to suffer. And should you somehow manage to cure it, be aware that Hakkar will curse you with it again within the following year.

A Loa's Wrath

(+600 TP)
I certainly hope these Tokens are worth it. You've incurred the wrath of a Loa. They will send their priests and whatever warriors, hunters, or even Shadow Hunters to kill you. Expect to receive different curses that will inconvenience or even attempt to kill you. While you can try to appease the Loa, they are often so stubborn you'd have to sacrifice a lot for them to leave you be.

A Whisper Of The Past
(+800 TP)
Well now. It would seem the Aqir have made a comeback in force. While your kind once fought and defeated them, it required all of the tribes uniting, and even then it was a bloody war. Now you're but a fraction of the numbers, and your kind are spread continents apart. Nonetheless, you must defeat the Aqir and the C'Thrax leading them. Otherwise, all life on Azeroth will be wiped out as the insectoids ravage the lands. Should that happen, your chain will end and you will be sent home.

Blizzard's Wrath
(+1000 TP)
The world seems to hate you. Whatever plan you've made, no matter how foolproof, will be bound to fail due to an unexpected variable. Any endeavor will be weighted heavily against you. Groups of adventurers seem to be attracted to you like flies. It truly feels like a higher power is trying to discredit and have you killed like a common mook, while trying to portray you as either pathetic, or monstrous depending on the day.

Time

The Olden Days - 20,000+ BD
In the early days of the world, when even the dragons were young and no elf nor man walked the lands. Your kind concentrated around the mountain range that would one day bear the name Zandalar. There they formed different tribes and worshipped Loa while being led by the Shadow Hunters.

Aqir and Troll War 16,000 BD
(+200 TP)
Thanks to the actions of some foolhardy Trolls manipulated by Xal'atath, the C'Thraxxi Kith'ix has awoken and with him, the Aqir. It will be a bloody era,

forcing your kind to unite as the Empire of Zul and through a series of battles spanning centuries, your kind will defeat Kith'ix and scatter the Aqir across the continent and so would the troll tribes chase after them, eventually founding empires separate from the one created by the Zandalari.

The Mogu Alliance - 15,000-12,200 BD

The Zandalari and the Mogu empires would make an alliance of convenience around this time. Both sides learned much from one another, while also planning betrayal. The Alliance would end once Lei Shen faced his death alongside his army and many of his Zandalari allies while trying to claim the Forge of Origination in Uldum.

The Pandaren-Zandalari War - 11,900 BD

The Mogu Empire has collapsed and the Zandalari seek to conquer a fertile part of Pandaria, an area that Lei Shen had promised them long ago. The war would eventually end in the Zandalari being defeated by the Pandaren and their newly tamed Cloud Serpent mounts.

Rise of the Night Elves - 11,800 BD

In time some of the Dark Trolls living near the Well of Eternity would evolve into the Night Elves, and they would begin to build an empire of their own, intruding and driving the Trolls away from their lands. From these days does the enmity between Trolls and Elves originate.

The Sundering - 10,000 BD

Kalimdor has shattered and your people scattered. Now is the time to try and rebuild as your kind adapts to the new world. And from this point onwards, your people would only become more desperate and downtrodden.

The Troll Wars - 2,800 BD

A black eye to the Amani. The High Elves, exiled Night Elves now mutated by the Sunwell, encroach on Amani land, which would lead to a war that would see the Amani Empire reduced massively in size and for humans to first learn Arcane magic.

Gurubashi Civil War - 1,500 BD

A faction of the Gurubashi have summoned Hakkar the Soulflayer and, in trying to appease his hunger for blood, will lead to the Zandalari and a faction

of Gurubashi opposed to Hakkar to wage a war. Though the Hakkari would be defeated, the remaining Gurubashi and Zandalari would remain vigilant for signs of Hakkar's return.

Gurubashi-Stormwind War - 21 BD

The Kingdom of Stormwind has claimed more and more territory near Stranglethorn Vale, bringing them into conflict with the Gurubashi. Events would eventually escalate to the tribe uniting in full force and attacking the city of Stormwind itself. It would be here that Medvih the wizard would unleash his Arcane powers upon the Trolls, all but decimating most of them.

The First War - 0 AD

The Horde has invaded from Draenor and though for the most part they would focus on the Humans, the Bleeding Hollow clan would try to conquer Stranglethorn Vale for themselves, leading to a conflict with the Gurubashi. The tribe, still severely weakened by the attack on Stormwind, could not muster a full force and had to instead fight a series of Guerilla battles that would eventually lead to the Orcs withdrawing.

The Second War - 5 AD

The Horde, now led by Orgrim Doomhammer, made a short-lived alliance with Zul'jin and the Amani. The Horde would help the Amani destroy the High Elves and their city of Quel'thalas and the Amani would help with the Horde's siege of Stormwind. The alliance would fall apart, eventually leading to the Amani being defeated once more and Zul'jin would be captured, tortured and forced to sever his own arm to escape.

The Third War - 20 AD

The Darkspears, a tribe of Jungle Trolls, would join Thrall and his New Horde, proving themselves in battle as fierce fighters and loyal friends. Though the Darkspear Isle was lost to the Naga, they have now built a new home in the Echo Isles off the coast of Durotar. Unfortunately, at the same time, the Drakkari tribe is facing a slow death at the hands of the Scourge and the Lich King, their people ravaged by plague and raised as undead, leading to all manner of horrific actions in the name of survival.

The World Of Warcraft - 25 AD

Things are escalating. The Amani stir once more, the Drakkari have all but been wiped out, the Zandalari are slowly returning to the world at large and in

the temple of Atal'Hakkar, The Soulflayer makes his return. Who knows how things will go from here?

Location

Zandalar

The birthplace of all Trolls and where the Zandalari Empire resides. Though now a mere island instead of the impressive mountain range of ages past, it is a land of mysteries. Zuldazar and Nazmir are a vast jungle, though Nazmir shall become a swamp come the time of the Cataclysm and become infested with Blood Trolls. And to the east is the desert of Vol'dun, home to both the Vulpera and Sethrak.

Zul'Aman

Fortress, temple city and home of the Amani tribe. Located in Northern Lordaeron, it is a vast place, covered in moss and surrounded by thick forests. It is here where Zul'jin plots his revenge against the High Elves and would surely welcome any help against them, provided you are a troll of course.

Stranglethorn Vale

The hunting grounds of the Gurubashi, it is here that the once mighty empire's remnants linger. Should events go as planned, then soon Hakkar the Soulflayer will be summoned, causing unimaginable havoc. Yet in these woods also wander the twin Loa Lukou and Kevo ya Siti, despondent upon being forgotten by most of their followers. Perhaps you could help them out?

Echo Isles

The new home of the Darkspear tribe. A series of small isles connected by bridges, the troll population remains small, but it has some native raptors and is for the most part peaceful. Except for a small force of Naga attempting to invade and wipe out the tribe. Nothing an experienced fighter couldn't handle.

Zul'Drak

A depressing reminder of how far your kind has fallen. The once mighty temple city of the Drakkari has fallen mostly silent as more and more of their people are taken by the Scourge and one of their chieftains betrayed them to

the Lich King. Soon many of them will resort to truly desperate measures and sacrifice their Loa for even the smallest of chances at victory and survival.

Mount Hyjal

The homeplace of the World Tree Nordrassil and the second Well of Eternity. While sacred to both Night Elves and Dragons, there once lived a small clan of Dark Trolls here, before they were wiped out by the Twilight's Hammer cult. It is in the ruins of their small village that you find yourself in. Here, little remains but the ghosts of the dead and regrets of the few. Best move on and let the dead rest.

Zul'Farrak

The sun-worn capital of the Farraki tribe, it is the only city and bastion the tribe has had since the Sundering scattered the Gurubashi Empire in days long gone. There is little to be found here, save Gahz'rilla, a demigod hydra who slumbers in the central pool. Outside the city, there is little to be found. Tanaris is a desert, water is scarce and the only other spots of civilization are the Caverns of Time inhabited by the Bronze Dragons along with Steamwheedle Port and Gadgetzan run by the Goblins of the Steamwheedle Cartel. Worst of all will be the Silithid menace that will begin their encroachment within the next three years.

Isle of Giants

An island off the coast of Pandaria, it will be claimed as a beach head by the united troll forces led by the Zandalari and used as a place to raise their dinosaur mounts.

Subspecies

Trolls come in a variety of forms, which kind are you?

Dark Troll

Your kind are a dying breed. As far as anyone knows, it will be just you and Speaker Ik'nal. Maybe you two can bond over this tragedy? Your skin is a shade of grey, you find yourself very comfortable in caves and other subterranean environments, may or may not practice cannibalism and both Shamanism and Druidism come to you slightly easier, thanks to the more peaceful nature of your ancestors.



Forest Troll

Hated by High Elves everywhere, your kind makes your home in the northern parts of the Eastern Kingdoms. Tall as an Ogre and just as strong, you are still smaller than your Drakkari and Zandalari cousins, your skin is covered in a thin layer of moss giving it its signature green coloring. Your body can support other forms of plant life to a limited extent, and this gives you a slight affinity for Druidism.



Ice Troll

The heavy hitters among the Trolls, your kind rival Zandalari in height and are twice as wide at the shoulder. You could easily overpower an Ogre and thanks to your kind living in Northrend you could quite easily walk through a

snowstorm in little to no clothing, may you even sprout some fur on your body. You generally have red eyes, your skin is some shade of blue though a few rare cases of a green Ice Troll have been observed, and your hair is thicker on average than your cousins. Naturally, your home has given you an affinity for Ice magic.



Jungle Troll

The most well known of the troll groups thanks to the Darkspears, your kind are thin and by far the most agile of the lot. Short fur grows on your body, giving it a color of some shade of gray or purple, though there are cases of blue as well. Your kind are at home in jungles and make for excellent guerilla fighters, though you are also very adaptable when it comes to environments and changing tactics.



Sand Troll

The offshoot of the Jungle Trolls found exclusively in the desert of Tanaris, unlike most of your cousins, your kind has never formed an empire of their own. Your hair is thinner than other trolls, your skin is coarse and cracked in shades of brown and gold, and you are by far the smallest of the Trolls. What you lack in body you make up for in will, even an Amani will be left impressed by your sheer stubbornness in holding onto this sun-scorched desert.



Zandalari Troll

A mixture of nobility and savagery, the Zandalari are considered the most beautiful among Trollkind and give good evidence for the argument that Elves

evolved from Trolls. Sanding at 10 feet (or little over 3 meters) your skin is some shade of grey or green, with visible scales scattered around your body. While not as powerful as an Ice Troll, you can still overpower an Orc with ease. The Loa look upon you with great favor, and you have a far easier time making bargains with them. Additionally, you bear an affinity for the Dinosaurs that roam Zandalar and easily tame them as pets and mounts.



Blood Troll

The wretched and primitive Blood Trolls haunt the swamps of Nazmir, practicing foul blood magics and worshipping G'huun the Blood God. Your skin is either white or some shade of sickly green. If you are male you must take **Drudge On** but can keep the tokens gained, you will need them. If there is an upside to all of this, you at least bear a great affinity for Blood Magic and can get by with less when needing offerings.



Dire Troll

(200 TP)

Not a species in themselves, a Dire Troll may appear in any tribe and will be highly regarded among both the Zandalari and Blood Troll tribes. Growing to be roughly the size of a mammoth, with tusks to match, you are the bane of infantry and fortifications, reducing both to ruin in seconds. The most horrifying fact is, perhaps the fact, you are just as intelligent as a normal Troll, though less agile on account of your mass. This is an upgrade you can take along with any of the other subspecies.



General Perks

To Be A Troll
(Free)
The basic formology of a troll is thus: A tall humanoid, with three fingers and three toes, two at the front and one at the back to help with balance and to allow higher jumps compared to humans. Large ears, rivaling or even surpassing those of a Night Elf. Tusks sprout from their mouths, with the males having far larger ones compared to female ones. In addition to this, you bear an affinity for the more primal magics such as Shamanism, Druidism, and Voodoo.

Berserkin
(100 TP)
During battle, as the blood flow quickens and adrenaline begins pumping, it isn't uncommon for some Trolls to enter a state of Berzerk rage. In this state, you feel no pain as you barrage your enemy with a flurry of blows, appearing as something of a living tornado. While your reasoning lessens in this state, you are still aware enough of the battlefield to notice when attacked from the side or such.

Vicious Voodoo
(100 TP)

Trolls are known for their ability to use Voodoo, a secretive form of magic that no one is quite sure how it works, but most likely includes mixing Nature, Shadow, Spirit, and Decay together for different results. You now know the very basics of this elusive craft, able to perform minor rituals to improve your physicality or curse your enemy with minor bad luck or something else equally minor.

To Bargain
(100 TP)
Another trademark of the Trolls is their relationship with the Loa, godlike beings that come in all shapes and sizes. You know how to conduct rituals to contact and bargain with Loa and other godlike beings. Of course, this alone does not mean they will actually listen to your offers and may simply ignore you.

Dancing Around
(100 TP)
Some rituals require dance as part of the process, with even a slight mistake possibly proving costly. To prevent such from happening, you now have an amazing sense of rhythm and balance. Moreover, you learn new dances in days, your moves leaving others green with envy.

Regenerate
(200 TP)
A curious quirk of Troll biology, your kind are able to heal from just about anything not-fatal or cursed over time. Bones shift back into place, wounds close on their own, even growing a limb isn't completely out of the question. Though fire and magic can hinder this, you are far harder to kill compared to a human.

Axethrower
(200 TP)
A type of troop usually only found among the Trolls, you know how to use an axe effectively. Be it to chop wood, use them in melee or use them as projectiles. This perk also increases your accuracy so you can actually hit whatever you throw your axe at.

Venomancer
(200 TP)

Do you perhaps follow Elortha no Shadra? You have a deep understanding of different venoms and poisons, knowing how to brew and use all but the most exotic types. Coat your blades in poison that induces necrosis, cast clouds of sleep gas, the possibilities are countless if you put your mind to it, or ask the right Loa for the knowledge.

Headhunter
(400 TP)
Hunters of beasts and people alike, a Headhunter will remain hidden until it is their time to strike, usually in the form of a thrown spear or a stab through the back. Your throwing arm has few equals, easily throwing a spear weighing as much as a baby at an enemy half a battlefield away, and more often hitting than not. As well, you're a master at tracking and hunting animals.

Builder of Wonders
(400 TP)
You need only to look around the world to see how great your kind's craftsmanship can be. Buildings and artifacts older than most civilisations, most still in good condition even. Now you too can create such wonders. Be it a city of gold like Dazar'Alor or fearsome weapons like Sul'thraze, you can build them. And better still, whatever you create has a habit of lasting for a long time. Ten thousand years could only mean slight cosmetic damage, instead of total ruin.

Shadow Hunter
(600 TP)
In the olden days before the Zandalari, it was people like you who led the scattered Troll tribes, and it was you whom the Loa favored the most. While the social aspect of Shadow Hunters has lessened since, most Trolls still hold you in high honor. Not only does this boost your standing with other Troll tribes, but you now command an impressive mastery over Voodoo and Shadow Magic, wielding both in the defense of your people to a terrifying degree. In addition, you know how to fight with glaives, to the point where you will make the later Illidari look like children in comparison. Finally, the Loa will now at the very least hear whatever offer or bargain you present to them, for even they respect your dedication to the Troll people.

Witch Doctor
(600 TP)

You are a spiritual advisor among the Trolls, conversing with Spirits and casting powerful rituals utilising Voodoo and Arcane. Though in a straight-up battle you will have a hard time against wizards, it is in the more indirect that you shine, enhancing your forces with increased strength, turning some into Dire Trolls, or even casting powerful curses upon your enemies. You banish curses as quickly as you cast them, even able to banish the spirits of the dead to whatever afterlife they are bound to.

A Loa's Chosen

(600 TP | Capstone Booster)

This is a powerful thing. A show of both trust and commitment between you and your Loa. Not only are both your mystical and physical abilities increased by twofold, your physical form takes on some of the qualities of your Loa, be they physical such as furry ears, or habitual such as preferring to nap in the afternoon sun. Your aging has slowed down, easily living for two to three hundred years, if not more. But most of all, your connection to your Loa has strengthened to the point where the two of you can quite easily converse in your mind and whatever powers your Loa has, you too start to exhibit. Be it the power of lightning and memories of Akunda or the venom and secrets of Shadra.

Dark Troll Perks

Discounted for Dark Trolls, 100 TP perks are free

The Forgotten Ones

(100 TP)

Your kind were never ones for attention, content to live in the shadows. Unless they intend to find you, people have a habit of forgetting your existence. Of course, should you try to gain attention this will be useless, as it will if people are actively looking for you.

Cave Walker

(100 TP)

Another departure from your kin, you feel at home in caves and underground. You have a sixth sense for navigating these tunnels, putting some of the younger Dwarves to shame. In addition, your time spent underground has given you excellent night visions, able to see even in the darkest of rooms as if in bright daylight.

Gift of Hir'eek

(200 TP)

The Lord of the Night Sky has seen your kind wandering under his domain and has granted his blessing to you. Shadows meld with you, making it harder for your opponents to see you. Should you stand still, you would be all but invisible to the common eye. In addition to this, you share a kinship with bats, easily taming and communicating with them through body language and gestures.

Close to Nature

(200 TP)

Your kind are far closer to Nature, thanks in part to their more peaceful culture. Beings of nature, be they sprites or dryads, have a more favorable impression of you. Any Druidic magics you cast come just a bit easier to you, and animals have a habit of leaving you be as long as you do the same to them.

My Own Rules

(400 TP)

The Well of Eternity gave the Night Elves several benefits, a far longer lifespan, a massive boost to their magical talents and a general enhancement to their beauty. But it came with a rather strong drawback: They became addicted to mana. Now, you do not need to worry about such. Whatever magic you are infused with only grants you the good sides, not the bad. Being infused in Light would only grant you immortality and impressive control over it, and not the mindless fanaticism so common with Light users.

Guidance of Wisps

(600 TP)

In the olden days, many of your kind migrated to the lands surrounding the Well of Eternity, which slowly mutated them into the Night Elves. Perhaps they came there by chance, perhaps they felt the Arcane energies and became curious or perhaps, they were led there? You now see tiny Wisps made of green fire floating at eye level. These Wisps guide you to places and people where you can improve yourself and become better. Of course, only you can see them, unless you desire otherwise.

[Boosted]: And now, instead of just seeing Wisps, you see futures. Two of them. Left or Right, Up or Down, Yes or No. You see about a year ahead for each choice, which helps you in deciding which path you'd rather take. Follow the Wisps to a powerful source of Magic, or remain and eventually help a king and be rewarded for your efforts. The Choice Is Yours.

Making The Jump

(600 TP)

The evolution into the Night Elves was an unexpected event, one that no one could have really predicted. But what if you wish to do something similar? Once per jump and then every 1000 years, you may cause a rapid evolution in yourself and your people to adapt to external stimuli. Be it a font of magic like the Well of Eternity, or extreme weather like the cold of Northrend. You can to a point influence how this change will affect you and yours appearance wise, but any abilities born as a result of this are unknown to you.

[Boosted]: Your Loa is intrigued and wishes to see more. You can now activate this ability every 500 years and can now influence what abilities you develop as a result of making the evolutionary jump.

Forest Troll Perks

Discounted for Forest Trolls, 100 TP perks are free

The Hunted Ones

(100 TP)

Your kind and the High Elves have been at war for thousands of years. Naturally, this has given you an edge when it comes to both avoiding and killing Elves. As long as your pursuer is an Elf, you have an easier time camouflaging from them, maybe their arrogance has convinced them you are too dumb to actually hide, or maybe they'll hear something in the distance and mistake it for you. On the flip side, you also deal half more damage to Elves. Every little bit helps.

Forest Trotter

(100 TP)

Fitting for your name, you travel through the forest with little difficulty. The branches seem to move just enough for you to slink through, no roots get tangled in your feet. This will do little to actively hinder any enemies you may have, but when the forest is already tricky enough as is, would you actually even need that?

Wicked Halazzi

(200 TP)

One of the Amani Loa, Halazzi the Lynx, has seen fit to give you a small boost. Your agility and speed have shot up, making even most Elves look clumsy in comparison. On top of that, you gain a sixth sense for where to strike. Not to kill, but to cause agony and as much non-lethal damage as possible. Like Halazzi, you prefer to play with your prey before killing them.

Nalorak's Bounty

(200 TP)

The bear Loa of the Amani, Nalorak, has granted you a modest boon. Your strength has increased, now more than able to stop a charging Tauren with little difficulty. But more impressive is your connection to bears. Yes indeed, you are able to bond and understand bears, especially brown bears. Be it as a pet, a loyal mount kitted in battle armor, or merely as someone to laze the days away feasting on honey.

The Sight of Akil'darah

(400 TP)

One of the two eagle Loa of the Amani, Akil'darah possesses sight and memory far superior to any mortal and now offers some of it to you. Your eyesight is equal to that of an eagle, easily spotting a running mouse among the bushes hundreds of kilometers away. More than that, however, you have a gift for divining things of the past and present. Be it through a bowl of water, a crystal bar or by ingesting herbs, you may glimpse visions of the past, or by offering a prayer to Akil'darah to know something happening presently.

Fire of Jan'alai

(600 TP)

The dragonhawk Loa has seen fit to give you a fragment of her fire. At will, you may summon a small flame into your hands and with some concentration can create a large stream of it. Your affinity for fire magic of all kinds has increased, leaving many a Fire Mage second to you and with this it would not be impossible to set Quel'thalas aflame, though a Dragon's flame would still prove mightier and gathering enough fire to destroy cities would still take hours of concentrating. In addition, you are warm like a hearth, never again do you have to fear a cold winter morning or freezing to death.

[Boosted]: You will still lose to Ragnaros or whoever else holds the mantle of the Fire Lord. But now you can quite easily do what required a hundred human mages, summon fire from the sky to destroy an army in minutes. Indeed, in the matters of fire magic, you are at the top as far as mortals are concerned. If Anasterian still lives, you could easily fulfil Zul'jin's wish of having the Elven King's decapitated head watch as Quel'thelas burns to ash.

Stubborn To The Last

(600 TP)

Few among your kind are as famous as Zul'jin, who despite losing an eye and an arm was still a devastating fighter, not giving up even when staring death in the face. You too now possess this resolve, both in mind and body. Your body becomes more durable and powerful as you take more and more damage, when your guts are hanging out and your limb has been severed, you will still fight like a mad wildebeest until you are put down. Similarly, your mind is as enduring as rock, able to take torture and psychological warfare for years before even the smallest of chinks begin to form. You will face death with a weapon in hand and head held high.

[Boosted]: Now the only way to fully kill you is to entirely reduce you to ash, for you could in time regenerate from something as miniscule as a finger, though this would take a few months to happen. And your mind? It is enduring, it is stagnant and it is strong. You could face an eternity of torture, and you would simply laugh, for you know they could never break you.

Ice Troll Perks

Discounted for Ice Trolls, 100 TP perks are free

The Dying Ones

(100 TP)

Your people make their homes in the freezing cold areas of the world. You disregard cold for the most part, able to go days for a time in a snow storm in little more than a loincloth, though this does nothing for your need to eat or sleep. You may choose if you have some visible fur growing on your body, like Frost King Malakk did.

Kiss of Har'Koa

(100 TP)

The first Loa all Ice Trolls, especially Drakkari, pray to is the Snow Leopard, and she has left a small blessing on you. You are a good hunter, able to see even well-faded tracks and smell the air for the scent of your quarry. Besides this, you are able to endure long periods of time alone without feeling any psychological problems.

The Endurance of Akali

(200 TP)

The Rhino Loa's blessing empowers you. Your skin is as durable as chain mail armor, able to endure direct fire from a fire elemental for a few seconds without any damage. As well, your strength has increased, allowing you to lift a pair of horses with little difficulty weight wise.

The Mammoth's Patience

(200 TP)

The wise Mammoth Loa Mam'toth has granted you a blessing. Your patience appears endless, just as capable in dealing with rowdy children as you are in sitting in a single spot for hours on end waiting for the perfect moment to strike. As well, you have gained an affinity for writing, your penmanship leaving a good chunk of the master writers around the world looking like beginners by comparison.

Might of the Polar Bear

(400 TP)

The Bear Loa Rhunok is impressed by your deeds and has granted you a piece of his power. Choose a craft and a weapon, you are now a master at both. More than that, you are now counted amongst the best warriors in the entire world, capable of taking on entire armies with your strength of arms. Of course, you've also become an adept and fast swimmer, matching the speed of a polar bear both in water and on land.

Whispers of a Guardian

(600 TP)

Praise be to Tharon'ja, the restless guardian of Zul'drak, so often forgotten in his duty. When guarding something dear to you, you are able to go far beyond

your natural limits. Your blows hit hard enough to shatter armor, your skin becomes like armor, your stamina near-endless. Yet you have also gained a talent for curses, easily melting the flesh from the bones of an enemy and with some difficulty and sacrifices able to do similar with an entire army

[Boosted]: When you guard something, the enemies have a far easier time just not showing up than even trying to get past you. Even if you were in nothing but a loincloth wielding a rotten club of wood, you could still take on an army and be ready and able to take on the next three as well. As for your talent for curses, now you could curse an entire race with a few sacrifices, while an army would be laid to waste with but a bit of mana and the wave of your hand.

God-Eater
(600 TP)
A dark day indeed. As the Scourge encroached more and more on Drakkari land, they became desperate and turned on their Loa, sacrificing and devouring them for even the faintest of victories. Now you too know this rite, able to sacrifice a Loa or similar beings and gain a small portion of their strength, turning you into a near demigod. Of course, this rite can still be disrupted, and you will gain only a fraction of the sacrifice's power, but this power will grow with you. In times of need, there are few things not-worth sacrificing.

[Boosted]: Woe be upon all gods, for you walk the lands. You now perform the rite in mere hours instead of the days it originally took, and you gain half of the power it held in life instead of a mere fraction. But there is one additional thing, now you can leech away at their power by consuming parts of them, gaining more power as you eat more and more into them. And perhaps most nefariously of all, you may share this aspect amongst your followers. Certainly, it dilutes the power amongst the many, but sometimes that is exactly what you need.

Jungle Troll Perks

Discounted for Jungle Trolls, 100 TP perks are free

The Wild Ones
(100 TP)

When one thinks of a Troll, you are what first comes to mind. That is because, despite the name, Jungle Trolls seem to be found just about everywhere. You possess an adventurous and curious spirit, always willing to venture into the unknown. And as befitting of the fact, your body is rather adaptable to different climates. The jungles are your home, but you can survive just about everywhere.

The Trees Speak Zandali

(100 TP)

When the original Horde invaded, the Bleeding Hollow tried to conquer Stranglethorn Vale, but your kind's guerrilla tactics made the venture too costly, and they abandoned the idea. When it comes to hit-and-run tactics, especially in a jungle, you have few equals and even fewer superiors. You are just fast enough to escape from most enemies, your attacks land just right to pierce the heavy armor of the enemy knight. You are the terror in the jungle, remind the foe of that.

Passing Legba

(200 TP)

A more obscure Loa, Legba often travels the world, either in the form of a raptor or as a kindly traveler. And he has given you a small blessing. Whenever you travel, things seem to go your way, be it by finding an inn willing to take you in for the night or meeting a future friend. Legba teaches to enjoy the journey and for you, it will be a fun and eventful one. But in addition to this, you bond with raptors of all kinds and seem to understand them, not quite on the level of speaking but intent.

Tears of Lukou

(200 TP)

Mourn to Lukou, one of the forgotten Loa of the Darkspears. Perhaps you're one of the few still worshipping her, or have merely imitated that which she knows, you are an excellent healer, be it through potions and medicine, or by more magical means.

The Zanzil Brew

(400 TP)

Yours is a talent for alchemy not seen since Zanzil the Outcast. Be it a potion to turn drinkers into mindless thralls subservient to the brewer or elixirs that instill the drinker with unnatural strength and vigor, you can brew it.

Blood of Hakkar

(600 TP)

You walk the same road as many before you. Through one means or the other, Hakkar the Soulflayer has made a contract with you and granted a fragment of his power to you. Whenever you wound someone, you steal a part of their vitality, stacking the deck in your favor in prolonged battles. And more importantly, you may perform a ritual and release the infamous Plague of Blood. Though not as infectious as the original, each life it takes has the soul sent to Hakkar and a part of the victim's vitality added to yours, either to heal or to add-on to what you already have.

[Boosted]: You are an active carrier of the Plague, though you yourself do not show any symptoms, allowing you to infiltrate settlements then have the entire population infected within a week. As well, your life leeching has improved, allowing you to drain the vitality out of your enemies by simply being near them. Should you ever desire so, your attempts to summon Hakkar will be far easier and faster, allowing the Soulflayer to enter our world to begin his bloodfeast in earnest.

The Lessons of Jin'do

(600 TP)

Like the Witch Doctor this perk gets its name from, you have a talent for enslaving the bodies and minds of people. Be it either through torture, spells or potions, you could rather easily enslave an entire tribe before anyone could truly realise your plans. This also applies to spirits of the dead, though something like a Loa would still be beyond you as you are. And the enslavement can be shaken off if strong enough spells are used for dispelling the effects. Still, it is a terrible tool for sure, bound to spread your dreaded name far and wide should anyone hear of it.

[Boosted]: A dreaded name you will bear with this. You know spells to turn people into sleeper agents, allowing them to appear normal while they use lesser spells to extend your control over their allies. As well, you now know how to bind and break spirits such as the Loa, or even Dragons if you are brave enough.

Sand Troll Perks

Discounted for Sand Trolls, 100 TP perks are free

The Forsaken Ones

(100 TP)

Your kind are often forgotten, in your little corner of Azeroth. The desert sun kills most, leaving only the few hardy, or foolish enough to survive. You have adapted to life in a desert, bearing the scorching sun for days on end without burning, enduring sandstorms for hours without injury and needing the third of the water a troll would normally need to survive.

A Good Rest

(100 TP)

A surprisingly benevolent gift from Mueh'zala, he has blessed you with good sleep. You could sleep on the hardest of rocks, the loudest of battlefields and still wake up fully refreshed.

Sand Bender

(200 TP)

Ten thousand years is a long time, especially for Trolls. Is it any wonder, then, that your kind have learned to master the vast sand dunes around them? You control the sand around you, able to shape it like liquid into weapons, drown people in sand waves or even harden it into sandstone to use as building blocks. In the desert where resources are scarce, this is definitely helpful.

Shadra's Webs

(200 TP)

A recurring theme among the Loa are those who specialise in spying and backstabbing. Shadra is another example of such, and now you have received her blessing. Your mind and words are sharp as knives, able to deliver severe blows to the egos and confidence of people around you. Just as well, you are good at spycraft, be it actually spying, blackmailing or building up a network of informants, you would make for an excellent Spymaster. Finally, thanks to your bond with Shadra, you are able to bond and communicate with spiders of all kinds.

Breeder of Monsters

(400 TP)

In the temple city of Zul'Farrak there lies a pool. In that pool rests Gahz'rilla, a white hydra so powerful her scales crackle with energy. Your kind summoned her thousands of years ago and have worshipped her as a god ever since. And now, you may begin to cultivate others like her. Through a careful mixture of feeding, magic and basic care, you may start to power up a normal animal

to the levels of a demigod. Though this will take hundreds of years to reach Gahz'rilla, the promise of another beast god is simply too good to pass up.

A Father's Lesson

(600 TP)

Mueh'zala, the Father of Sleep and the Son of Time, is the primary Loa worshipped by the Farraki tribe. And now, his baleful eye has found you and is intrigued. Whenever you sleep, you may astral project yourself, appearing in either the Emerald Dream or another dreamscape, from which you travel to the dreams of others. You can manipulate these dreams, turn them into nightmares or vice versa, and with some effort even trap them in them for a time. In the real world, it would appear as though they simply went to sleep and refused to wake up until finally jolting up several days later, severely traumatised by what you've put them through.

[Boosted]: Now you no longer need to be asleep to access the dreams of others. Just as well, once you have trapped them in their dreams, there is no escape, sans the intervention of Ysera, one of the Titans or Mueh'zala himself. And finally, whoever you kill can be sent to Da Other Side, where Mueh'zala will devour their souls eagerly.

Necromantic Pursuits

(600 TP)

Necromancy is not unheard of amongst Trollkind, but your kind seems to produce the most, possibly because in the desert losing a tribe member is devastating, and you need all able bodies for your continued survival. You can raise the bones and corpses of the dead, and even call the spirits from beyond the grave to do your bidding. If you dedicate enough time, you could become a Troll Lich and be the terror of many children's stories.

[Boosted]: You are no mere Troll, but a proper Troll Lich. You no longer need sustenance, nor your flesh to exist. You hold a single phylactery, though you may over time craft two more to work in tandem. You could raise armies of dead with a few simple spells, capable of binding the spirits of even dead gods to your will. Just as well, you can raise the remains of dead Loa, with some of their former power still lingering in their remains, ripe for you to wield as a weapon.

Zandalari Troll Perks

Discounted for Zandalari Trolls, 100 TP perks are free

The Golden Ones
(100 TP)
Your kind are the oldest and often the noblest of tribes, to whom all others refer to when large decisions are needed. You carry a regal aura about you, making others just slightly more willing to hear whatever you have to say. Optionally, you may opt to have golden decorations along your body, if these are removable or permanently attached is up to you.

The Huge Krag'wa
(100 TP)
The Frog Loa has deemed you worthy enough for a small gift. You are a head taller heightwise and never seem to be able to become fully skinny. Perhaps that is because of your newly developed love of food? Your skills put most professionals to shame, able to cook up a large feast for an army in a fraction of the expected time.

Grimath's Taming
(200 TP)
Grimath was the first Troll to truly tame a beast, and now his lessons have passed down to you. You are a capable tamer of beasts, knowing what to do in order to make them submit and how to care for them. In addition, you have learned the strange and mysterious art of Dinomancy, enhancing any dinosaur you have tamed, as well as allowing you to take on their forms with enough practice.

The Lessons of Jani
(200 TP)
For all the splendor of Dazar'Alor, it is ripe with trash, the forgotten street rats and crime. It is the Loa Jani who looks after the first two and even some of the latter. You see the value in even the most broken down and dirtiest of things, able to polish a dirty clump of coal into a brilliant diamond. Be it a street rat you've raised into a master wizard, or a rusted sword reforged into a god-slaying blade, you know their inherent value and the potential they have.

Strange Bedfellows
(400 TP)
Your kind are known for making allies out of different people. Be it the numerous tribes of Trolls, the Mogu of times long past and worryingly present,

or the fresh alliance forged with the Horde of Kalimdor. Indeed, you seem to have a knack of both finding and attracting allies, who are usually at least semi-competent.

Speaker of Loa

(600 TP)

Dazar'Alor houses shrines to countless Loa and many of your people are familiar with the numerous rituals associated with them. You have an inherent understanding of all the known Loa, able to conduct the most basic of rituals and how to summon them. But the most important of all, when you ask, the Loa actually listen and are more pre-disposed to actually grant you your request.

[Boosted]: If you ever felt like it, you could start a grand temple for the Loa with you as the Head priest. Your knowledge of the Loa and their rites is encyclopedic, knowing all of their titles and what they accept as offerings. And speaking of, whatever ritual you conduct requires far less, any offerings made need not be nearly as massive. More than that, the Loa think highly of you, willing to pass several faux pas, and they are more than willing to accept your bargains.

Rezan's De Jure

(600 TP)

Your empire was around before the Sundering, it was around before the Aqir began their war. It has endured catastrophe after catastrophe, but it has always stood strong. You embody this in all that you are and all that you build. Any empire you form will last for thousands of years before crumbling to ash, and even then it will be remembered fondly and emulated by those ambitious few. And you, yourself, are the pinnacle of Trollkind. Your regeneration is strong enough to grow a limb back in days and your wounds close in seconds, while your magical abilities skyrocket through the roof.

Yet, it is your ability to lead that sets you apart. Your very presence inspires others, and words of encouragement come to you without a thought. You could lead a dynasty for a hundred years, and each day would be considered more prosperous than the last.

[Boosted]: Your Patron Loa's gift shines through. Now it will be only through your own hands that any empire of yours will crumble, otherwise it shall

continue on, perhaps in a somewhat diminished state if you are not the one currently leading it, until the very stars expire.

And just as well, your body is a thing of marvel. Within a day you could grow back limbs and there is a good chance a weapon will get stuck in your body as the wound is healed around it. Yet more impressively, the very wind seems to carry your voice to as many people as possible and whatever you rule will consider all other rulers, your predecessors or successors, as incompetent simply because they are not you.

Blood Troll Perks

Discounted for Blood Trolls, 100 TP perks are free

The Corrupted Ones

(100 TP)

Your kind make their homes in the swamps, surrounded by diseases and deadly predators of all kinds, not to mention the rather cutthroat environment among the clans themselves. Your immune system is robust to the point where no mundane disease can ever hope to infect you. As well, you are great at making and using improvised weapons. For in the deep swamps there are no forges, not that your kind particularly cares for them to begin with.

Survival of the Dreg

(100 TP)

If you are male, you will all but need this to get anywhere in Blood Troll society, and females wouldn't probably mind having this either. You are favored by your superiors, whether it be that they find your competence encouraging or they find you attractive and prefer to have you around. When it comes to sacrificing someone you will be last on the list and the same is true when it comes to passing the blame, being the last person anyone would think of actually screwing up or being framed for such. Of course, this does not work if you keep repeatedly failing, but beggars can't really be choosers.

Primitive Yet Effective

(200 TP)

It is by G'huun's decree that your kind eschew and ban all advanced technology. Yet your kind are still feared by the comparatively better armed Zandalari. Your weapons, even if only a rock on a stick, deal far more damage

and work far better than most people would believe. You could quite easily cave-in the head of a knight in full plate armor with a simple rock.

Crawg Herder
(200 TP)
In a particularly blasphemous instance, your kind have taken to corrupting the tadpoles of the Loa Krag'wa, turning them into Crawgs. You seem to share a particularly strong bond with these big-toothed critters, understanding and communicating with them like an owner does with their dog. Additionally, you know how to create more Crawg, be it through breeding or corrupting tadpoles, normal or Loa-spawned, into Crawg.

Corruptive Influence
(400 TP)
Not all Blood Trolls began that way. Some were simple folk, either corrupted by Blood Magic or talked into being converted. You can do the latter well, very well. You could convert someone with a crisis of faith into worshipping you or your own object of worship. While those of a stronger faith will take more time to convert, you know just where to start the process and how to conceal or show it to the world.

Blood Magic
(600 TP)
A foul sort of magic, Blood Magic lets you manipulate blood in all manner of ways, and now you are a practitioner of these foul arts, being equal to the top experts, perhaps even skilled enough to impress G'huun or Hakkar. Be it conducting a ritual to turn others into Dire Trolls, raising the dead as red tinged undead or even creating portals through the usage of Bloodstones, you have an understanding for these forbidden arts that beggars belief.

[Boosted]: Yet understanding is not enough, one needs power and skill to go with it. And now, you rival Hakkar with your mastery of blood. You can corrupt life in a similar manner to the Crawg, even corrupting Loa is not out of the question. With the wave of your hand and some magic, you could rip out the blood from your enemies and then turn that same blood against their allies.

G'huun's Rot
(600 TP)
G'huun is known for three things, his association with blood magic, his hatred of advanced technology and his desire to spread the Underrot. Now you

exemplify the latter two. Technology starts breaking down around you, the more advanced it is, the faster the decay. So while it will take weeks for metal forged armor to crumble, it would only take around a day to reduce a computer into dust. Just as well, you now carry G'huun Underrot inside you, optionally allowing you to show it outwardly. Your attacks and mere presence slowly spread it to both the people and the world around you, slowly mutating and corrupting everything. Be careful, with this you are bound to get adventurers after you.

[Boosted]: You are an active vector for both Entropy and the Underrot. Your presence decays both technology and the minds of the people who use them, reducing a well armed army into naked cavemen in hours. As for the Underrot, you spread it with each step and breath, capable of turning areas the size of Stormwind into rot infested swamps in a few days. As well, you can fashion spells related to the Underrot, mimicking its effects or spreading it further. And should you ever desire it so, you may gather your magic and "Bloom" releasing a large quantity of the rot and instantly corrupting anything in the immediate vicinity.

Items

You receive 300 TP to use in this section.

Rush'kah

(100 TP, One free for both **Shadow Hunter** and **Witch Doctor**)

A ceremonial mask used while communing with the Loa, it offers little physical protection but wards off weaker hostile magics while also increasing the power of any rituals you may conduct.

Shrine

(100 TP)

A small shrine bearing the likeness of a Loa of your choice, any ritual conducted to them on it are twice as potent. It is small enough to fit inside a room, and the Loa can speak with you through it.

Attire

(100 TP)
Tribal armor with a battle mask, it resembles metal in terms of strength and is comfortable enough to wear for days at a time should it come to it.

Rings
(100 TP)
In most Troll cultures, a married pair wears a ring on either their nose or tusks to show their union. You can choose which ones you receive and should you for some reason marry someone who lacks tusks, the ring will shift to fit on their finger instead.

Trusty Spear
(100 TP)
A staple for many Trolls, this spear made of tough wood has a sharp metal tip that seems to be capable of piercing most types of normal armor. Should this ever break, or you lose it, you need only to reach for it from your back, and it will return good as new.

A Warm Hut
(100 TP)
Every Troll needs a place to rest their head in, and now you have this hut to give you shelter. Large enough to house a family of four, it is sturdy enough to endure most forms of weather and can be moved whenever you so wish.

Golden Armor
(200 TP, Discounted for Zandalari Trolls)
Zandalari seem almost obsessed with gold, so it would only make sense that their soldiers are armored in it as well. As tough as steel plate, this golden armor covers your vital spots while still retaining your normal agility. It comes with your choice of a weapon and a shield, both covered in gold and carved with the likeness of a Troll and Loa.

Beast Pens
(200 TP)
As has been shown and mentioned, your kind shares a close bond with all manner of beasts, from bats to bears, to raptors all the way to Devilsaurs. Of course, the problem arises as to where to house them, which is where this

comes in. A set of high fences and warm burrows, you could fit in an entire menagerie here. And it will keep expanding to accommodate for any beasts you might tame in the future.

Shadow Glaives
(200 TP, Discounted with **Shadow Hunter**)
Among Shadow Hunters, it is customary to wield a glaive as their weapon of choice. Now you too wield a pair. Made of a dark metal of an unknown name, they bear several carvings to different Loa and have several enchantments on them. The glaives seem to weigh almost nothing, allowing you to strike as fast as lightning, while the blades seem to dig far deeper into enemies, leaving behind gnarly wounds that bleed profusely and are hard to heal thanks to the small residues of shadow magic they leave behind.

Pursax, the Backborer
(200 TP, Discounted for Blood Trolls)
A glowing dagger with a wicked edge, it does extreme damage on a backstab and seems to pierce far deeper when doing so. In addition, it drinks some of the blood of its victims, allowing the wielder to either heal themselves or use the blood in rituals requiring it.

Kura-Kura, Kazra'jin's Skullcleaver
(200 TP, Discounted for Forest Trolls)
This axe bears Amani iconography. It enhances the wielders strength and dexterity, allowing them to land strong blows in exactly the right spots for maximum damage. In addition, the axe hungers for Elven blood and deals double the damage to them.

Gaze of Gara’jal
(200 TP)
The skull and pelt of a raptor fashioned into a hood. It increases the wielder’s ability to see, allowing them to gaze into the spirit world. In addition, it boosts any rituals concerning spirits and its rather gnarly visage frightens the more weak hearted.

Zerat, Malakk's Soulburning Greatsword
(200 TP, Discounted for Ice Trolls)
This greatsword bears the symbol of the Drakkari. While it enhances the wielder's strength, its true value lies in the faint blue flames burning across the

blade's length. These flames damage the soul, with enough hits rendering the foe into a mindless husk.

Staff of Elune

(200 TP, Discounted for Dark Trolls)

An omen of things to come, or merely a case of nostalgia on the Goddesses part? This staff is carved from smooth stone, bearing a clear white crystal on top. At night, you may use it to communicate with Elune and as expected it boosts all magics related to the moon, the stars, and the night.

Sanguine Sorcery

(400 TP, Discounted with **Blood of Hakkar** or **Blood Magic**)

A curious book written in an ever shifting language, this book details several powerful rituals centered around blood magic, a controversial addition to any book collection perhaps, but a valuable tool for any blood mage.

The Mantle of Torcali

(400 TP, Discounted for Dire Trolls)

This impressive set of enchanted armor is designed to cover the entirety of the wearer, leaving only their tusks visible from underneath it. Full of carving depicting the Direhorn Loa Torcali, the armor enhances the wielder to the point where their punches can reshape the land and even cause earthquakes, while enduring similar blows with little problem.

Zul'rokh, the World's Apocalypse

(400 TP, Discounted for Forest Trolls)

A weapon not seen since the olden days of the Aqir War, Zul'rokh is a forward curving greatsword with a jagged edge and bearing the seal of the Amani empire. The weapon feels very light and hits just as strongly as something its size should, while leaving behind wounds that profusely bleed and quickly begin to rot. At will, you may separate the sword into two, Jin'rokh the Great Apocalypse and Zin'rokh, the Destroyer of Worlds. They hit far less hard and merely leave badly healing wounds, but they make up for this with their speed.

Sul'thraze the Lasher

(400 TP, Discounted for Sand Trolls)

A weapon of legend among the Farraki, this greatsword was meant for cleaving heads from necks. While a formidable weapon, its true strength lies in the enchantment it bears. Each time it wounds someone, it leaves Shadow energy behind, which begins to eat away at the target, weakening them and

causing them horrible agony. At will, you may split this sword into two smaller ones, Jang'thraze the Protector which improves your defenses and Sang'thraze the Deflector which improves your reflexes and gives you foresight when you can parry an attack.

A Loa's Temple

(400 TP)

This impressive temple has been dedicated to a Loa of your choice, holding several shrines bearing their likeness, and their presence can be felt in the air. In addition, the Loa will oftentimes appear in the temple, even if no one has tried to conduct any rituals, simply to rest and enjoy the quiet of this place.

Temple City

(600 TP)

A good way to start your own tribe and have it be taken seriously. This city, rivaling Zul'Aman at its prime in size, easily houses at least a hundred thousand Trolls. It is littered with ziggurats and pyramids, all serving different purposes, from temples to marketplaces and housing. The largest of pyramids is reserved for the ruler of the city, you, to do with as you will. It holds a council chamber with a throne of your preferred design for when you must hold official meetings or anything else of the sort.

Your Tribe

(600 TP)

But a city is an empty husk without people to live in it. Either you've created a breakaway Tribe from one of the larger ones, or maybe you've managed to band together a sustainable population through luck. In either case, you have a tribe of about 100,000 Trolls of your own species, or a mixture of different species if you wish. You can decide on their culture, what is considered taboo and what Loa they primarily worship or are banned from worshipping. You can import individual members as companions, upon which they will be replaced by another in a month's time and cannot be imported back.

The Great Seal

(600 TP)

Are you by chance looking to seal a god? This great golden disk, the size of a small building, really, holds the power to imprison even gods. One must simply imprison the target, then tie the Seal to the prison with a spell, upon which the wheels inside the Seal begin to turn. As long as the Seal remains intact, the

target cannot escape from their prison, though they may attempt communicating with the outside world while in a very weakened state.

The Lone Mountain

(600 TP, Discounted for Dark Trolls)

A short mountain surrounded by a small forest, it is full of caverns where a Troll clan can make their home and be comfortable for a few hundred years at the very least. The main entrance to the mountains requires passing through a small yet rather steep lake, to which the moon tends to shine unusually brightly.

The Forest of Solace

(600 TP, Discounted for Forest Trolls)

A rather dark and moody forest, full of deer, bears, small flocks of dragonhawks and other beings you can imagine living there. It rivals Elwyn Forest in size and has many small ruins of Trollish origin scattered around, all in good enough condition should one wish to settle in them.

The Pale Tundra

(600 TP, Discounted for Ice Trolls)

A large snow covered landscape, with some dry grass and small trees appearing here and there. Rivaling Zul'Drak in its prime, this area is large enough to house a full **Temple City** and have enough room for several farm lands and a few villages, it would be considered paradise were it not for the rather chilling cold winds that blow from the north. A small herd of mammoths migrates through it every few months, perfect for either hunting or domestication.

The Weeping Jungle

(600 TP, Discounted for Jungle Trolls)

This jungle is located next to a beach and has several rivers, both big and small, flowing through it down into the ocean. It is a place of tall trees, strangling vines and swamps. The rivers have a healthy crocolisk population, the trees are alive with all manner of birds along with a species or two of monkeys and on the ground small raptor packs hunt in coordinated groups. Small monuments and ruins of Trollish make litter the woods, a small reminder of a past now mostly forgotten.

The Sands of Solace

(600 TP, Discounted for Sand Trolls)
Few things live here. By day the sun scorches the land, while at night the winds turn freezing cold. What little survives here are centered around the five small oases scattered about, the only sources of green and of life. The tips of ruins poking out of the sand tell tales of an empire now forgotten, and the gigantic reptilian skeletons are a reminder that even Dragons can die.

The Old Jungle
(600 TP, Discounted for Zandalari Trolls)
Ancient, is the first term this area reminds you of. Trees tall and large enough to cover the sun, old troll ruins centered around the remains of villages long-lost to time, and the dinosaurs and other reptiles thriving here. A glimpse into the Azeroth of old, before the Sundering, and before the Elves.

The Bleeding Swamp
(600 TP, Discounted for Blood Trolls)
A heavy mist lingers in the air, carrying with it a stench of iron. The trees and plants are crooked, and sunlight seems to actively avoid appearing here. The spectral echoes of the dead linger in the wind, while their corpses and skeletons can be found skulking about mindlessly.

Companions

Import Companion
(50 TP)
Each purchase allows you to import a companion. They get 600 TP to use for perks and items.

Canon Meet-Up
(Free)
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.

Zandaboo, The Shame of The Sin'dorei

(Free)

This is a curious sight. Before you seems to stand a female Blood Elf wearing Zandalari-styled armor. You will quickly realise her choice in attire is the least strange thing about her. Her Zandali is near perfect, save the ever prominent accent of her kind and her understanding of your people's history is rather astounding. This is tempered by the fact she starts gushing about Troll, especially Zandalari, culture and architecture, speaks down about all Elven accomplishments as they've abandoned their true heritage and history, and you are sure that if you ever offered her the chance to take on a Troll form she wouldn't even think about it before leaping at the chance. Strangely, each time she proclaims Troll supremacy, you could swear hearing the anguished cries of a male High Elf in the back of your head.



Zul'Shara, The Dark Elf

(Free)

Fate certainly takes a strange turn. The Dark Troll before you has a disgusted scowl on her face and is dressed in a very Night Elvish manner. She claims to be Azshara, the once queen of the Kaldorei and the Naga, who has been trapped in the body of a Dark Troll. Her understanding of both the Arcane and of the Darnassian and Nazja does give her claims some substance, but her clear lack of actual magical power raises the possibility she could be merely in

heavy denial. In either case, she will dress like the royalty she claims to be, seems to almost exclusively drink wine, speaks mostly in Darnassian and expects to be pampered. Her disgust for Trolls remains strong and she “merely” tolerates your presence, so do not expect anything more than “acceptable” or "adequate enough, for a savage” from her.



Newborn Loa

(100 TP)

You came upon this young thing one day while exploring. Be it an animal cub or some kind or even a baby, you quickly realize them to be an infant Loa. As they grow and are given both offerings and faith, they will become stronger, though by this alone it will take them at least hundreds if not thousands of years to reach the heights Rezan and Bwonsamdi did.

Talanji, the Zandalari Princess

(100 TP)

She stares at you shyly, her body shifting slightly every now and again. Before you stands the only child of King Rastakhan, the princess who would one day become Queen and lead the Zandalari steadfastly. This is not her, not yet, perhaps never. This is a Talanji yet to suffer tragedies beyond her mother’s death. A naive but well-meaning princess, whose father has made his damned best to shield her from the outside world. Whatever you did to convince

Rastakhan to let her come with you has left her somewhat awestruck and infatuated. She will act shy, unused to such feelings and of contact with other people in general, but with guidance she may become the Queen many have foreseen.



Zul'jin, the Amani's Vengeance

(100 TP)

The figure before you is in a rough condition, lacking a right eye and a left arm, this Troll appears to be a version of Zul'jin, the legendary Amani chieftain. She is rather tall, even for an Amani, her body appearing almost sculpted with scars littering her body. Just as well, her mind is as sharp as a blade, honed over countless battles and skirmishes against both the humans of Lordaeron, as well as the High Elves of Quel'thalas. Unlike her male counterpart, she has yet to be consumed by her lust for revenge, though unless you intervene that is the path she will walk. And indeed, she seems to hold your opinion in a rather high regard. Were you to explain in detail why fighting the Elves is not a good idea, she would actually listen and change her goals. Reversely, should you encourage her hatred, she could become an even more dangerous foe than her prime counterpart.



(https://www.instagram.com/p/CBJVoQahTVW/)

Jin’da, The Gurubashi Hexxer

(100 TP)

You found her one night, collapsed on the ground, beaten up and very bloody. You gave her shelter and nursed her back to health, after which she refused to leave, convinced she had been brought to you for a reason. While she will remain wherever you have set up base, expect to see her tiki masks floating about, her way of keeping an eye on you should trouble come knocking. In addition, her powers of Voodoo and Hexxing are at your disposal, should you ever feel like becoming a conqueror or a terror to your enemies.



(https://www.deviantart.com/jyosei/art/Renjai-867930858)

Drakuru, The Drakkari Traitor

(100 TP)

Through events that boggle the mind, you've gained the loyalty and obsession of this Drakkari troll. To you, she is subservient, happily going along with any plans you have in mind. To her underlings, however, she is a harsh task mistress, oftentimes expecting near-impossible things from them as they go about fulfilling any plans you have created. She is capable, however, especially when it comes to the matters of sieging and espionage. She'll happily keep your enemies at bay, be it by sending her troops into the meat grinder or by sending assassins to slay them. Her everything for you.



(https://www.deviantart.com/cheshireviqq/art/Zizi-739441275)

Ukorz, The Farraki Chief

(100 TP)

She has heard of your prowess and has come to learn as much as you are willing to offer, while at the same time hoping you will help her with her goal. The young chieftess desires to restore, or even surpass, the glory of the old Troll empires and with you, she hopes she'll succeed. Teach her wisely, she could one day become a mighty Empress.



(https://www.deviantart.com/vyvilha/art/warcraft-troll-commission-1123577733)

Ik’nal, The Shadowtooth Remnant

(100 TP)

A sombre air hangs above this one, and who could blame her? She is the last of her clan and perhaps her entire species. She will often simply sit somewhere quiet and stare into the distance, or quietly drink until her mind goes numb. Or that used to be the case, now she seems to spend a good amount of time around you, as your presence seems to make things a bit brighter. She can’t get back what she has lost, but with you, maybe she could build something new instead.



Ateena, The Nazmani Ma’da

(100 TP)

For a Troll, she is rather short, a fact she seems aware of as she floats up to meet your eye. At least you think so, the ritual mask she wears makes it rather hard to tell what she is feeling. Cryptic and demanding, she will keep you at a distance until you have proven yourself. After that, she will take on the role of an advisor, guiding you in the ways of rulership. At the very least, her version of such, after all, she has led a rather barbaric group of tribes in the past. And should you ever desire to pursue her heart, beware. Her claws are rather sharp, and she will demand enough children to build an army.



(https://www.deviantart.com/jyosei/art/Blood-Troll-757799040)

Aka'ali, The Dire Empress

(100 TP)

If you are not a Dire Troll, you will have to look up to meet her gaze. A ruler from Zandalar's past, she has risen once more. Her gaze remains cold as she speaks to you, but is well aware she lives now because of you. And so she offers her rather terrible might and her tactical knowledge. When you have gathered a large enough reputation and shown your strength time and again, she will demand a duel from you. Should she defeat you she will be rather disappointed, but should you best her, something seems to change. She becomes far more tender, calling you Darling and even offering you the title of consort when she finally claims her rightful place as the Empress of Zandalar.



Hir’eek, The Loa of Night

(100 TP)

Behold now, the Lady of the Midnight Sky has joined you. Though blind in the mortal sense, her hearing more than makes up for it, allowing her to even hear the whispers of the mind. Now she offers her powers and influence in service to you. Give her offerings, be it in blood or fruit, treat the weak kindly, and you will have a stalwart ally in whatever adventures you face.



Akil’darah, The Eagle of the Hinterlands

(100 TP)

You will rarely see her on land, unless perched for some rest. Most of the time, she flies in the sky, high enough where most see her as little more than a blip. Yet you feel her gaze on you, always watching and always ready to offer guidance. Indeed, whenever you wish to use Divination, she will appear before you, either as a spirit or in physical form. Do not mistake her rather distant personality for dismissal, she merely has a lot to see and process.



(https://www.deviantart.com/lordeeas/art/Varkavar-191626238)

Har’koa, The Cat Goddess

(100 TP)

A cool yet comforting presence envelops you. Har’koa wraps her tail around you, hugging you. Indeed, while somewhat motherly to the Drakkari, she seems rather besotted with you in particular. A link has been forged between the two of you, her often asking about your status, if you’ve rested enough, if you’ve eaten recently and other such things. And may your enemies’ Gods be with them, for she will show no mercy to any who threaten you.



(https://www.deviantart.com/starlyssskye/art/Snow-Leopard-1245215524)

Bethekk, The Loa of Panthers

(100 TP)

The shadows lengthen at her presence. You will find her hiding in the dark, or resting in the shade. She appreciates head scratches but attempts to rub her stomach will lead to violence. You will not see her should she wish to remain hidden, though the feeling of her eyes on you will never fade.



(https://www.deviantart.com/polarisoul/art/Black-Panther-and-Moon-1197355792)

Akunda, The Loa of Storms

(100 TP)

Her form towers over you and the smell of fresh rain hits your nose. For all her size, she is among the kindest and most compassionate of Loa. Should you ever need a shoulder to lean on and a sympathetic ear, she will be there, always willing to ease your burdens and take any bad memories, should you wish it so.



(https://www.artstation.com/artwork/blJ3eg)

G’nathus, The Terror of The Deep

(100 TP)

She stirs within the deep waters. A massive eel capable of crushing boats with her bulk alone. But her control over the waters is just as great, able to create massive whirlpools to swallow entire fleets to the depths, or to rob all sails of their wind and leave boats stranded in the middle of the ocean. And now, through some strange circumstance, you have gained her approval. She will join you wherever there are oceans for her to rule over and though her temperament is as changing as the sea currents, she will always favor you above everything.



(https://www.deviantart.com/monkeyoflife/art/LordOfTheCoast-Official-1251892185)

Torga, The Wise Turtle

(100 TP)

A curious one, this Torga. Full of stories about events long since forgotten by mortal minds and ever hungry for more. No wonder then, that she chose to join you. After all you are bound to witness things no one on Azeroth could even dream about and she wishes to see it all. Accompanied by two of her Tortollan faithfuls, the trio will make sure to record and chronicle all of your adventures, past, present and future.



(https://www.deviantart.com/pinkangelflytothesky/art/Blue-cave-1205695408)

Shango, The Raging Storm

(100 TP)

The smell of ozone heralds her arrival. Where Akunda is the gentle storm after a fierce battle, Shango is the storm that will wipe all in its path. Constantly shifting her form, she has a quick temper that is hard to calm down, though with you she seems to have developed some patience, though even then she will not take most slights lightly.



(https://www.deviantart.com/planktonheretic/art/COM-Ash-tani-854362067)

Scenarios

Zul Reborn

(Can only be taken by you)

In the ancient past, your kind ruled the world, creating mighty empires only rivaled by the Kaldorei Empire. But those days are long gone, and with each year your kind loses more and more as the other races hunt you down and destroy what little remains.

No More.

Your task is simple. Unite the Tribes, be it either through diplomacy or by force. When you have united all of Trollkind, you must carve a seat for your empire, be it by conquering new lands, or by taking back that which was taken from you.

By the end of your time here, your empire must be recognised as a major power, rivaling the size and might of both the Alliance and the Horde.

Your kind were once great, you do not merely wish to be so again. You will be great, even if the world must shatter for it.

Through forging a united Troll Empire rivaling or even surpassing the Empire of Zul, you receive the following:

Zul

In Zandali Zul means great and is often used by leaders and witch doctors alike. Why would you be any different? You may alter your name to include the word Zul, or use it as a mere title alongside your name. All who hear it instinctively know you are someone they must listen to, instinctively knowing you have achieved far more than they ever will. Your enemies cower and may even flee should they hear you roam the area, while the mere mention of you will whip up your followers into a frenzy of righteousness. You have become Great, even in your passing all will remember and all will respect the things you achieved.

Your Empire

You forged it in blood and steel, so it only makes sense you should take it with you. All the land, all of your people. You can bring it all with you to future

jumps. Be it by creating a new continent altogether, or by spreading it across already existing lands, you will show the world how inferior they are to you. And if you ever conquer more land, you may combine it with this, expanding your empire even further. May your flags fly high.

The Loa of Kings

By default, a title held by Rezan, you have gained the patronage of a Loa of your choosing, whom you have decreed as the highest amongst their kind and whom your people will always pay respect to. The Loa will grant a fragment of their power, extending your lifespan by two fold and granting you powers related to their domains.

The Council

You have handpicked a representative from each of the Troll tribes to form a council that helps you plan and execute any plans you may have, be they in administering your empire, or strategising against enemies. They will act as a group companion, with any perks split amongst them. Additionally, should a large group of people ever join your empire in the future, you may choose a member amongst them to join the Council, becoming another companion in the group.

Taking Da Other Side

(Can only be taken by you)

It sickens you, to be forced into worshipping a cruel Loa for a mere chance at an afterlife. And you are going to do something about it.

Through means of your own, you must force your way into Da Other Side, and there, take over as the ruler of the place. You will face fierce resistance, from deceased souls to liches to a few Loa, your enemies are many and your journey hard. But the reward will be great indeed.

To complete this scenario, you must defeat Mueh'zala, Bwonsamdi and should he try anything, Hakkar. Tear them down and take what you came for.

For taking over an afterlife and proving your superiority over the Loas of Death, you receive the following:

Loa of Death

Your actions have elevated you to the rank of a Loa. You now have power over the dead and dying, reviving the recently deceased or even ripping the souls from the yet living. Bless corpses, so no necromancer may raise them, or summon the spirits of the dead to act as your army. At the beginning, you will rival Bwonsamdi in power before he became the Loa of Kings, and you will continue growing as more people begin to worship you.

Da Other Side

Your own afterlife. Littered with ziggurats and bearing features from the places you've traveled to, you have absolute control here. You may change the looks and layout of it, each soul that crosses over adds a fraction into your existing power, and you may decide who is applicable for entry into your realm. Perhaps they need to be of a certain race or tribe, maybe they need to be of a certain size. It is up to you, how you run this place.

The Loa of the Grave

While Hakkar seems to have slinked away during the fighting, Mueh'zala and Bwonsamdi have submitted to you and are currently in dogeza poses. While knowing their former positions are out of their reach, they will constantly plot and scheme against one another for the place of your second in command. Should you force them to stop and have them make peace, they will become a lot more influenceable and will defer to you in most things.

Ascend

(Requires either **A Loa's Chosen** perk or **Newborn Loa** companion)

A troll ascending to the role of a Loa is nothing new. Bwonsamdi, Zanza, Ogoun, Shango, Grimath. All Trolls who later on ascended as Loa. Now you seek to do the same. Not merely stealing the power of another, but earning and carving out your own.

You must get as many people as possible to give both offerings and prayers to you, while you must grant them boons in exchange for these. As your followers grow, you will begin to feel a change in your very being. Do this for long enough and you will ascend.

For breaking through the mortal coil and ascending as a Loa, you receive the following:

Loa

You are now more than a mere mortal, you are a god. Choose three domains, you receive control and knowledge over these, both of which will grow with your power. Time no longer has a hold on you, though violence can still kill you, even if it'll be far harder now. Should anyone offer up prayers or bargains on a shrine or through a ritual dedicated to you, you will hear them and may respond however you wish. While currently you are not on the level of the top Loa, things will change as you gain more worshippers and grow in power.

Priesthood

Every Loa has some worshippers, even the shunned ones. Starting out at one hundred, you may choose the looks and personalities of your initial priesthood. In addition, you may choose the tenets, customs, and rituals they will do their best to follow and will bear outfits and fetishes made in your likeness. Perhaps you only allow muscled warrior women as your priests, maybe your followers are all magic-obsessed scholars who go out in their underwear every seventh day and bathe in fruit juice.

Temple

Every Loa needs a place of worship, and every priesthood a place to call home. By default, it will be a ziggurat commonly found among Trolls, you may choose a different design for your temple. Any rites performed by you or for you are twice as powerful while requiring half as much. It bears several shrines made in your likeness, has enough room to house the initial 100 priests, and will keep on expanding as your followers grow in number. Should you so wish, you may appear here with but a thought, even if you were locked in a different dimension.

The Aqir War

As a result of Xal'atath's machinations, the C'Thrax Kith'ix has awoken and with him, the Aqir. What will follow is a war of legend, rivaling the War of the Ancients and the War of the Shifting Sands. It will be in these coming centuries that the Empire of Zul will form.

And now you must take part here as well. You must defeat the Aqir, be it a complete annihilation or merely driving them to the far off corners of the world. In addition, you must destroy Kith'ix permanently, so he may never rise again. It will be a long and bloody few centuries, and so a Loa has blessed you with a form of immortality until the war is over.

For defeating the Aqir and slaying Kith'ix, you receive the following:

Aqirbane

They were endless. A ravenous horde with multiple tactics. Yet you survived and defeated them all. Your toughness and strength have increased twofold as a result of your ordeals. In addition, you deal twice the damage to any insectoid enemies, while only taking half as much in return.

Doom of Kith'ix

C'thraxi are notoriously difficult to take down. It is even more difficult to keep them down, their voidborne powers making it possible for them to resurrect if left alone for long enough time. But you need not worry about that anymore. Your attacks leave injuries that simply refuse to heal with anything but time and even then, it will be far slower than usual. In addition, whatever you do manage to kill, will stay dead. Even if an entire cult were to offer a continent's worth of sacrifices, they simply cannot come back.

Xal'atath, The Blade of the Black Empire

It was after the last battle, as you were cataloguing the dead, that you found it. A wicked blade, buried underneath a small mountain of corpses. When you grasped it, she spoke to you. She had seen your prowess and witnessed your potential. And she was afraid, for she knew you would one day end her should she try to oppose you. Instead, she has sworn herself to you, desiring to please you as long as you keep her alive and maybe grant her some of your power. And should she ever gain a body, she would gladly show her gratitude in even more ways than before.

The Zandalari-Pandaren War

(Requires either you or your companion to be a Zandalari Troll)

A long time ago, the Mogu promised a large swathe of land near the Vale of Eternal Blossom to the Zandalari. Now the Mogu are no more, their empire destroyed by their Pandaren slaves. It will be soon after that Mengazi, the descendant of high priest Zulathra, will call for the Zandalari armies, intent on forcibly conquering the land they were promised.

Were things to go as intended, the Zandalari would lose after the death of Mengazi due to the Pandaren utilising the Cloud Serpents and the sacrifice of Jiang, the founder of the Order of the Cloud Serpent.

You will not let that happen. Ensure the Zandalari come out victorious and claim the land you were promised.

For conquering a part of Pandaria, you will receive the following:

Secrets of Chi

You observed the Pandaren Monks and their strange arts. And now, you have learned some of it. Though by no means a master, you know the basics of bending Spirit, or Chi energy. Be it to enhance your physical attacks and abilities, or to heal the wounds of your allies. As you continue to train and meditate, you will become better at it, as it is with most things.

Fertile Land

A small plot of land from the very heart of Pandaria. The soil is fertile enough to grow just about anything, mist tends to appear at the early hours of the morning, there is a small bamboo forest growing at the very outskirts of the property and in a small lake there is a small yet stable population of dragon turtles. Be it for farming, raising livestock or to merely live in quiet, know that this is home now.

The Serpent's Pelt

A grim warning, you have slain and skinned the beloved mount and friend of Jiang, the Pandaren who would have led her kind to victory. The cloud serpent Lo's power yet lingers to a degree in this pelt, now fashioned into a cloak with a hood, it allows the wearer to fly unaided and even allows one to call upon the storm to hurl bolts of lightning at their enemies.

Jiang, The Failed Savior

Once full of life and vigor, this young Pandaren girl has fallen despondent after the defeat of her people and the death of her friend Lo at your hands. Perhaps you wished for a slave, or took pity on her, but in either case she now follows you around, never resisting or questioning anything you say or do. She failed, and you won, therefore do you not always know better than her?

Lord Of The Caves

(Requires either you or your companion to be a Dark Troll)

It burns, the knowledge you could easily be one of the very few remaining of your species. But you will not give up, you will not let your people die out.

You must bring the Dark Troll population back to sustainable levels. Be it through you having lots of children, finding ways to turn others into Dark Trolls or something else. You must save your people. More than that, you must find

them a permanent home. Be it a series of caves or a large mountain, your people prefer to remain underground.

Do not let Extinction claim another race.

For saving your kind from slow but certain extinction, you receive the following:

To Fight Extinction

It was not easy, but you managed to save your kind. And in the future, you can do so once again. When it comes to keeping species alive, you always have a plan and the means to do so. Or at the very least will find the means within a reasonable timeframe. In addition, your fertility has rather skyrocketed. As long as they have the right equipment, you can have children with them, with whom you can decide if they are a hybrid of their parents or purely of either race. As well, you may decide how many children per pregnancy you have.

Dark Jumper Tribe

It would only make sense that the Dark Trolls you have brought together would form a tribe around you. You gain the **[Your Tribe]** item for free, with the population being only Dark Trolls. In addition, you gain the **[Temple City]** item to signify your kind's new home.

Hal'ora, the Herald of Elune

The Moon Goddess saw your act of saving the Dark Trolls and, perhaps in a fit of curiosity, she has sent this woman in her stead. Seemingly a cross between a Night Elf and a Dark Troll, you are a little unsure if she is actually her own person with a strong connection to Elune, or actually Elune's mortal avatar, she is still a rather gentle figure, always ready to nurture and heal both the young and the sick. Though the rather clouded looks she sends your way seem to hint that she is not nearly as pure as she tries to act.

Ik'nal, The Renewed

(Will replace **Ik'nal, The Shadowtooth Remnant** companion)

A weight has been lifted from her shoulders. What she has lost can never be regained, but you have given her and her people something far better: A future, a bright tomorrow. She spends most of her days looking after the young among the Tribe, educating them to the ways of the world and ensuring they will be prepared for whatever may come.

Burning of Quel'Thalas

(Requires either you or your companion to be a Forest Troll)
The High Elves came and took your lands, hunting your like dogs. The time has come to make them pay.

Gather your armies, be they only of the Amani, or maybe you will convince the other tribes to contribute as well. Whatever the case, you will take back your ancient lands. March your armies north, all the way to Quel'thalas. Slaughter and conquer as you will, make Anasterian watch in horror as his people are slaughtered and his city burned. These lands will belong to the Amani once again.

For taking back what you have lost, you receive the following:

Elf-slayer
After drenching your weapon in enough Elf blood, to permanently stain them, you've become a veritable expert in killing them. You deal twice as much damage to Elves and all they have created, easily breaking masterwork weapons if an Elf played a part in its creation. As well, you take only half as much damage from Elves, be it through weapons or magic.

Felo'melorn, the Flamestrike
Torn from the dead grip of king Anasterian, this runeblade is infamous amongst your kind for being seemingly immune to curses and hexes, while burning with the fire of a phoenix. And now you wield this in an ironic twist of fate. A dangerous sword as well as an adequate magical foci, each strike burns with the fury of the sun and naturally boosts whatever pyromantic magics you wield by half.

The Windrunners, a Family of Slaves
You personally led the charge into the Windrunner Spire, burning the village and slaying the patriarch of the family. Then to further the insult, you enslaved the women of the family.

The matriarch of the family, Lireesa, has been shattered by the death of her husband and the destruction of her village. Once a proud Ranger General, she is now little more than a broken widow, constantly trying to keep you sated, so her children need not suffer should you ever get the desire to hurt them.

The eldest of the children, Alleria remains the most defiant, constantly gritting her teeth and glaring at you as she does her chores, fully aware that you only let her display this much disobedience because it amuses you. She will not cross any lines, for she knows you would quite easily make her family suffer for her impudence.

The second eldest, Sylvanas, appears the most aloof. Both to deprive you of seeing her sorrow and despair, and to not demoralise her siblings further. Strangely, she seems to derive some pleasure in serving you. For as much as you have taken from her and her family, there is a strange form of peace about being a servant to you.

The second youngest Vereesa, seeing the state of her mother and witnessing you slaughtering her father, has been reduced to a scared girl. Eager to please you, it would not be hard for you to become a twisted form of parental figure to her, teaching her the right ways to serve and please you.

The youngest Windrunner, Lirath has perhaps adapted the best to her new situation. Knowing of her frail body and her love of music, you keep her as your favored bard and song bird, often having her play in any parties, official gatherings or privately to you. And you reward her for her loyal service, which often earns her the ire and even jealousy of her sisters, both for seemingly betraying their kind but for also having it the easiest amongst them.

The Sunwell

The greatest source of power the High Elves held, this incredible font of magic now belongs to you. Be it a source of nourishment or of mana, it will have many uses for those willing to think even slightly outside the box.

Conquer Lordaeron

(Requires Burning of Quel'Thalas)

The High Elves lay broken, and the Amani Empire rules Quel'Thalas once more. Yet their allies to the south, the Humans of Lordaeron, still stand strong.

And so, you must muster your forces one more time and head south. There you must purge the humans squatting on your ancestral land and retake it all. Slaughter the peasants, burn the villages and tear down their cities.

For conquering the kingdom of Lordaeron, you receive the following:

Manslayer
Humans are like pests, kill one and a hundred will take their place. You at least know how to kill them and destroy their works. All of your damage against humans and their works are doubled, and their attacks deal only a fourth of the damage they would usually do.

Hammer of the Deathbringer
You managed to disarm Uther in battle, before using his own hammer to decapitate him. This act has tainted the once holy hammer. Still a mighty weapon, it now channels the powers of Death instead of Light, doing more damage to the undead than the living.

Calia, The Lone Princess
It was rather satisfying, slaying both King Terenas and his perfect heir Arthas, then as they lay dying you took the only princess of Lordaeron as your slave. Now Calia Menethil serves at your whim, broken by you slaying her father and brother before her eyes. She has taken to praying to the Loa for you to be lenient with her as she learns her new duties as your servant, for the Light had done nothing when your kind destroyed her kingdom, yet the Loa are always at least willing to listen.

The Amani Tribe
It was in part thanks to you that the Amani have regained their lands and avenged the wrongs done to their kind. So it is only fitting that the Tribe has decided to name you their leader. You gain the **[Your Tribe] item** to represent the Amani. In addition, you gain **[The Amani Empire]** item which encompasses all of the land you have conquered, from Lordaeron to Quel'thalas and any other lands you conquer may be attached to this one.

Revenge of the Drakkari

(Requires either you or your companion to be an Ice Troll)
The dead walk towards your capital. Your people shrink in numbers with each hour, and many have become desperate. Some have even begun the rituals to sacrifice your Loas for meager scraps of power.

You must stop the tide of the dead and ensure both your people and your Loa will see another sunrise. Push back the Scourge and retake your lands, be it either stopping where Zul'Drak's borders are, or expanding further into the rest of Northrend.

For stopping the Scourge from slaughtering your people and your people from sacrificing your Loas, you receive the following:

The Gravebringer

You have stemmed the tide and brought the dead some rest. Your presence weakens the undead and those who control them. Your strikes hit twice as hard against the undead, while also ensuring they will never be raised again. Finally, any necromantic spells seem to simply slide away from you, unable to affect you.

Zul'Drak Renewed

For your services, you have been awarded the title of Frost King and now lead the Drakkari tribe as their leader. Gain the **[Your Tribe]** item encompassing the Drakkari tribe along with gaining the **[Zul'Drak]** item, which includes the lands you have conquered in your campaign against the Scourge.

The Saronite Axe

During your skirmishes, you've found this curious weapon amongst the dead. Made from Saronite, the solidified blood of Yogg-saron, it is one of the toughest and most magic-resistant metals found on Azeroth. Strangely, it doesn't seem to drive you or the people around you mad like normal Saronite. It is only those who try to wield it without your permission that are driven mad, to the point where they are often left drooling and blank stared. A useful weapon if nothing else.

Gurubashi Rising

(Requires either you or your companion to be a Jungle Troll, cannot be taken with Return of Hakkar)

Your people remain mostly content in Stranglethorn Vale, but recently both the Goblins of the Steamwheedle Cartel as well as the Kingdom of Stormwind have begun to intrude upon your lands. More than that, there are rumors of the Hakkari and Atal'ai resurfacing, seeking the return of their foul Blood God. Your mission is three-fold. Banish the Goblins and their foul cartel from your lands, drive out the humans of Stormwind or even conquer their lands, so your people may expand. And finally, you must hunt down the worshippers of Hakkar and stamp them out for good, ensuring the Soulflayer will never again walk the mortal lands.

For protecting, if not even expanding, your territory from threats from within and without, you receive the following:

Lord of the Jungle

You know all jungles and forests by heart, knowing what shortcuts and dead ends to utilise while navigating or leading enemies into them. The forest seems to come to life around you, roots and branches move from your way, the flowers seem to lead you wherever you wish to go and in reverse they will hinder all of your enemies, if not outright kill them before you can.

Destroying the Hidden

Hunting down the worshippers of Hakkar didn't work in the past. There were always survivors, always more texts that would lead others down the forbidden path. But you, you have a nose for sniffing out such organisations, able to roughly tell where your targets hide. Just as well, whatever organisation you destroy, will be done in a way that makes others too fearful to even attempt reviving them.

Stranglethorn Stands

For your efforts in defending your home, the Gurubashi have united once again and chosen you as their leader. You gain the **[Your Tribe]** item encompassing the Gurubashi tribe. In addition, you gain the **[Stranglethorn Vale]** item, which includes the Vale itself, as well as potentially the lands of Stormwind should you have conquered them.

Kevo ya Siti and Lukou, The Twin Loa

For restoring order among the Gurubashi, the now forgotten twin Loa have appeared before you and offer their patronage. Kevo ya Siti appears as a shadowy Mistlurker and offers both her cunning instincts and the shadowy magics she wields. Lukou on the other hand seems to alternate between a beautiful Troll woman and a small podling, bringing forth her healing abilities, said to be second to non.

Return of Hakkar

(Requires either you or your companion to be a Jungle Troll, cannot be taken with Gurubashi Rising)

You feel it, the burning in your blood. Your master's return is at hand. Unfortunately, your brethren have been scattered and hunted down across the world, and the Gurubashi are always on the lookout for any signs of your master's return.

But no matter. Even if it takes a hundred years, you will bring your master to this world and with his aid you will reforge the Gurubashi Empire in the blood of your enemies and the nonbelievers. From Stranglethorn to Stormwind, nothing less will suffice, though you could always venture further.

As Hakkar desires, you will deliver.

For helping your master manifest into this world and reforging the Gurubashi Empire, you receive the following:

Blood-Crazed Fanatic
You've become good at converting others to your faith, no matter how dark and barbaric it may be. Be it through words, manipulation or violence, you have a way of making people see things from your perspective and can easily turn faithful people into fanatics.

The Hakkari Empire
Your people cheer as you take on the role of ruler for the newly dubbed Hakkari Empire. You receive the **[Your Tribe]** item, made up of all the Trolls and perhaps even a few humans who worship Hakkar. In addition, you receive the **[Hakkari Lands]** item, which entails at minimum the areas from Stranglethorn Vale up to the city of Stormwind.

Hakkar, The Soulflayer
Your fervor in bringing about her return has left Hakkar rather impressed, and so she has decided to join you on your adventures. While still demanding blood sacrifices, she is able to take on a more attractive troll form, which seems to lessen her hunger for blood rather substantially.

Conquer the Sands

(Requires either you or your companion to be a Sand Troll)
Your kind never held an empire, only a desolate desert. And even that has been whittled down as outsiders come and steal more with each passing year.

Your people are dying and you have had enough. Rally your tribe, reinforce Zul'Farrak, summon Gahz'rilla and other beasts like her, make your bargains with the Loa. And then, you will wage war.

Purge the Silithid corruption of the Noxious Lair and the Gaping Chasm, fully take over the Sandsorrow Watch and the small water pool in the middle of it. Finally, you must destroy both Gadgetzan and Steamwheedle Port, driving out the foul Goblins exploiting your lands. Conquer Tanaris and maybe the Farraki can finally rule over a true empire after all this time.

For uniting your clan and conquering Tanaris, you receive the following:

Goblin Slayer

Surprisingly, it was the Goblins who proved most difficult to weed out, their inventions proving a challenge all on their own. Yet you drove them out and made it clear they are not wanted. Your attacks deal double the damage to both Goblins and technology, while at the same time taking only a half of it in return.

The Farraki Empire

While perhaps more of a kingdom at this stage, you have still built something all Farraki and Sand Trolls will celebrate far into the future. Bearing the title of either king or emperor, you receive the **[Your Tribe]** item to represent the Farraki tribe, along with the item **[Farraki Empire]** which at the moment only includes the entirety of Tanaris, but all things must begin from something.

Gahz'rilla, The Farraki Goddess

Your war brought the Farraki out of their slump and with it came blood and sacrifices, many of which were delivered to Gahz'rilla, who has since only grown in power. And indeed, she is more than pleased with your deeds. She offers her blessing to you and your empire, while also joining you on whatever adventure awaits you.

Ukorz, The Empress of Sand

(Will replace the **Ukorz, The Farraki Chief** companion)

You've made her dream a reality, a Troll Empire for the Farraki. Now she ascends as your co-ruler, and perhaps your wife should it please you, and her flames of ambition only grow. She wishes to annex the lands around Tanaris under your banner and to help her in this, she has developed powerful sand magics, capable of causing desertification in months within kingdoms.

The Empire of Gold

(Requires either you or your companion to be a Zandalari Troll)

Despite the claims of Rastakhan, the Zandalari Empire's heyday has long since passed. The Cataclysm partially sank Nazmir, turning it into a swamp where the Blood Trolls now roam and are rapidly corrupting everything. His own council holds many traitors, planning both his demise and the release of G'huun the Blood God. The agents of N'zoth plan to break the Great Seals and release the C'thraxi Mithrax. All the while, in Vol'dun, a faction of Sethrak also seek the release of Mithrax and aim to transform all of Zandalar into a vast desert.

Joined by Princess Talanji, the two of you along with any forces you can muster must stop these dark plans. It will be no easy feat, many of these plans have been at play for thousands of years, some of the Loa have been corrupted to the side of G'huun and one of the traitors is both a well-seasoned Seer and also holds the ear and trust of King Rastakhan.

But you must do this, lest darkness swallow Zandalar whole and then the entire world.

For clearing out the corruption and bringing Zandalar together once more, you receive the following:

Against the Odds
At no point were things in your favor, yet you overcame the odds anyway. Fate always seems to hinder your enemies so you may have a chance at victory. Be it the mighty Seer capable of seeing into the future quickly dismisses you as not important, or maybe the food a general ate was rotten, and they are stuck in the bathroom making it easier to disrupt the chain of command.

Talanji, The Queen of Zandalar
(Will replace the **Talanji, the Zandalari Princess** companion)
You two bonded together during this ordeal. And so, as her father stepped down and allowed her to take his place as ruler, she offered you her hand and the title of king. Both because marrying a well regarded hero would raise her reputation amongst her people, and because she has become quite taken with you and would be quite sad to see you leave.

Zandalar Reforged
As you've united the kingdom and more than likely married its new ruler, you get to take the entire continent with you. From the desert of Vol'dun, to the

swamps of Nazmir and the jungles of Zuldazar. The people, the Loa and the land shall all follow you into the future.

Zandalari Loa

Their lands are united and in peace once again and they have you to thank for it. Rezan's roar shall herald the arrival of you, the new king and her champion. Zanza will make her appearance every so often, quelling any injuries and diseases that may have happened as she goes. Gonk the Loa of the Pack brings with her the raptor packs of Zandalar and will gladly teach you the art of shapeshifting. The grim Grimath shall guide you in the ways of taming and breaking beasts. Pa'ku will manipulate her winds to give you fair sails on the ocean and collaborate with Jani to ensure you do not become too grumpy. Jani will ensure the downtrodden among your people are well taken care of and will bring any treasure she finds among trash for you to evaluate. From the deserts of Vol'dun comes Sethraliss and with her she brings her Sethrak followers and her life nurturing presence. And Torcali will shape the lands to suit your needs, her footsteps an earthquake and her form sturdy as stone. Finally you get the **Akunda, The Loa of Storms** companion for free.

Cleansing Blood

(Requires either you or your companion to be a Blood Troll, cannot be taken with G'huun's Rot)

You have witnessed and endured the foulness of the followers of G'huun and decided enough is enough.

You must tear it all down and reforge the Blood Trolls into something new, something better. Gathering up the downtrodden Drudges, what few female Blood Trolls are sympathetic to your cause and maybe even reaching out to your Zandalari cousins for aid, you must wipe out G'huun and all who worship him. And then, you must forge a new path with your people.

For granting the Blood Trolls a new future and stamping out the rot of G'huun, you receive the following:

Purifier

Blood magic is rather corruptive to both the body and soul, while also being extremely hard to get rid of. Now you have an easy answer for similar cases. Your spells, your weapons, and your words. They all hold a purifying quality to

them, able to remove corruption from the mind and the body. While more severe cases will take longer periods of time, it is always a guarantee if you are allowed the time to do your work.

Krag'wa, The Massive

During your campaign, you managed to reverse the corruption upon the Crawg, unknowingly earning the affection and gratitude of their mother for freeing them of the corruption. Now Krag'wa has arrived with her purified children, offering her blessings and company to you and your tribe. Indeed, it would not be out of the question for your tribe to bond with frogs, like the Amani do with bears or many of the tribes do with raptors.

The Redeemed Tribe

The Trolls you saved hail you as their chieftain, granting you the item **[Your Tribe]**. Though your kind holds no capital or large empire, you have carved a small area of Nazmir as your own, granting you the item **[Lone Swamp]** where you and yours may plan your next steps. The swamp is warm, a clear mist floats in the air, the croaking of frogs echoes across the land and there is a feeling of serenity to the place.

Ateena, The Cleansed Matriarch

(Will replace the **Ateena, The Nazmani Ma'da** companion)

It feels as if a haze has left her mind, allowing her to look back on the things she has done with horror and disgust. She has discarded her mask, now hiding her face under a hood, her self-loathing too much to gaze at it. Still willing to offer you advice, it will be a long road for her to become anything more than a mournful shadow. But with your help, she believes it will be possible.

Rise of G'huun

(Requires either you or your companion to be a Blood Troll, cannot be taken with Cleansing Blood)

The time has come to spread the corruption of G'huun to the rest of Zandalar. Gather your fellow worshippers and begin planning. Soon enough, Princess Talanji will arrive in Nazmir, seeking to destroy your kind. Should you manage to corrupt her, she would prove a valuable asset indeed.

But your true goal is to corrupt the continent. Spread the Underrot to all corners, corrupt the people and the Loa and by the end of it all, praise be to G'huun and his glory.

For freeing G'huun and spreading his rot to all of Zandalar, you receive the following:

The Chosen of Rot

G'huun smiles for your contributions and has granted you his boon. You receive the **[G'huun's Rot]** perk for free in its boosted form. In addition, you become stronger the more you spread the Underrot. A virulent pestilence you are.

Talanji, The Herald of Rot

The Blood magics used in corrupting her have left her insane. Her form now far paler than before and covered in red tribal markings, she obsessively seeks to spread the Underrot and to sacrifice anyone who questions her or you, whom she sees as the will of G'huun.

Zandalar, The Rotted Capital

Long shadows and an ominous red cloud hangs over these once vibrant lands. The fauna, the people and the very land itself are infested, with uncorrupted people being infected in mere minutes. And you are able to bring it along with you. Wherever this place arrives will shortly begin to be corrupted, be it other lands or the ocean. Nowhere here is it safe from the corruption of the Underrot.

Zul'jara, The Avatar of G'huun

G'huun has become too entangled to physically move from her prison in Uldir, even if her influence now reaches to all corners of Zandalar. Instead, she has forged herself an avatar in the likeness of a Troll. Calling herself Zul'jara while in disguise, she wishes to learn all there is to the world before beginning to corrupt all before her. On this journey she would very much like it if you, her champion, would guide her in these matters.

Snuff The Sun

(Requires either you or your companion to be a Forest Troll)

Things are escalating. Appointed by the Zandalari as the ruler of the Amani, Jintha will begin to gather his armies in a full forced assault on Quel'thalas in

an effort to wipe out the High Elves and retake their old lands. At the same time, the human tribes to the south will respond to the Troll threat by uniting into the empire of Arathor. Eventually the humans and Elves would ally together, which would lead to Jintha being slain and the Amani facing a severe blow as their armies are devastated by the 100 human mages.

And now you must ensure this does not happen. Be it by your might alone, or by recruiting other Troll tribes, you must ensure the Amani are victorious, the High Elves driven out of Quel'thalas and the empire of Arathor shattered for daring to fight against your kind.

For breaking your enemies and changing the course of history, you receive the following:

Herald of Destruction
The echoes of your deeds during this battle carry on to future enemies. Your reputation spreads far and wide the more military wins you have gained, boosting the morale of your own troops while your enemies may just decide surrender or suicide is far better than facing you in battle, such is your talent for war, at least according to the tales that spring up about you.

Thas'dorah and Strom'kar, The Weapons of Failed Champions
Powerful weapons taken from the defeated champions of both Quel'thalas and the empire of Arathor.

Thas'dorah is a bow that radiates arcane power, with each shot lighting your enemies on fire and making it near-impossible for even a novice to miss. Strom'kar is a greatsword that increases the strength of its wielder, while weakening your enemies and even being capable of shaking the very ground if struck.

The Amani Loa
Your prowess in battle has left your tribe's Loa impressed, and they have decided to join you. Nalorak the bear Loa brings with her some of her cubs and her swift temper. Akil'zon the eagle Loa soars the skies before descending on enemies of both herself and you. Jan'alai the dragonhawk Loa shall tend to the young and, should you ask it of her, light your enemies on fire or teach you her fire magics. Finally, Halazzi the lynx Loa offers her claws and cruel nature against whatever foe you may face. Also gain the **Akil'darah, The Eagle of the Hinterlands** companion for free.

The Broken Crown

(Requires either you or your companion to be an Ice Troll)
The Lich King has just arrived in Northrend, the Scourge is yet to even become a rumor, and your people are living in relative peace and prosperity.

You are more than well aware of the hell that awaits you and your kind should things go as seen. And you will have to stop it all. Gather what few are willing to listen, reach out to people far from Northrend if you have to. Then make the trek to the Frozen Throne and destroy the Lich King along with his Helm of Domination and remove the threat of the Scourge before it can even truly begin.

For rewriting the course of time and saving your people, you receive the following:

Throne Breaker
Through the act of slaying a King, if only in name, your very essence has ensured you will be their bane in the future. You deal twice the damage against monarchs, triple against kings, ignore whatever resistance they may have and receive only a third of the damage from them. In addition, should you destroy their crowns and thrones, you ensure that no one is willing to take up the mantle, even should the throne or crown be reforged. Such is the terror you inspire.

Shards of Domination
Though you may have destroyed the Helm, some of its shards still remain. Should you wish, you may reforge these into bladed weapons, which allow you to control already raised undead and to cast Necromantic spells with trivial ease.

The Drakkari Loa
Through a vision of the future yet to come, the Drakkari Loa have seen the fate you prevented and are thankful for it. Now they join you on your adventures. Quetz'lun the wind serpent Loa shall bring forth her vengeance and hexxes against your foes. Mam'toth the mammoth Loa shall act as a mentor, offering her wisdom and patience in matters of literature and rulership. Akali the rhino Loa shall charge forth at your enemies, crushing all under her impressive bulk while enduring severe blows like bites from flies. Rhunok the bear Loa offers her physical might and predatory instincts. Sseratus the

serpent Loa remains scheming, now ensuring you will always benefit from whatever she does. And finally Tharon'ja the Guardian, will ensure you and yours are protected at all times, be it through her fearsome appearance or her mighty curses. Also receive the **Har'koa, The Cat Goddess** companion, for free.

Fear The Blood

(Requires either you or your companion to be a Jungle Troll)
Hakkar the Soulflayer has just been summoned for the first time and though it is not yet clear, soon many will realise his hunger for blood is endless and will lead to destruction. This realisation will spur both the Zandalari and the Gurubashi opposed to Hakkar worship into waging a civil war, which will end with the defeat of Hakkar and the fragmentation of the Gurubashi for a good amount of years.

Knowing all this, you must ensure Hakkar is banished from this realm for good and make sure to stamp out all of his followers, so none may run into hiding and try to summon their master back in the future, all the while preventing the Gurubashi from scattering.

For preventing further destruction from Hakkar and ensuring the Gurubashi remain united, you receive the following:

Quelling Dissent

This incident has given you several records on how to spot signs of dissent and how to quell such things. Not only are people far more willing to go through with your plans, you catch signs of possible betrayal quickly and know how to deal with such things.

Blood Drinker Spear

You drove this spear through Hakkar's heart, slaying him in the process. In doing so, the spear was imbued with a fragment of the Loa's power, allowing it to replenish you by draining the blood from your enemies.

The Gurubashi Loa

The Loa are rather pleased with your actions and have decided to join you. Shadra the spider Loa shall weave her webs around enemies and bring their secrets to you. Shirvallah the tiger Loa shall act as your champion, her red mane heralding both you and the rising sun. And Hethiss brings the deadly venom of both herself and her children, while stubbornly planning your next

move. Finally, gain both the **Hir'eek, The Loa of Night** and **Bethekk, The Loa of Panthers** companions for free.

The End Point

Your time on Azeroth has come to an end, what will you do next?

● Another Quest / Move On: You continue on your chain, the luster of adventure still fresh in your mind.
● You Feel Rested / Stay: You've fought and bled for this world, and you wish to enjoy the fruits of your labor. You stay here and your chain ends.
● Homecoming / Return Home: This has been enough excitement for you and you wish to go home. Your chain ends, and you return home with all you have gained so far.

Notes

- **In addition to the Warcraft wiki, another useful resource in this endeavor was https://shadowoftheempires.com/loa/ which helped in fleshing out bits of lore for the Loa**
- **All companions can have their genders flipped if you prefer, and all backstories given are more as a narrative idea and can be changed at your leisure.**
- **Goblin Slayer starts working from crossbows and up, not the basic stuff like bows, swords, axes and so on.**