WARCRAFT 3

V1.0 by Songless

Welcome to Azeroth, a world of great beauty and terrible conflicts. Over a decade has passed since the carnage of the Second War saw the Orcish Horde beaten by the Alliance, formed from many of the Eastern Kingdoms. Life appears to be peaceful, insofar as peace is ever really present in this realm.

Yet the first rumblings of trouble are already heard, events that show the status quo is about to be overturned - and likely disastrously so. A young Orc named *Thrall* has begun liberating the imprisoned Orcs from their camps, though he appears more focused on freeing his people than revenge on his former masters. The more remote regions of Lordaeron have seen gloomy, unnaturally pale figures work towards an unknown goal away from the kingdom's attention. Lordaeron's crown prince, Arthas Menethil, is a promising young Paladin… yet one whose passion and desire to protect his people could lead him down a very dark path.

These are the opening acts of what will eventually become the *Third War*, a catastrophic conflict that will see most of the Eastern Kingdoms consumed by the Undead Scourge, with both its survivors and the newly-reformed Orcish Horde moving to the western continent of Kalimdor.

The Night Elves of this ancient land prove none too welcoming, however, and the conflict only escalates as the Burning Legion, the infernal masters of the Scourge, begin a full invasion of Azeroth. Warfare and bloodshed will be frequent throughout the coming years, and whichever side - if any - you choose to align yourself with, expect few places to offer stability and safety wherever you go.

But not all is lost - for this is a world where more than a few heroes choose to stand against the coming darkness, and where armies continue to fight for what they believe in - no matter the odds. Perhaps you'll become one of the leaders, championing your cause and the prosperity of your people? Or maybe you'll seek to destroy your enemies once and for all, using the coming chaos to gain power and fame for yourself? Or perhaps you'll do something else entirely… but remember: there's a reason this place is called *War*craft.

You arrive in this world one year before Kel'Thuzad releases the Plague Of Undeath to begin its pestilent spread throughout the northern territories. It'll be a dangerous world you're visiting, so you'd best come prepared for the challenges ahead.

You start with **1000CP**.

BACKGROUNDS

There are many people living (or otherwise) in Azeroth, and one of the most important decisions you'll need to make may very well define your place in this setting: the decision of who and what you are. Four major factions exist during this time period, but all four are - at least initially - highly suspicious or outright hostile to one another.

Regardless of your chosen background, you may choose your race from any that are found as common members of your faction. You may likewise pick your age and gender (if applicable) from any that seem appropriate for an ordinary member of your race. Finally, you may either gain a full 'reincarnation' style background complete with a history, connections and memories, or instead become a 'drop-in' without any existing ties to the setting. You'll start in a location that is suitable for your overall background, with possible some adjustments based on later purchases if you wish (for example, you could decide to start in Lordaeron as an Alliance member, or instead begin in Quel'Thalas if you chose to be an elf and would rather find yourself among your own people).
The four major factions and their current situations are thus:

Your first choice is to become a member of the **Alliance**. Consisting mainly of the Eastern Kingdoms of humanity, the Alliance also counts various Dwarven and High Elven groups among its people. Though at the time of your arrival these realms appear largely at peace, events in the near future will cause a near-total collapse of the Alliance's original territories. At the same time, those fleeing the destruction will create a new society in Kalimdor to the West, founding new nations such as Theramore Isle. At their best, the Alliance are disciplined and fearless, standing tall against whatever the world throws at them… but they also have some of the most severe political intrigue and often suffer from the egos of overly ambitious leaders.

The second option is to be a member of the newly-reformed Orcish **Horde**, led by warchief Thrall. Mainly composed of Orcs who are about to follow their leader across the sea at the behest of powerful visions and an enigmatic warning, the Horde also includes various Troll tribes and, after making landfall in Kalimdor, will likely make an alliance with the native Tauren. The Horde seeks to form itself into a new and more enlightened society based on honor and spirituality, but struggles with a history filled with bloodshed and demonic influence… a history that won't easily forget *them* either.

Third, you can become one of the damned mortals or undead creatures that form the vast ranks of the **Scourge**. Initially created by the infernal Burning Legion to weaken Azeroth for their eventual return, a large portion of the Scourge is controlled by the being known as the 'Lich King', who enforces their obedience. Their power is largely undisputed in Northrend, but although they are preparing for their assault on the lands of the Alliance their presence remains - as yet - largely unknown.
Containing both conventional undead such as Ghouls, the mummified dead of the old Nerubian kingdoms and re-animated dragons, this dark army is also served by numerous still-living cultists and necromancers, Death Knights, members of the Burning legion and other beings that

serve as free-minded agents and champions of this enemy of all life. You are one such being - be it still living or undead - though whether you are a loyal follower of the Lich King or someone with a more… *independent* approach to (un)life is up to you.

Finally, you can choose to be one of the **Sentinels**. Serving as the protectors of the Night Elven lands in Kalimdor, the Sentinels are roughly split between the female-dominated martial arm and the male-dominated druidic side of their society. Their incredible connection to nature means the Night Elves are allied with numerous other creatures, both primitive and sentient, and employ a wide range of tamed animals. A military campaign from the Sentinels could see everything from ordinary archers and animalistic druids to Hippogryph riders and Mountain Giants, marching, trotting and flying together to protect their forests from outside intrusion. However, their long lives and isolation have also made the Night Elves wary of outsiders… and this xenophobia may yet prove to be a considerable danger, as the Sentinel might be unable to stand on its own against the dangers yet to come.

PERKS

Arguably the most important aspect of your future in Azeroth, this is where you'll find all the various talents, magical powers, and other abilities you might need to become a true Hero. All options that offer multiple options to choose from (such as 'Skillful' and 'First On The Line') may be bought multiple times.

Generic Perks

- A Hero's Spirit (Free)

Life is cheap in war, yet the greatest heroes can be more valuable on the battlefield than entire groups of ordinary warriors. With sufficient effort and expense, champions can be restored to life at various 'altars' used by each of the factions - and now, this benefit extends to you as well. Your death will not end your chain, provided you are brought back to life within a day using one of these altars, which must be located relatively close to the site of your death. Do be careful, though. Although ordinary wounds are well and good, this method of revival is not fool-proof - at least not on its own. Depending on what abilities and defenses you might possess, being destroyed by sufficiently powerful attacks or beings may prevent your resurrection by these altars, and there are all manner of rituals, artifacts and other dangers that might consume, imprison, or otherwise render your soul permanently unable to return to a (new) mortal shell that you may wish to be wary of. Similarly, the effort of restoring you requires that your allies are still willing and able to spend the necessary time, effort and resources to do so - if your allies abandon you or if they are all slain alongside you, there may be no-one left to revive you after your untimely demise.
Should you be slain and brought back to (un)life through necromancy, you will likewise be able to continue your time in this jump and the rest of your chain… though you'll likewise be limited to at most a day of (temporary) death before you expire for good, and there is no guarantee your

new existence (or masters) will be preferable over a permanent end if you *do* get brought back. Just ask Sylvanas.
This Perk has no effect outside of this jump.

- Might Of A Champion (300CP or Free)

Representing the pinnacle of physical might among the heroes of Azeroth, this Perk makes you into a true powerhouse of combat might. Not only do you receive a considerable boost to your overall strength and resilience, you'll also find yourself with the potential to further bolster these aspects of your being through training or direct use in combat. You'll likewise find yourself with an innate talent at using any abilities reliant on your physical power, and become an adept at a single style of melee combat reliant on brute force rather than finesse. As examples of such styles, consider the heavy two-handed hammers favored by the Alliance's Paladin orders or the wicked natural claws that form the Crypt Lord's main weapons.
You may receive one choice from 'Might Of A Champion', 'Swift And Certain' or 'Mental Mastery' for free.

- Swift And Certain (300CP or Free)

On the battlefield, the ability to act and *react* can be as important as anything else, and this Perk makes you one of the most agile individuals in the coming conflict. You gain a substantial bonus to your overall agility, flexibility and reflexes, and will find yourself able to further hone these abilities with practice or use in combat. You'll also gain a good amount of skill in a single form of prevision-based combat. This can be either a ranged combat style, such as the bow-and-arrow style of the Sentinel's Priestess Of The Moon or thrown weaponry such as those favored by the Horde's Shadow Hunters, or a melee style relying on finesse over raw power, such as the dual blades wielded by the Sentinel's Demon Hunters.
You may receive one choice from 'Might Of A Champion', 'Swift And Certain' or 'Mental Mastery' for free.

- Mental Mastery (300CP or Free)

Though many heroes are made on the frontlines, it pays to have brains along with brawn, and this Perk ensures the former by making you one of the most intelligent individuals one might encounter. Your overall memory, intellectual prowess and talent for handling magical energies are substantially enhanced, giving you the potential to become one of the greatest mages or shamans on Azeroth. You'll find that you can further improve these talents through training or harnessing magic in combat, and you'll also gain the ability to direct your magical power in a ranged attack of some sort. This might manifest as condensed balls of eldritch or elemental power like the orbs of lightning hurled by the Horde's Far Seers or the chilling ice blasts of the Scourge's Liches, though these 'basic' attacks are sufficiently physical they are affected by a target's armor rather than magical resistances (if they have any).
You may receive one choice from 'Might Of A Champion', 'Swift And Certain' or 'Mental Mastery' for free.

- Skillful (100CP, variable stipend)

Merely being strong, or fast, or smart isn't enough to be a hero… you need ways to *apply* your innate talents as well. Though skills and experience can manifest in many ways, many champions choose to focus on only a handful of techniques to excel in, making these the core of their fighting styles and careers.
With each purchase you gain a single 'skill', similar to the various abilities used by the Heroes seen in Warcraft III, at a starting Hero's potential. Though you only have basic proficiency to begin with, you'll be able to further improve this skill through training, combat use, and other such methods. These skills may be the same as those already known in this world, such as learning the Mountain King's devastating *Storm Bolt* attack or a becoming adept at a Warden's mobility by learning *Blink*, though you can also create your own skills with effects of a similar potency as those used by other Heroes in Warcraft III.
You receive a variable stipend which you may spend on one or more purchases from 'Skillful' and/or 'Expression Of Mastery'. Every 200CP worth of purchases (ignoring discounts and 'freebies') that are specific to a faction, such as Perks and 'Rulership' purchases for structures used by that faction, will grant you a stipend of 50CP. This stipend may be used to purchase Hero skills from 'Skillful', Hero ultimates from 'Expression Of Mastery', or some combination thereof, provided the chosen abilities are used by Heroes aligned with the applicable faction. As an example, if you bought 600CP worth of Alliance purchases, you would have a 150CP stipend you could use to learn a Paladin's Holy Light *skill for free and reduce the cost of the Archmage's* Mass Teleport *ultimate by 50CP.*

- Expression Of Mastery (100CP, variable stipend)

Representing abilities that surpass even a Hero's superior skills, these talents are considered the ultimate expression of power for an individual, and can single-handedly define their role in the coming conflicts if used well. Unlike most conventional skills, these 'ultimates' often require lengthy recovery times between each use, making it far more important to know when and how to use them effectively. Likewise, the fact they represent the pinnacle of one's craft makes it difficult to meaningfully strengthen them, though with time and effort you may still achieve some modest improvements.
With each purchase, you gain a single ability on par with the various Hero ultimates seen in Warcraft III, such as the Blademaster's *Bladestorm* or the Crypt Lord's *Locust Swarm*. Like 'Skillful' above, these abilities are not restricted to powers previously seen, and you can create your own abilities if you prefer.
Expression Of Mastery utilizes the same stipend that applies to 'Skillful' above.

- Kitted Out (100CP)

Sometimes, you need a cunning plan, a diverse arrangement of allies, eldritch knowledge and a lot of luck to achieve your goals… and sometimes you just need a really big hammer. Or several. But just because you're not really equipped to wield all these interesting magical items you might encounter doesn't mean you're not *equipped* to wield them. This Perk grants you a limited 'inventory' of sorts similar to that used by the various Heroes during Warcraft III, allowing you to gain the full benefits of up to six items you carry without actually having to wield them conventionally. This means you could enjoy greater protection by carrying a shield despite the fact your fighting style (archery, perhaps) doesn't leave you any hands free to hold said shield,

bolster your damage by ‘wielding’ several different weapons or the local style of ‘Claws Of Attack’ simultaneously, or similar somewhat counter-intuitive feats of gear (ab)use. Any items that require activation or some other form of manipulation to be used, including examples such as the common potions of healing and various spell wands, can be used with but a thought with no need to dig one up out of your pack, unhook them from your belt, or otherwise fumble around as you might have had to otherwise. Anything too large for you to personally carry doesn’t fit into this inventory system, though - it’s meant for objects like weapons and armor, not hauling around entire towns (Tiny Castle items notwithstanding).

- A Heroic Build (100CP)

You might fight like the best, lead men in the thousands, but there’s something *else* that sets apart the greatest individuals of Azeroth from the rest of the world: looking *good*. From the refined regality of Jaina Proudmoore to the cold intensity of Arthas Menethil’s Death Knight form and the muscled bulks of Thrall to the otherworldly beauty of Tyrande Whisperwind, few are the champions that don’t have the looks to match their power. Now, with this Perk you will likewise be one of the most attractive - or at least distinctive - individuals around, and more than that: whatever injuries you take will do little to drive away those around you. A few good scars would probably just make you more imposing to the Orcs, for example, and even if you don’t want to prove you’re a proper badass any attempts to heal your injuries can effortlessly remove any such lingering signs of combat. You even get a bit of a confidence and speechcraft boost, so figure out how to make a solidly heroic (or seductive) pose during your speeches, and you wouldn’t even need to be a good commander to inspire your people.

- First On The Line (200CP, variable discount)

Though the greatest heroes of this age often forge their own paths, that doesn’t mean that traditions and conformity should always be shunned. There are more than a few disciplines worth pursuing even if you won’t stand out with them, and now you gain all the skills and experience to become one of the best - if perhaps not unique - warriors on the battlefield.
With each purchase, you gain all the powers, abilities, and expertise needed to take the place from any single conventional unit from the game. Perhaps you’ve studied under the Horde’s greatest Far Seers and spiritual guides, becoming a master Shaman yourself? Or perhaps the Scourge infused you with the chilling power drawn from the cold, lifeless dragon eggs they use to create their Frost Wyrms, granting you the same horrific ice breath, personal flight and unholy resilience?
Your new expertise includes the best possible training available, the most well-crafted standard equipment and whatever other enhancements such forces might enjoy as respected members of their faction. You will not need a mount (be it a terrestrial mount like a Kodo Beast or a flying one like a Gryphon) to serve in this capacity, though you may gain one for free where appropriate. If you already possess a mount of some sort, you may import it free of charge to grant it a ‘best of both worlds’ mix of its original abilities and any they may gain from their new form.
If these purchases grant you one or more forms that are mutually incompatible with your background or with each other (such as being a human Knight, a Tauren and a Chimaera at the

same time) any of these forms may be turned into alt-forms. You do not need to be in any of these alt-forms to draw on their abilities.
This purchase is discounted for units that are part of your chosen faction (such as Mountain Giants for the Sentinel). Unique or otherwise exceptional or unconventional units, such as Admiral Proudmoore's Elite Guard or the Infernals of the Burning Legion, are not available here, nor are any Hero units or Ancients.

- Battlefield Awareness (300CP)

Though many and strange are the powers found in Azeroth, commanding armies still often ends up requiring messengers on horseback, signal horns, and similarly crude means of communication. With this Perk, however, you are one of the few beings in this world who can direct and remain 'up to date' on their forces in the field even without such methods. This most likely manifests as some form of telepathic or magical connection to your allies, but whatever the case may be you can give commands and become aware of changing battlefield conditions in mere moments - as though you had a bird's-eye view over terrain that could span many square miles.

- The Legacy Of Nazjatar (300CP)

Though not nearly as influential or numerous as the other factions, not to mention effectively unseen for millennia until after the battle at Hyjal that has yet to occur, the aquatic realm of the Naga is not to be underestimated. Like the Myrmidons, Sirens and other forces that make up the raiders of this formerly-Night Elven empire, you are a master of amphibious warfare. Be it utilizing them as improvised barriers while you escape across waterways unhindered, lying in wait just off the coastline until your targets can be caught off-guard, tactics, or even just bringing a large force across an even larger body of water, you'll be able to use water in ways most land-bound commanders would struggle to think of, let alone prepare for. You also possess a considerable talent for harnessing the powers of water and wind, and can learn magics wielding such elements with far greater ease (though on its own this Perk gives you no skills per se). Finally, this Perk also allows you to use the Naga sub-faction as a pseudo-background. Any options that include discounts, stipends, or other price changes based on backgrounds will apply such changes for any *Naga* purchases if you have this Perk. For example, you could treat Naga structures from 'A Thorough Foundation' and Naga units from 'Honor Guards And Hunting Groups' as though they were part of your chosen background.

- Live And Die Free (400CP)

In this wartorn setting, the strong enforce their power upon the weak… and this is true both on *and* off the battlefield. More than a few of the warriors fighting in the coming conflicts will be subjugated through open threats or, more disturbingly, through overt or subtle control over their very thoughts and emotions. Yet such shackles, ephemeral though they may be, *can* be broken. Much like Sylvanas finding freedom from the Lich King's will - or the Lich King itself from its masters in the Burning Legion, for that matter - you will find that no mental influence can hold sway over you for long… yet until the time you are ready to cast off your chains and rise in open defiance, you also possess the subtlety and talent at intrigue to ensure that your rebellious nature isn't noticed or considered an (imminent) threat. Your would-be masters will look no

further than your grudging obedience, ignoring signs of more rebellious plans until you are ready to strike - and much like Grom Hellscream's defiance, when you stand up against those who seek to claim you as their puppets the effects will often have consequences *far* beyond merely your own situation.

The Alliance

- Drilled (100CP, free for the Alliance)

You won't get far as a Human if you're not willing to *work* for it, but hardship has never been a problem for you. You possess incredible discipline and fortitude, especially when it comes to long hours wearing heavy armor or shields. More than that, you've learned how singular greatness is often secondary to solid teamwork, and you're the kind of soldier who can effortlessly fall in line with their allies. A well-executed shield wall can see a group of Alliance soldiers wipe out scores of enemy archers with barely a scratch, and you haven't had a proper tour of duty until you've worked together as one to face - and eliminate - foes that would otherwise outmatch you one on one like the brutish Ogres that still roam the wilds farther off from the safety of the roads.

- Knowledgeable Craftsmanship (200CP, discounted for the Alliance)

Though each faction has their strengths and weaknesses, few organizations on Azeroth are as varied as the Alliance - excepting perhaps the Scourge if you ignore their undead natures. The blend of different races and cultures can make it somewhat unwieldy at times, but with variety also comes *inspiration*. None excel at combining different crafts and techniques like the Alliance does, and you are one of the greatest individuals when it comes to merging different forms of craftsmanship even among them. From using magic to enhance rudimentary gunpowder with devastating potency to harnessing Dwarven and Gnomish technologies in architecture, you can take any ordinary form of crafting and design and push it farther than ever before so long as you've got other skills (especially magic) to pour into your projects. You could become one of the greatest masons, gunsmiths or enchanters outside - or even within - Khaz Modan, and woe to anyone if you get your hands on some *really* high-quality materials to work with, like a dragon's heart.

- Spellweaver (400CP, discounted for the Alliance)

Though each of the major factions has its own magical traditions and unique knowledge they can draw on, few can boast of the arcane skills the Alliance's greatest have achieved. Possessing more ways to enhance their own forces, debilitate enemies and cancel out or outright *subvert* hostile magics than any other, this Perk grants you a vast talent at the skills the Alliance has cultivated in its magical forces. You have a natural awareness and insight into any kind of ongoing magical effect - be it beneficial or undesirable - and can both learn any such magics much more easily and use them to greater effect. You will likewise become much more capable at manipulating, subverting or canceling out such magics you encounter. Although this Perk doesn't directly grant you any magical skills, a bit of study and practice could see you become a hellishly dangerous opponent to any enemy mages, the bane of ancient wards, and one of the greatest support casters in the Alliance's history.

- Readiness (600CP, discounted for the Alliance)

The Orcish Horde has physical strength surpassing that of all ordinary Humans. The Undead Scourge is a vast army of the dead and damned, bolstered by black magics and horrific monsters from the wastes of Northrend. The Night Elves have lived for millennia, mastering their styles of warfare and magic like few others. Meanwhile, the vast bulk of the Alliance… are merely ordinary men and women, equipped with iron and steel, leather armor and crude gunpowder.

But with the kind of people that wield them, that's enough to survive - or even *thrive*.

No matter how much you might be outmatched in terms of raw power, talent and experience, let none say that you lack *tenacity*. You and your subordinates have an incredible talent at enduring hardships and proving themselves up to the challenges you face, a fact that only seems to grow more potent the more outmatched you are by your foes. You'll fight, endure, and recover from whatever battles and other disasters you and your people might face much faster than anyone might expect, to the point that losing your entire nation and being driven halfway across the world could still see you (re)build a new kingdom from scratch in a manner of months.

The Horde

- Warrior Culture (100CP, free for the Horde)

Though the Orcs are physically powerful, none can say they've let that strength lead to a lack of effort or outright laziness. Far from mere uncultured brutes, the Horde has a rich tradition of combat training, physically-demanding rituals and other ways to keep challenging one another to remain at their best. Like many Orcs - from the lowly Grunts to the mightiest Blademasters - you have internalized this same philosophy of personal self-improvement through physical excellence. You'll find that any effort to improve your strength, stamina, and other bodily attributes are much more effective, and you've got the willpower to see it through even without outside pressure. Likewise, you'll find it far easier to *maintain* such skill and physique. After all, there are plenty of fools who think they might best an Orc… but few will consider such with the *old* ones, thanks to the certainty that these have spent a lifetime honing (and applying) their talents.

- Under The Open Sky (200CP, discounted for the Horde)

The Horde has never shied away from challenges, be they on the battlefield or simply in what difficulties the land itself provides. Like many of the Orcs, Trolls and Tauren, you know how to live rough and without the need for serious infrastructure. You'll be able to effortlessly adopt a nomadic lifestyle, with a gift for foraging and a fantastic ability to get yourself (and others) moving even right after waking. Of course, the fact that these skills are just as useful for keeping an *army* on the move, even over unfamiliar terrain, will likely be valued just as much by your peers.

- A New Way (400CP, discounted for the Horde)

The old Horde cannot remain; it was built on too many lies, too many dark and corruptive influences, and too much wanton bloodshed. The future must be *different*, and you're the kind of person who, through word and deed, can inspire others to change their ways for the better. Moreover, this extends not only to your own followers and allies: the ending of old hatreds is often one of the first necessary steps to building a brighter tomorrow, and you'll find it remarkably easy to get at least a *chance* at diplomacy going when others might find only more conflict and death. Of course, you'll have a far easier time of it when you can get started on neutral or even friendly terms, and the more differences you have among your peers, the easier it becomes to take the best of each culture and share it with those who have yet to leave the past behind.

- Channeler (600CP, discounted for the Horde)

To be a leader is to stand for something greater than one's self. Yet though this is a philosophy carried by many, it is much more literally true in the Horde as well. From the shamanic traditions of the Far Seers to the Tauren's Earth Mother and the rituals of the Darkspear Tribe to the foul powers of the demon lord Mannoroth, many of the greatest champions of the Horde learned how to become the eye of the storm for various worldly or spiritual powers. You are a savant for connecting to and drawing on powers around you, to the point you could surpass even the talents of individuals such as Thrall and Vol'Jin. Becoming, for example, a conduit for the spirits of the world would see you gain far easier and far greater access to the powers they offer, and you could potentially become the greatest shaman and spiritual advisor the Horde has ever seen. Yet this talent will still be of worth to you even if you choose a darker path, for drawing on more destructive powers such as those of the Infernal Legion will see similar benefits. Even Grom's empowerment and the dark pacts of Gul'Dan made in ages past might pale before your power… doubly so considering that your natural talent also gives you an intuitive insight into how such powers might seek to sway your course - and how to reject whatever foul influence you might become exposed to by courting such dangerous patrons.

The Scourge

- Bloodletter (100CP, free for the Scourge)

In death, the Scourge finds new meaning. Is it any wonder that many of its lesser servants - undead or otherwise - are considered wholly expendable? No other faction employs the kind of suicidal methods and ritual sacrifices that the Lich King's forces do, from Acolytes willingly giving their lives to be reborn as ethereal Shades to the abilities of Death Knights and Liches to draw power from their allies by snuffing out their existence. Yet even among these countless numbers, you will find few who can surpass your expertise. You are a master at any kind of sacrifices, drawing greater power or other benefits from every drop of spilled blood and every life ended in your service, with a particular talent for substituting one kind of sacrifice for another. In your hands, prisoners and reanimated corpses alike are just more resources to be used… and you'll use them *well*.

- Bleak (200CP, discounted for the Scourge)

Be it in life or (un)death, the Scourge is united by the darker powers of necromancy and death magic. Whether you are merely a practitioner or if it powers your very being, you have an incredible affinity for these talents, and the foul energies that infuse your being have come with a number of peculiar advantages. You are far less susceptible - or even outright immune - to many more common ailments like poison, disease and the weaknesses of old age, and as a consequence you are *vastly* more capable at harnessing these same things without risking your own hide. You'll find yourself a savant when it comes to magics that cripple or infect others, and with a bit of time and effort you could likely recreate the wasting plague that the necromancer Kel'Thuzad used to bring the Human kingdoms to their knees… or even *improve* upon his work, should you wish it.

- Enduring Evil (400CP, discounted for the Scourge)

For the Scourge, death is not the end - merely a new beginning, one that will lead to something *greater*. You need not fear your end, inevitable or not, for even should you fall you know that your time has not yet come… far from it, in fact. Once per jump, your demise will not end your chain as it normally would, instead guaranteeing your eventual rebirth a number of weeks later. Furthermore, your rebirth will not merely restore you to what *was*. Much like the talented but merely mortal necromancer Kel'Thuzad was reborn with the terrible powers of a Lich, so too will your resurgence permanently bolster your power in a manner depending on what you might seek to achieve in your new existence… whether that is merely to further your goals, or enact a cold and cruel vengeance on those who thought themselves victorious after extinguishing your first life.

- Foul Influence (600CP, discounted for the Scourge)

Though openly slaughtering your victims can be an effective - and enjoyable - way to supremacy, few know better how useful subtlety and manipulation can be than the Scourge and its masters. You would stand easily among foul powers like the Lich King or the Dreadlords, with a talent for corruption that would make you a particularly dangerous - and likely elusive - master of manipulation. When you work to destroy individuals, engineering a champion's fall like that of Arthas Menethil himself would not be beyond you. Yet people are only one of the possible ways this talent can manifest, for the dark influence you exert upon the world can just as easily be turned against areas to twist them to your tastes - as seen in the Blight that surrounds most of the Scourge's strongholds - or other major assets that would benefit you if… *converted* to a more useful form. Originally, it would take the Lich King reanimating the Necromancer Kel'Thuzad as a Lich to corrupt the elven Sunwell… but for you, all it might take is a few moments to work your foul influence before the font of arcane power becomes a torrent of necromantic energies instead - or whatever else you choose to twist it into.

The Sentinel

- Silent As The Night (100CP, free for Sentinels)

The Night Elves are so in tune with the world around them that few leave any traces as they pass, but the predominantly female warriors of the Sentinels have pushed this to outright extremes. Like these fierce skirmishers, you have mastered the art of stealth, allowing you to

easily blend in with the environment around you or - if already cloaked by the darkness of night or lit by moonlight - quite literally vanishing into the shadows to the point you are invisible so long as you don't draw attention to yourself. This is not a purely personal talent, though; your skills at stealth extend to teamwork as well, and you'll be perfectly at home in covert raids or ambushes without ever risking giving away your position or that of your allies.

- Cold Determination (200CP, discounted for Sentinels)

For a race that can live for thousands of years, even the Night Elves are not made equal… and with this Perk, you excel in one particular area: *patience*. You are not afraid to take your time to do things right, to the point that you can remain focused and undistracted for years at a time if the need presents itself. Perhaps you might hone your fighting skill for several centuries - or spend ten millennia to fan the embers of your thirst for vengeance much like Illidan did. Even beyond more long-term approaches this also applies on a more moment-to-moment basis, giving you a superior sense of timing that lets you figure out the best moment to strike in combat - or when to best move to evade.

- Instinctive Commander (400CP, discounted for Sentinels)

Although many societies have learned to use animals and other natural assets, such as through trained warhorses and beasts of burden, the Night Elves of Kalimdor are one of the only ones whose armies include a large number of wild beasts - to say nothing of their Ancients and wild druidic powers. Whether you're one of their druidic leaders or not, you'd fit in *very* well with this near-feral approach to strategy. Your ability to command untamed beasts, guide instinct towards a productive goal, and otherwise ensure your allies get along well with the natural world is nothing short of brilliant. Indeed, with your ability to communicate with beasts and inspire them to action, gaining reinforcements could be as easy as making contact with a displaced pack of bears or other such beasts, no elaborate training regimes or 'taming' required.
Through shared understanding you'll likewise be much better at handling any druids - including those who favor their more bestial forms - and you'll easily sway wild allies such as the various Furbolg tribes as well. Likewise, your foes will find themselves with *far* more problems dealing with wild animals once you get involved - and woe betide any who face you once you've found yourself a flight of Chimaeras.

- Caretaker (600CP, discounted for Sentinels)

No other nation has embraced the powers of Life as strongly as the Night Elves of Kalimdor, and their mightiest figures often wield these energies to work miracles unmatched by any mortal. Whether you've studied under these beings yourself or managed through sheer personal meditation, you have become a master of renewal in all of its forms. Though equalling Cenarius' feats, such as the near-instant regrowth of vast stretches of forest, might still take you a good bit of time and preparation, matching or even exceeding entities such as the venerable Keepers Of The Grove is certainly not beyond you. Further, though healing and fortifying the body is perhaps the most obvious application, you are not limited to merely aiding the *physical*. Under your touch, you'll find that more spiritual corruption is just as easy to mend, and undoing the foul influence of the Burning Legion or negating the lingering necromantic energies found in the Scourge's 'Blighted' terrain is merely another task rather than a true challenge. Where you walk,

the world *flourishes*, and even the most dreadful damage will not be beyond your abilities should you take a more active hand in the dangers to come.

THE CRAFTS OF WAR

Personal skill is well and good, but a well-forged blade can be just as important, to say nothing of more esoteric or widely-applicable equipment. Kit yourself out in this section using a variety of potent items, and don't be afraid: each will slowly repair back to pristine condition, and any that are destroyed or otherwise lost permanently are replaced after a week. All options may be purchased multiple times if you wish; repeat purchases of options that offer multiple choices need not be the same (or even a similar) item for each purchase.

- Long-Lost Power, Now Recovered (Free)

Many potent artifacts remain lost within the world of Azeroth, waiting only for the hand of a new master to wield them once again… but then again, you might have your own share of ancient - or not-so-ancient - items you've grown accustomed to. You may choose to import any reasonably similar items into your purchases below, like combining your favorite ring with 'A Fine Piece' to grant it powers similar to that of the *Necklace Of Burning Souls*. Each such import gains the full benefits of both their original form and whatever purchase they are imported into, but each imported item may only be combined with one purchase (and vice versa).

- Apothecary (50CP)

Sometimes, all the talent, skill and raw power one brings to bear just isn't enough… and for those situations, a little bottled assistance can be just the thing to tip the scales in your favor. This unassuming flask contains some sort of magical potion, allowing you to - for example - quickly drink one to heal your wounds or restore your magical energies in the middle of a drawn-out battle. The label on the bottle is rather faded, though, and it's not entirely clear *what* magical liquid is stored within. In fact, a brief moment of focus on the bottle allows you to change what effects it has, allowing you to change it from, say, a *Potion Of Healing* into a *Potion Of Invisibility* when you find you need a quick getaway instead of weathering enemy attacks. You'll be able to access all reasonably common potion types seen in Warcraft III this way, and don't worry: the flask slowly refills over time so you won't need to be too careful about when you use it. The time it takes to refill will depend on the overall strength of the last potion you used: you won't need to wait nearly as long after drinking a *Lesser Clarity Potion* than you would after a *Greater Potion Of Mana* - though regardless of the potion you've used, the bottle is guaranteed to be ready for another use after at most thirty minutes.

- Sealed Power (100CP)

Superficially similar to the magical liquids available in the 'Apothecary' purchase above, this bottle isn't filled with a physical (if magical) fluid, but instead seems to hold little more than swirling lights and specks of energy. Drinking it is a pointless effort - merely by uncorking the bottle its power is already released, manifesting as a potent wave of magical energies associated with any particular Rune. You can change the exact Rune that is activated when the bottle is opened with a moment's focus, giving you a good bit of flexibility. Though usually less

potent than magical potions, Runes have the benefit that they frequently affect all allies within a considerable area of effect - even the fairly minor *Rune Of Lesser Healing* can noticeably reinvigorate a squad of Footmen or similar soldiers. The bottle automatically re-seals itself after use, and recharges over time. The exact time required to recharge it will depend on the power of the last Rune you released: a *Rune Of Lesser Mana* obviously doesn't take as much power as a *Rune Of Greater Restoration* does. Regardless of the Rune you last used, though, the bottle is guaranteed ready to be used again after at most thirty minutes.

- A Fine Piece (150CP)

Though consumables can provide you with an immediate, large boost to power, most sensible people will also seek out as many pieces of equipment with more permanent effects they can find. This option allows you to purchase any 'conventional' equipped item seen in the games, such as the mighty Crown Of Kings that bolsters your physical and mental prowess, a Mask Of Death that allows you to heal yourself with every wound you inflict, or even a unique, named artifact such as Serathil or the Bladebane Armor. Alternatively, you may create your own custom piece with a similar overall potency. Any items with limited charges, such as the various wands and rods, will automatically recharge back to full power over ten minutes.

- Icon Of Ambition (300CP)

Surpassing even the mightiest of ordinary weapons, armor, and other gadgetry, this purchase makes you the owner of a truly one-of-a-kind item of power. Representing artifacts with sufficient raw potency they can quite literally change the course of history, examples of objects on this levels include the terrifying, soul-draining runeblade Frostmourne, the ancient relic called the Eye Of Sargeras, the demonically infused Skull Of Gul'dan, or the arcane secrets of Medivh's Spellbook, to name but a few. Possessing - and using - even a single such artifact is likely to make you one of the most influential and dangerous individuals on Azeroth, and although the exact manner of its power will of course depend on the nature of the artifact in question, using these powers at their full potential could see you sway the course of entire battles *at the very least*. However, do keep in mind that for many of these artifacts their power comes at a price, and you'd best be careful not to exceed your control of this power.
You may choose to become the master of an existing artifact, be it one of the suggestions above or a different one, or create a new such mythical item of your own design instead.

- Hardened Carapaces And Magic Gunpowder (100, 200, or 300CP)

Logistics remain as important on Azeroth as they are anywhere else. The right tools for the job can make all the difference, but while basic weapons and armor are fairly easy to prepare, ensuring a steady supply of more potent and esoteric upgrades can take considerable time and resources.
This option allows you to sidestep this problem by guaranteeing a dependable stockpile of high-quality equipment for your forces. Each purchase covers a number of weapon styles appropriate for approximately half your army; an Alliance leader could opt for better quality metal weapons to support front-line forces like Footmen and Knights, or enhanced gunpowder to bolster many of their ranged and siege units instead. Each purchase includes similar stocks

or armor as well, which can likewise be used effectively by roughly half your forces (though your choice of weapons and armor need not be for the *same* users).
For 100CP, you receive upgraded but still fairly basic weapons and defenses, such as the necessary ritual components the Scourge uses to infuse their melee forces with *Unholy Strength* or the stronger '*Moon Armor*' style the Sentinel uses to protect their veteran warriors. Alternatively, for the price of 200CP, you will receive what would be widely considered high-quality materials, such as the *Thorium* used in many of the Horde's more powerful weapons and armor. Finally, you may opt to pay 300CP to receive the absolute pinnacle of gear for your soldiers, such as the exceptionally resilient *Dragonscale Leather* used by the elite of the Alliance's lightly-armored forces.

- The Best Of The Best (50CP)

If outfitting an entire army isn't quite as high a priority for you, an alternative approach may also be taken. By focusing on a single type of military asset, it's possible to greatly improve their overall training and support, and each purchase of this option represents just that. You gain all the necessary supplies, teachings, and other materials you might need to elevate a single unit variant to the absolute best they can be. This includes top-tier weapons and armor such as that available with 'Hardened Carapaces And Magic Gunpowder', as well as more unique upgrades such as the poison applied to the spears of the Horde's Windrider units, master-level expertise and enhanced skeletal summons for the Scourge's Necromancers, and any similar kind of unit-specific enhancements. If your tactics heavily rely on specific units to accomplish successfully, this is a highly efficient way to bolster that single aspect of your military… but the downside, of course, is that these improvements only work for one unit type and don't apply to any other forces like the upgrade option above.
Thanks to your own mastery and experience in using such materials, you receive this upgrade for free for all unit talents you have acquired through 'First On The Line' purchases.

RULERSHIP

To be a leader takes more than skill with a blade and some hapless fools to follow you into a battle - it takes reputation, power, and a great deal of support from people who'd rather stay far away from the battlefield. So why not invest in some infrastructure to get your command off to a good start? This section allows you to purchase a variety of structures and other assets you can use to strengthen - or even found - your domain. Once again, all options may be bought multiple times, in any combination(s) you wish.

- Planting A Flag (variable cost)

All structures and other assets bought in this section may be placed in-setting in a location suitable for the purchase in question, though this is not a requirement. You may instead opt to have any of these purchases take the form of a small, handheld item that creates your chosen structure at a specific spot when used. For Alliance structures, these might appear as variants of the 'Ivory Tower' and 'Tiny Castle' items, heavily enchanted trinkets that magically build the appropriate piece of infrastructure in mere moments. Undead structures could be created by modified versions of the 'Sacrificial Skull' to simultaneously create a small area of blight then

summon in the appropriate structure onto this unhallowed ground. Horde buildings might involve some form of voodoo rituals to establish their structures instead, while the Sentinels' Ancients could be formed from magically infused seeds of some sort.
The exact details are largely up to you to decide for each of your purchases, though the same rules apply in each case. All fully built structures will slowly repair to pristine condition over anywhere from a day to a month, depending on their size and power, and are both exceptionally well-constructed (making them more resilient than standard) and built with all applicable upgrades (such as the *Magic Sentry* enchantments used for Alliance towers or the *Nature's Blessings* that bolster Sentinel ancients). If a structure is completely destroyed or otherwise lost, you will receive a replacement (in its 'handheld token form') after a month, allowing you to rebuild elsewhere if you desire.
All options that provide structure types available to multiple factions provide your chosen faction's variant by default, but structures from other factions may be bought instead for an additional 50CP per purchase. For example, 'A Mighty Beginning' bought by a member of the Horde would default to a *Great Hall*, but you could acquire a Scourge *Necropolis* instead for a total cost of 150CP instead.
Troop-training facilities will provide access to whatever soldiers they can house and train even in later jumps, though you may (if desired) train local forces rather than relying on those from the Warcraft setting. As an example, you could train human forces to function as Huntresses rather than these always being Night Elves. All facilities likewise retain access to any resources or animals that might be needed for them to function, such as the great cats said Huntresses ride for a Night Elven *Ancient Of War* or the ability to craft Mithril weapons for an Alliance *Blacksmith*, though you may likewise be able to substitute local alternatives where available.

- Repurposed Resources (Free)

If you already have some suitable structures or other assets and don't feel like adding new ones, you may choose to import any similar facilities to merge them with a purchase below. They gain the full benefits of both their original form and whatever purchase they are imported into. Each imported asset may only be combined with one purchase (and vice versa).

- A Mighty Beginning (100CP)

The heart of most military facilities, be they simple town militia or the most elite of the Sentinel's woodland guardians, this purchase grants you a Town Hall, Great Hall, Necropolis or Tree Of Life, as appropriate for your faction. These structures are primarily tasked with overseeing the various local activities, from collecting raw materials such as gold ore and lumber to ensuring new buildings and other infrastructure are built as desired by their overseers. Though you receive only the 'basic' variant initially, these structures will also slowly upgrade over time, even without the cost of additional resources. Given enough time, you'd eventually control your very own Castle, Stronghold, Black Citadel or Tree Of Eternity… though you'll have to wait for several months at least if you don't simply decide to spend the necessary resources to make the upgrades more quickly.

- Wartime Logging (50CP)

Not a structure so much as a necessary resource, this purchase allows you to create a small patch of trees regardless of whether or not the local terrain or weather would be able to support them. Depending on the local environment, climate and native vegetation you may also find yourself with different 'lumber' sources, such as the giant mushrooms seen on Outland, though the default will be some sort of tree such as pine or palm trees.
All trees in this cluster grow unusually straight and provide the highest quality lumber, making them ideal for all manner of constructions - be it longbows, catapult frames or entire buildings. Furthermore, the location is infused with magical energies such that these trees grow at an astounding rate. You could have a team of roughly five servants, such as the Alliance's *Peasants* or the Horde's *Peons*, do nothing all day except chop trees for wood without ever running out, a new sapling having grown to full size by the time the previously felled tree has been completely processed. If harvested more slowly than this, this miniature forest will slowly expand, though not indefinitely; expect it to reach its limit at maybe a few hundred trees, depending on the local terrain.

- Buried Riches (100CP)

Similar to the lumber source above, this purchase allows you to 'plant' a single gold mine wherever you decide you need it. The mine doesn't seem to need any actual miners to function, the raw gold ore is simply mined automatically through some manner appropriate to your faction. Haunted and entangled mines are frequently seen in service of the Scourge and Sentinels, respectively, but even the Alliance and Horde need not worry about actually manning the mine itself - perhaps some arcane enchantments or friendly spirits are to thank for this? Whichever situation applies, one fact remains the same: the mine will slowly regain any mined ore, making it an endlessly reliable source of wealth. The gold mine will produce unrefined gold ore at a sufficient rate that five of your servants, such as Scourge *Acolytes* or Sentinel *Wisps* could do nothing all day except collect and transport these riches without the mine ever risking depletion. Like the lumber source above, using this gold mine at less-than-optimal speed will fill up some basic underground storage with the ore, though not indefinitely; expect perhaps a dozen large wagons worth of ore at most before the mine can no longer store uncollected gold.

- A Thorough Foundation (50CP)

Don't dismiss the basics just because they're commonplace: structures such as these are vital to establishing your presence in a region. Each purchase grants you a basic military or support structure such as a Scourge *Crypt*, Alliance *Blacksmith*, or a Horde *Altar Of Storms*. Though these structures lack the raw 'oomph' of some more advanced facilities, they tend to be quite versatile and remain relevant through even lengthy battles due to their reliability, access to various important logistics and support upgrades, and utility functions. Many can also provide access to more potent units or improvements depending on what other structures you control.

- Specialist Training (100CP)

A step up from the somewhat basic facilities of the option above, each purchase here will grant you the necessary infrastructure to train, construct or otherwise deploy more advanced and specialized forces. Including structures such as the magical splendor of the Alliance's *Arcane Sanctum* or the cruel workshops of the Scourge's *Slaughterhouse*, most support units such as

spellcasters, siege weapons, and other unit types with a more singular focus in battle are produced from structures of this type. Like ‘A Thorough Foundation’ above, they also frequently provide a number of important upgrades to both these same units as well as more basic forces.

- Singular Focus (100CP)

The most advanced and costly structures seen on the battlefield, these facilities are the pinnacle of military production and logistical support for their factions. Though these buildings rarely have more than one or two types of asset they are responsible for, these types of military units tend to be the most powerful, expensive and overall most impactful forces available to any commander who has built these structures. Examples include the *Tauren Totems* the Horde will eventually use to prepare their Tauren allies for battle and the eerie necromantic energies of the *Boneyard* where the Scourge’s terrifying undead dragons are awakened. Purchase this option, and you might not gain the most versatile or adaptable forces… but you’ll be second-to-none in terms of raw power.

- The Basics (50CP)

Mighty forges, military training facilities, repositories of forbidden dark lore… these are all well and good, but sometimes you need something *simpler*. This purchase grants you a number of support structures meant to maintain your forces in the field, be it by providing a reliable supply of food, distributing necromantic energies, or even offering a way to restore weary and wounded troops to full health. Though perhaps not very flashy, they are nonetheless vital to ensuring a large force is kept in top form - and they’re also much more valuable in the, admittedly rare, times of peace you might encounter.

Alliance commanders receive up to seven *Farms* that provide a balanced, healthy diet to all your forces. Horde leaders may instead opt for up to three *Pig Farms* or, if they want to add more protection at the cost of productivity, three *Burrows*. A member of the Scourge may gain up to four *Ziggurat* variants to keep their forces in the field maintained over longer periods of time; these Ziggurats can be upgraded to the Scourge’s defensive towers, but doing so will require further investments in terms of resources and time, and such upgrades are not kept if the Ziggurats ever need replacing. Finally, the Sentinel may gain up to three *Moon Wells*, which provide nourishment and renewal to the Night Elves and their allies, and the waters they fill with during nighttime can even heal wounds or restore magical energies of those who use the wells.

- Static Defenses (50CP)

Fortifications are a mixed blessing on the battlefield - although they possess superior firepower and resilience compared to what you’d get out of a similar investment in mobile forces, the fact they can’t be moved makes them ill-suited to highly mobile conflicts… but if you need to keep an important location secure, nothing beats these defensive towers for effectiveness.

With each purchase, you gain several items similar to the ‘Ivory Tower’ that grow into the Alliance’s Scout Towers at great speed, except in your case the defenses available are considerably more varied. Alliance leaders may gain up to four *Guard Towers* or *Arcane Towers*, or two of the more potent *Cannon Towers*. Horde warlords may acquire four *Watchtowers*, while Sentinels receive a similar number of *Ancient Protectors* instead. Scourge leaders may opt for either four alternative variants of their Spirit Towers or Nerubian Towers which lack the basic

functionality of the Ziggurat, or two such structures that retain the Ziggurat's ability to generate and distribute necromantic energies to maintain Undead forces.
You may 'mix and match' purchased options where available; you are not restricted to a single type of structure, and replacements may be changed to a different tower type before 'planting' so long as you have access to such a defense tower. For example, you could combine two *Guard Tower* trinkets into a deployable *Cannon Tower* instead.

- Power For A Price (50CP)

The most straightforward means to project your power is to simply send (more) soldiers to wherever a crisis is brewing. But magical equipment can be a highly effective - if costly - alternative, and many champions rely extensively on purchased items to fight effectively. With this option you gain the services of a store that provides a variety of items appropriate for your faction, similar to buildings such as the Alliance's *Arcane Vault* or the Scourge's *Tomb Of Relics*. The items here vary from the minor to some pretty potent pieces (such as the various 'orbs' that bolster your attacks with magical power), though as their effectiveness increases the price will do the same - gear isn't free, though buying this facility does get you a small discount over how much you might have had to pay 'in the wild'. Furthermore, the shop purchased here is not restricted to merely the items it sold in the game itself, having a wider assortment available and potentially allowing you to order custom creations of limited potency as well. That said, each faction's shop is specialized in items that are thematically appropriate for the cultural, martial and magical traditions of said faction - seeking potent necromantic wands and similar 'dark magic' at an Ancient Of Wonders isn't likely to be a success.

- Deals Of The Day (50CP)

Potions! Magical wands! Exotic weaponry! Goblin contraptions! You'll find it all and more at marketplaces such as these, and there's nowhere better to shop if you're looking for variety. Similar to the faction shop of the option above, this grants you access to a store or other form of shopping area, with the difference being that the goods on offer here are not tied to any particular faction, purpose or other such theme. However, while this makes browsing the goods on offer here a great way to acquire more unusual items, the goods on offer here are also somewhat… *variable*, and predicting what's available on any given day is nigh impossible. Still, an open mind and a well-filled coin purse could get you some nifty trinkets, and you'll even get a nice discount as well as thanks for your continuing patronage!

- Laughter And Explosions (50CP)

If there's one thing Goblins are good at, it's causing mayhem. Well, that and being greedy. In this particular structure, those two facets of Goblin society have combined to create a dangerously lucrative - in more than one way - enterprise. For suitable investments, the Goblins here can provide you with all manner of gadgets, clockwork machinery, and other assets. Also, a *lot* of explosives and maniacal laughter, so expect less of a 'thoroughly developed military weapon for sale' and more of a 'mad scientist offers discounts on experimental landmines' experience. If you don't mind the occasionally self-destructive nature of some of their products, they can be a major boon to any faction, giving some much needed firepower and versatility you might otherwise lack, provided you've got the coin to afford their services. In addition, the

Goblins working here are capable (if perhaps somewhat eccentric) shipbuilders, so relying on them as a shipyard could quickly expand your naval presence.

- Swords For Hire (50CP)

Though conventional military forces almost always make up the bulk of a faction's strategic power, sometimes the available manpower and training just doesn't cover some urgent and unmet need. For such situations, this purchase is ideal: you now gain your very own Mercenary Camp from where you can hire on a wide range of combat specialists, local rebels, greedy psychopaths and more besides. Without the need for training, equipment and other such logistical concerns it's *far* faster and easier to hire a mercenary than it is to train a soldier, though the price tag is usually a bit more expensive as well (for obvious reasons). The forces you can hire from this camp constantly change, meaning that you'll rarely ever run out of available forces so long as your coin purse stays sufficiently full. Of course, the fact that the types of mercenaries that are available for hire rarely stay the same for long also means you're better served with improvisation and opportunistic recruitment than any kind of long-term planning - exactly the kind of mindset a mercenary might value.

- Mending Spring (50CP)

Very useful in a more long-term sense though perhaps not nearly as valuable in the midst of a battlefield, each purchase here allows you to create either a Fountain Of Healing or a Fountain Of Mana. Depending on which option you chose at the time you made your purchase, anyone who drinks the waters from this fountain will either find their wounds healing at great speed or their mental faculties and magical reserves similarly replenished instead. They are a fantastic way to keep your subordinates combat-ready between skirmishes, and the fountains are guaranteed to never run out of their magical waters.
You may combine a bought healing and mana variant if you wish, creating a Fountain Of Restoration that will restore both vitality and magic to its users at the same time.

- A Font Of Power (600CP, discounted for Alliance)

One of the most potent and long-lasting sources of power available, this purchase allows you to create a stable nexus of magical energies at a single location. Generating a continuous flow of magical power, this nexus can serve a very similar purpose as the Sunwell at the heart of the Elven kingdom of Quel'Thalas. The energy generated from this wellspring defaults to a font of *Arcane* power much like that of the Sunwell, but by infusing the location with other forms of power at the time of its creation (be it those found in the Warcraft setting or those from elsewhere) this well can instead be attuned to provide alternate forms of magical energies. As an example, channeling a Paladin's holy magics into the forming wellspring might result in a powerful font of *Light* energy.
Compared to the other three sources of energy described below, this variant has the greatest initial output and a very steady flow of power. As a result, it is the easiest to harness for large-scale enchantments, perfect for recreating wide-scale effects such as the eternal springtime of Quel'Thalas. Unlike the Sunwell itself, the energies it creates are not normally addictive - though its lack might be felt, it will not cause the hunger for magic that came to define the Blood Elves following the destruction of Quel'Thalas at the hands of the Scourge.

- The Taste Of Iron (600CP, discounted for the Horde)

A much more *focused* source of power for those willing to use it, this purchase allows you to create what initially appears to be little more than a magically charged spring. However, in much the same way that the demon Mannoroth corrupted a well with its own blood, this particular water source will vastly amplify whatever energies are first channeled into it after its creation. Anyone who drinks its waters will be permanently empowered by its energies, becoming *more* in some manner appropriate to whatever fuels the spring. If no energy is provided the spring will eventually revert to its default form, one charged with chaotic *Fel* energies much like Mannoroth's corrupted well, which gave any Orcs that drank it greater strength and resilience, and infused their attacks with destructive energies that greatly increased their lethality.
Compared to the other three sources of energy, this magic-infusing spring is easily the most powerful and swift to use on an individual basis, requiring little more than that one drinks from its waters. However, extending these benefits beyond this basic use is much more challenging than for the other three options - though bottling it may be an option, indirectly drawing on its power rather than drinking it will be much more difficult. Unlike Mannoroth's well, drinking from this font will not leave its users with any mental influence to twist their loyalties… unless you've infused it with something that would cause such an effect, anyway.

- Chilling Shackles (600CP, discounted for the Scourge)

More than a few have seen the entombed power that lies at the heart of Icecrown Glacier… but few who did so lived to tell the tale. Though important as much for *who* is buried at the heart of the Scourge's domain, the *how* can be of equal interest - and with this purchase, you gain the opportunity to create your own, similar stronghold. Once placed, this source most obviously takes the form of four enormous stone monoliths, each of which are inscribed with runes of immense potency designed to harness and direct incredible energies at the behest of their master. The obelisks generate a negligible amount of energy on their own, yet they are not meant to be the actual source of power for this landmark. Rather, they are designed to serve as a prison to whatever entity is bound at the center of the structure, creating an inescapable ward similar to that which binds the (current) Lich King within the heart of Icecrown Glacier.
Yet the prison itself is only part of what you gain with this purchase: once placed, a magical focus will emerge from the center of the prison. This object can take the form of a helmet, crown, necklace or other such object - the exact form can be altered by its current bearer, but it will otherwise default to a form similar to the Helm Of Domination that was the focal point of the Lich King's spirit. It serves as a means to harness the energies channeled from the prison by the monoliths, and enables anyone or anything wielding it to *vastly* enhance their ability to harness and project the channeled energies. Feats similar to the way the Lich King's necromantic powers could reach anywhere on Azeroth, controlling the entirety of the Scourge while bound within the Frozen Throne, will not be unheard of, though the end result will obviously depend on the skill of the wielder and the power and nature of the prisoner(s).
Yet where the Lich King was at once both prisoner and master, with its spirit bound within the Helm Of Domination such that the source of his fearsome ability and the way to harness it were effectively one, this system does *not* require the same unity of jailer and victim or focus and source.

You may choose to bind a victim (or victims) within this rune-warded nexus *involuntarily*, turning them into an unwilling source of power ready to be wielded by whoever bears the focal item. The power of the prison is likewise turned against whoever is bound within, making it impossible for any imprisoned victims to free themselves - for the very power they might try to use to break free is instead channeled by the monoliths to reinforce the prison. Each prisoner is held in something not unlike suspended animation (though whether they remain aware of the outside world may be changed by the monoliths' master at any time), meaning that binding multiple prisoners will never cause them to harm one another and concerns such as hunger or old age will not end their existence prematurely.
The magical power projected by the monoliths will depend on the energies wielded or generated by the entity or entities at the heart of the complex. A mighty Paladin might become an incredible beacon of Light, while several bound demons of the Burning Legion could become a source of tremendous Fel energies. That said, when created this nexus will default to necromantic power similar to that powering the Scourge. Compared to the other three options, an empty prison provides negligible benefit but it is the only one that can be easily bolstered in raw power through active effort, and the nexus provides the greatest level of control and empowerment to a single master.

- A Spark Of Life (600CP, discounted for Sentinels)

Appearing initially as little more than some unusually large seeds, this purchase allows you to create a new nexus of natural power similar to the World Tree that grows from the peak of Mount Hyjal. After planting, the tree that grows from this seed will slowly form into a similarly gigantic tree, though this process is much faster than the growth of ordinary plants and can be further accelerated by fueling the tree's growth with magical powers (should you have suitable ones available). As the tree grows, it will generate an immense amount of magical energies, infusing the local terrain, vegetation and wildlife with it - at full size, it can easily influence a region as large as a sizable country… or more. Compared to the three options available above, this purchase is the most difficult to harness directly, with the effects on any individual being faint at best. However, at full potency it affects the largest area and provides the greatest *total* benefit. Further, because the power generated by this tree is so heavily diffused into the wider world, all techniques that rely on harnessing external powers, such the natural powers of druidism, will be vastly easier to learn and master and provide notably greater effect when harnessing the tree's energies.
By default, the seeds will align themselves with the powers of nature and Life, though infusing the seeds with different kinds of magic or other energies will similarly change the resulting tree to generate this other form of power. As an example, a necromancer might taint the seeds with death magics to create a wicked, skeletal growth instead to form the heart of a bleak, undeath infested region where all forms of necromantic spells and sacrificial rituals are vastly more potent.

COMPANIONS AND FOLLOWERS

- Brothers And Sisters In Arms (variable cost)

Those who rise up to make their mark on history rarely do so without any help; even Arthas Menethil will not reach his terrible destiny through merely his own efforts. So get allies you can trust to watch your back. This option allows you to import existing Companions or create new ones according to your wishes, each of whom is granted a Background and 300CP to spend on purchases of their choosing, as well as the chance to take further Drawbacks for more CP if they wish. You may pay for one Companion at a time for 50CP each, or spend 200CP for eight such options at once. You may also leave purchased Companion slots 'empty', enabling you to recruit individuals from this setting as new Companions. They must agree to join you (willingly or otherwise), but you may ask or coerce any number of candidates until you've completely filled your roster. Each new Companion receives the same basic CP allotment once they agree to join you, and use whichever Background best matches their history and nature to determine discounts on any of their purchases.

- Honor Guards And Hunting Groups (50CP)

He who stands alone falls alone - in this world, war is waged with entire *armies*. You'll likely have to work together with all manner of allies, and whether these are well-respected ones or merely allies of opportunity changes little. But why not make sure you've got your own forces you can rely on? With each purchase, you receive a number of military units, sufficient to fill fifteen 'food' worth of upkeep - see the Notes section at the end of the jump for a list of options and their costs. You may choose units from any faction to become your most dependable assets, though not everyone might look equally favorably on your servants depending on their nature. Of course, it's easiest to lead soldiers aligned with your own faction, so all units from your chosen background take only half the normal amount of upkeep. For example, a Sentinel commander might be aided by a total of ten Huntresses with one purchase, instead of five. You may 'mix and match' units however you like, and multiple purchases can be combined - these do not need to fit neatly into 'chunks' of fifteen upkeep each provided your total upkeep suffices for your chosen units.
All forces gained with this option are unfailingly loyal to you (barring mental domination or similar effects, at least), come with the best training and equipment possible for forces of their type, and have all their logistics (like food supplies) handled without any need for action on your part. Any losses are replaced by fresh reinforcements after one week.

DRAWBACKS

- Historical Inaccuracies (+0CP)

This world has had many stories written about it, and as its history grew, so too did the need to make… *adjustments* to past events. This toggle allows you to include or discard any Warcraft lore established after Warcraft III, such as the various new revelations (and retcons) of World Of Warcraft, characterization or events from tie-in novels, changes made in the 'Reforged' release, and so on.

- The March Of Thousands (+0CP)

Legends will be forged in battles that scar the very landscape, where undead number in the countless thousands, where stalwart defenders meet them head on with the full might of… a

handful of Footmen and three Knights? By default, this jump operates on 'lore' as presented, with the Warcraft III gameplay merely being an abstraction for entertainment purposes. With this toggle, you may instead opt to slightly modify the setting to make it more in line with what's seen in the game in terms of distances, army sizes, overall power levels and so on. Note that this can be both a benefit and a detriment at the same time; you and your own allies are affected just as your opponents will be. Will you favor the grandiose spectacle of lore as described, or favor the more personal scale of the games?
This toggle cannot be adjusted once you've arrived in-setting, so make your choice carefully.

- Legendary Nuisances (+100CP)

Don't they know you've got a war to fight? You don't have the *time* to spend on such trivialities - and even if you did, you also have more important things to do. But alas, it seems you're cursed to constantly be plagued by that most nefarious of adversaries… so-called 'creeps'. Be it bandits that think a well-armed military force is the perfect robbery target, packs of feral, questionably-intelligent natives like the Kobolds and Centaur, or just endless scores of unreasonably territorial wildlife, you'll be faced with a seemingly endless supply of minor threats. They won't take too much manpower or time to deal with, but again: you've got a war going on.

- Work Work (+100CP)

It ain't easy, keeping an army on the move and ready to fight. Behind the front lines stretch a vast system of military lodgings, logistical depots, strategy meetings, smithies to fix and replace weapons and armor, food (and booze) for the soldiers fighting and dying under your command, and so on. You probably weren't expecting to just throw some gold and wood at a barracks to have a Grunt pop out raring for a fight some half a minute later… but with this Drawback, the expected difficulties have somehow gotten a lot worse. Maintaining sufficient resources and adequate supply lines are now much more difficult, meaning it takes almost twice as much effort to field any particular unit than it normally would have. Compensating with an unreasonably large group of Peasants, Peons or other servants could mitigate this somewhat, but even so… try not to lose the soldiers you've too often, okay?

- Impulsive (+100CP)

Sure, you could listen to orders, or take the slow, methodical approach, or generally just act with common sense. But sometimes you're just itching for a fight, and fight you will, damn it! With this Drawback, your overall impulse control is severely reduced, especially when it comes to times when your emotions run high… like on the field of battle, though if you've got other kinds of anger issues you'll likely have a bit of a 'short fuse' there as well. Acting without thinking isn't always *that* big an issue, but you'll have to really put in effort to prevent being seen as a loose cannon - or risk being ostracized or relegated to minor duties like Grom Hellscream prior to his corruption by Mannoroth.

- Obsessed (+100CP)

You have a goal, and you *will* see it done - no matter the hardships, no matter the cost, no matter the consequences. Shortly after you arrive, you'll experience something that will become your main focus… eclipsing all other concerns you might have had. The goal you acquire will be

something you'd already be predisposed to achieving and won't by itself run against your beliefs or interests. Unfortunately, much like Arthas Menethil and Maiev Shadowsong, you'll find yourself *very* willing to compromise your morals to pursue it, until eventually you'd rather betray and sacrifice old friends and allies rather than give up and walk away. The longer you need to do whatever you now demand of yourself, the worse things might get… and the farther you might fall. If or when you *do* finally succeed, a new obsession will slowly develop afterwards, and the cycle begins all over again.

- Self Sufficient (+100CP)

Sure, you might be fighting with the full backing of an entire empire, alliance of kingdoms, or what have you (or you might not), but it's a sad fact of life that quite often such support doesn't really mean much in the grand scheme of things. You'll find yourself without key allies, reinforcements and other forms of support on a regular basis, be it because such forces are urgently needed elsewhere, you're not sufficiently trusted to have key elite units under your command, or some folks just plain don't *like* you. This isn't an insurmountable handicap - Kael'Thas might substitute variants of his own forces to compensate for allies 'commandeered' by his superiors on multiple occasions… but you'll still have to make do with what are very much *back up* options. Not to mention it's a pretty awful chore figuring out how to fill the latest gap in your roster.

- Found Wanting (+100CP)

In the conflicts to come, only the most gifted, most powerful and most driven individuals can hope to stand proud… and sadly, you're just not one of them. Though you might still be an incredibly powerful, intelligent, or otherwise capable individual, you're just *not* cut out to be a hero. Your instinct for self-preservation borders on cowardice, your stomach for carnage is easily upset, and you're overall just someone who'd really prefer to be anywhere other than on the battlefield unless you've got truly overwhelming odds on your side.

- The Time For Words Is Over (+200CP)

In the conflicts to come, one might be forgiven for thinking that it's truly everyone fighting everyone else - distrust, faulty assumptions and good old fashioned bloodlust ensure it. But more than that, a lot of would-be allies started off opposing one another for the simple reason that nobody bothered *talking* to anyone… or leaving with mere taunts or cryptic explanations that can be interpreted in the worst way possible. With this Drawback, you'll find yourself with some spectacularly poor communication skills, and a seeming ability to antagonize just about everyone you meet regardless of whether you actually share goals or not. Without anyone to keep you back, expect your time here to devolve into a level of (unnecessary) hostility that easily matches Illidan's schemes - and their collateral damage - during 'The Frozen Throne'.

- Zeal (+200CP)

Few would pursue a plan they know won't work. Fewer still will refuse to entertain the notion it can't fail *at all*. And yet, you've become one of these individuals, with a level of confidence in your intelligence, planning, strategy and overall decision-making that just… doesn't quite live up to what you can accomplish. Your ego and confidence are now easily a peer to some of the

most self-assured individuals seen during the coming events: you'll be in good company alongside Mal'Ganis, Mannoroth, and Archimonde - but unfortunately, all three of those would also see their hubris lead to their destruction, permanent or not. You'd better be ready to justify that complete lack of doubts… or pay the price yourself.

- Vendetta (+200CP)

There's someone out there - someone powerful and influential. Someone dangerous. Someone who really, *really* wants to see your head on the metaphorical pike and is willing to cross any line to achieve it. Similar to how Maiev sought to capture or eliminate Illidan at any cost or Illidan, in turn, was utterly obsessed with eliminating the Scourge and their masters in the Burning Legion, you'll be hounded by this foe anywhere you go. Nothing you do will kill or stop them for good, and they'll always be able to escape and lick their wounds, mustering their strength through new allies, magical artifacts, or whatever other avenues of power they might be able to find. Given enough time… well, they'll bring a decently-sized army with them. Better hope you've got one of your own that's willing to back you up.

- Abominable (+200CP)

Sometimes, the only difference between a trusted ally and a mortal enemy is that first impression… and with this Drawback, everyone will assume you're hostile by default and treat you accordingly. Much like Lady Vasj and her Naga, getting even grudging respect will take a lot of effort, not to mention careful timing to ensure you're not just shot on sight. You *can* earn others' trust, but that'll take time and effort - for all your peers know, you're just scheming somehow and will show your true colors soon enough.

- The Only Good Non-Human… (+200CP)

You're not quite on the level of Lord Garithos himself, but there's no real way around it: you've taken to the smoldering racism of the Warcraft setting like a fish to water. You feel that only one race is trustworthy, respectable and otherwise of any value, and will look to all others with a great deal of mistrust and hostility. You'll have few positive interactions with other races unless circumstances or outside factors force you to 'play nice'. And yes, this still applies even if you're part of the Scourge - not all undead are created equal, are they?

- Predictable (+200CP)

You're not necessarily gullible, your strategies won't always be simple, your secrets well-kept, and you can learn from your mistakes like anyone else… yet it seems that no matter what you do, you're just someone who's too *open* about their approach to things. Anyone opposing you will find it vastly easier to predict whatever actions you'll take next, and use that insight to outmaneuver or otherwise manipulate you into a disadvantageous position. This doesn't just apply to combat either, for that matter - Mal'Ganis would never have managed to turn Arthas into the champion of the Scourge he eventually became if he hadn't had a superlative grasp of the latter's motivations and 'buttons to press', after all.

- Bound (+300CP)

Whether you were an ancient entity, sealed within a cage to protect the world, a weapon bound to a specific purpose, or you just find yourself in the wrong place at the wrong time, this Drawback ensures that you'll start your time here interred in some sort of prison - one you can't escape on your own. Though you may still be able to affect the outside world (perhaps similar to the way the Lich King does from its frozen prison in Northrend), you'll find yourself practically unable to do so in any meaningful way. You can't get out under your own power, nor are your Companions or other allies (initially) able to release you. There *is* a chance for you to gain your freedom, however… but this requires that a sufficiently powerful group decides they need your help, much like Tyrande Whisperwind decided to free Illidan Stormrage to oppose the Burning Legion after the latter spent *ten millennia* in his cell. Given the reputation of your prison, that'll likely take a considerable amount of time, more likely to be years than months. Plus, whoever gets you out is likely to be pretty desperate by that point, meaning you'll likely have a considerable mess to clean up - like the Burning Legion's invasion. Not to mention you might not wholly agree with their goals, and bad tempers are rarely good for long-term success regardless of your debt to them.

- A Story Of Hardships (+300CP)

Warcraft is not a setting for the faint of heart, or for those who cannot face adversity. With this Drawback, you'll be faced with a terrible choice: whether to commit at personal cost… or see the world fail without your aid. You'll find that many of the events that once would have led to success and victory by the slimmest of margins will now lead to disaster unless you get personally involved. Unfortunately, much like Arthas, Jaina, Thrall and so many others who will fight in the conflicts, those who give their all very often *lose* so much as well - and so will you. Friends and comrades die, nations fall, and you'll either watch the world burn as you stand by, or pay in blood and tears for a chance to make things better.

- Hollow (+300CP)

There's something *missing* inside you, a gaping void that desperately needs to be filled. Much like the High Elves' addiction to magic might lead to them eventually becoming the 'Blood Elves' after they lose the power of the Sunwell, you need a constant influx of magical energies to stay in good form. Unfortunately, no sources of power can sate your hunger for good: the longer you are exposed to any particular type of magic the less it will be able to nourish you. And if you go too long without what you need… well, Illidan's final attack on the Lich King drained (or rather will drain) the powers that fueled Arthas Menethil's might to the point he nearly died. How far will you go to stave off oblivion for one more day?

- A World In Flames (+300CP)

The Burning Legion has been laying the foundation for their invasion for centuries - they're not going to be thwarted by some upstart like *you*.
Whether you seek to stop it or not, the Legion's invasion *will* proceed, and is guaranteed to be at least as destructive as it would have been originally. Worse, you and your allies are always going to be in the areas facing the brunt of their fel assaults… although the demons won't necessarily seek you out directly, at least. Though that may still change: the longer you survive, the more likely you are to draw attention from the more powerful demons.

This Drawback is always taken by both the Jumper and any purchased or imported Companions, where applicable, but provides the full CP benefits to each recipient.

- A True Champion (+300CP)

Azeroth is a place of greatness, with stories of ordinary men and women standing against mighty threats and emerging triumphant - or at least surviving to fight another day. Why would you need more than what these brave individuals bring to the battle? With this Drawback, you lose access to all your Perks, Items, and other benefits you might have acquired in other jumps, and will be unable to access your Warehouse during your stay here. This Drawback is always taken by both the Jumper and any purchased or imported Companions, where applicable, but provides the full CP benefits to each recipient.

ENDING

Your time in this world has run its course… and more likely than not, Azeroth looks quite different now than when you first arrived. But it's time for you to make a choice. Regardless of which path you take from here, Drawbacks cease to affect you as usual.

First, if you are weary of war and bloodshed, you may choose to **go home**. You'll end your chain and return to your reality of origin, carrying with you whatever you've acquired during your time as a Jumper. If you died your final death during your time here this is the only choice you may take.

Second, you may choose to **stay here**. This world, violent as it may be at times, still has many reasons one might enjoy their time here. You'll remain in the Warcraft setting for the rest of your days, ending your time as a Jumper by choosing this to be your end destination.

And finally, of course, there is the chance to **move on**. You leave this world behind, moving on to whatever setting comes next in your chain using whatever process your Jumper employs. No doubt you'll face plenty of other wars in the future, but after your time here you'll at least be a little better prepared.

NOTES

All else fails, fanwank responsibly and have fun.

Any abilities, magical spells, or other talents you acquire in-setting will continue to function in other jumps as appropriate, though effects such as summoning magic that relies on alternate dimensions may not work right depending on the local cosmology (i.e. you can't simply summon a being from the Twisting Nether in settings where this plane doesn't exist), though their underlying principles may still be useful in other ways (i.e. in a future jump you may be able to adjust said summoning method to bring forth a creature from a *different* alternate plane of existence that doesn't exist in the Warcraft setting).

Buying powers and abilities that prevent your death or automatically restore you to life (such as the Tauren Chieftain's *Reincarnation* ultimate) will prevent you from failing your jump and ending your chain when they activate.

A lot of useful information on Warcraft and the various parts of the franchise can be found at places like Wowpedia - https://wowpedia.fandom.com/wiki/Warcraft_III:_Reign_of_Chaos. Details of Heroes can be found at https://wowpedia.fandom.com/wiki/Warcraft_III_heroes.

Unit List

Since it's more difficult to find detailed lists of all available units (including mercenaries), this list provides brief summaries of the various military units seen in Warcraft III, mainly for use with the 'First On The Line' and 'Honor Guards And Hunting Groups' options. All units are sorted by faction, by food use or 'upkeep' and by name.

Alliance

- Flying Machine (1): a lighter and weaker variant of the Gyrocopter, the Flying Machine is fragile, and its bombs and anti-air weapons have little firepower. However, it is fast and its long line of sight make it a very effective scout, and they can be equipped with explosive flak shells to deal area damage against air targets.
- Peasant (1): the overworked, underappreciated Peasants make up the majority of the Alliance's population, and are put to use in armed conflicts to gather resources, build new structures and other infrastructure, and otherwise handle menial tasks. Peasants can be armed as impromptu 'militia' at Town Halls, but are otherwise not very suited to combat.
- Footman (2): the standard soldier of the Alliance, Footmen are equipped with full suits of armor and fight with sword and shield. Although they're not as tough or powerful as Grunts and Ghouls, Footmen have superior discipline and can use their shields for cover against ranged attacks at the cost of movement speed.
- Gyrocopter (2): these Dwarven machines are fast, light air scouts equipped with cannons for anti-air combat. They can also be upgraded with bombs to hit ground targets, though these are relatively light compared to more dedicated siege units. Compared to Flying Machines, Gyrocopters are tougher and stronger, but harder to field in great numbers.
- Priest (2): Elven spellcasters attuned to the Light, Priests are most often used to heal injured troops. More experienced Priests can also learn to negate magical effects and even temporarily infuse allies with power so they become stronger and tougher. However, they lack the resilience to stay on the frontlines for long.
- Sorceress (2): these arcane spellcasters focus their talents on more direct combat support and utility. They can initially slow down enemies, but can also learn to make allies invisible or even (temporarily) transform hostile targets into harmless animals (traditionally sheep). When used well, they allow for a remarkable degree of tactical flexibility, but like most spellcasters they are fragile and unsuited for the heat of combat.

- Dragonhawk Rider (3): used by the elves of Quel'Thalas, Dragonhawk Riders are light air units that are often deployed in support roles. Aside from their magical ranged attacks, the riders can bind enemy air units in shackles to immobilize and damage them, and they can call forth magical clouds to obscure vision for enemy defenses - thereby preventing them from retaliating against the Dragonhawk Rider or its allies.
- Mortar Team (3): a pair of Dwarves with a love of explosions, each Mortar Team serves as the Alliance's artillery and can engage targets (especially buildings) over great distances. They can learn to fire flares to reveal areas and hidden units, and their weapon can be upgraded to fire fragmentation shells for increased damage against lightly-armored foes.
- Rifleman (3): serving as the main ranged attacker of the Alliance, these Dwarven marksmen use black powder muskets to good effect. Their effectiveness can be improved further by equipping them with more advanced, long-barreled rifles to boost their maximum attack range.
- Spell Breaker (3): elven troops trained to fight enemy mages, Spell Breakers are equipped with heavy armor and fight with short-ranged throwing blades. They are completely immune to hostile magics, and not only do their strikes burn away an enemy's magical energies (causing further injury), they can also take control of magical effects, moving buffing spells and curses or even taking control of hostile summons.
- Steam Tank (3): these mighty Dwarven machines are immensely heavily armored, and have a short-ranged cannon they can use to demolish structures. They are a remarkably effective 'close quarters' siege unit, however it can't easily aim its weapon and, as a consequence, it can't attack conventional units.
- Gryphon Rider (4): a majestic flying beast carrying an elite Dwarven soldier, Gryphon Riders fight by hurling magical, lightning-infused hammers at their foes. Through superior training for resilience and upgraded hammers that deal damage across an area, Gryphon Riders can become a hard-hitting, resilient air unit.
- Knight (4): the elite forces of the Alliance's human kingdoms, Knights are fast and powerful melee troops. They excel at fighting moderately armored targets, and their warhorses' speed allows them to more easily outmaneuver their 'peers' in the other factions.
- Siege Engine (4): a modified variant of the Steam Tank, this vehicle can be equipped with powerful anti-air rockets to engage multiple air targets simultaneously.

Horde

- Peon (1): the least impressive members of the Horde are the Peons, Orcs tasked with handling menial duties rather than any kind of battlefield actions. They often harvest resources, build or repair structures, and otherwise handle the mundane day-to-day tasks in a Horde stronghold. They lack any real combat power, but if there are any Burrows nearby they can retreat into these structures and defend themselves by hurling spears at nearby foes.
- Shaman (2): serving as the newly-reawakened cultural heart of the Horde, Shamans also act on the battlefield as the Orcs' main spellcaster. Novice Shamans are capable of purging units to slow them while disrupting hostile magics. More experienced Shamans

also learn to sheathe units in a powerful electrical storm to continually damage anyone near the target, and even instill a powerful bloodlust in allies to enhance their movement and attack speeds. Like most spellcasters, they attack from range, are frail and fare poorly in combat.

- Troll Batrider (2): these light air units are unconventional to say the least, but the alchemical fire they use is fairly effective against buildings… and allows Batriders to perform an immensely damaging suicide attack against air targets. They can also be upgraded with more potent, lingering incendiary weapons that cause buildings struck to burn for a short time, slowing their attacks and preventing anyone from coming close enough to perform repairs.
- Troll Headhunter (2): the basic ranged forces of the Horde, these Trolls attack by hurling spears over considerable range. Though their attack rate isn't the greatest, they deal considerable damage. Headhunters can benefit from enhanced regeneration, and can be improved into *Troll Berserkers* with greater resilience and access to a berserker trance that increases both their attack rate and the damage they receive.
- Troll Witch Doctor (2): these spellcasters don't use conventional spells as such, instead channeling their spiritual powers through various totems. They can initially create a stealthy, long-lasting observation totem to maintain awareness of the area it is placed, but can also learn to create totems that act as stunning traps to any enemy ground forces that are nearby when they are triggered, and master Witch Doctors can create 'Healing Wards' that provide healing to all allies surrounding the ward until its powers are spent. They are frail, but they can benefit from increased regeneration like other Troll forces.
- Grunt (3): making up the bulk of the Horde's ground forces, Grunts are stronger and tougher than most front-line troops fielded by other factions - especially if fighting in a berserker rage. They can also be trained to pillage enemy structures to give their commanders a nice boost in gold income.
- Raider (3): riding powerful wolves, these Orc riders are fast and exceptionally potent against enemy structures and fortifications. However, they are not as capable in a straight-up fight as other Horde melee units, serving more as a mobile skirmishing unit to take advantage of poorly defended outposts. Raiders can learn to pillage gold like Grunts, as well as use weighted nets to trap ground forces or force air units to land.
- Spirit Walker (3): having dedicated themselves to communing and guiding spirits, these Tauren are capable spellcasters who can tie the life force of allies together so they distribute any damage taken among those in the chain. More experienced Spirit Walkers can also disrupt magics in an area, and masters can even restore recently-slain Tauren back to life. Furthermore, all Spirit Walkers can turn ethereal, granting them immunity to physical harm at the cost of losing their (somewhat meager) ranged magical attack and being substantially weaker to enemy spells and magical damage.
- Catapult / Demolisher (4): the simple yet devastating siege weapons are brought out when the Horde needs to destroy fortifications and other structures. Both are very similar, with a slow but long-ranged attack and negligible frontline uses, though there are some minor differences. The Catapults have better damage, while Demolishers have

slightly better range and the option to upgrade their projectiles with burning oil, allowing the latter to deal damage over time.

- Kodo Beast (4): initially used as beasts of burden by the Tauren, these mighty lizards are ridden by an Orcish drummer that can attack from range using throwing axes. Furthermore, the war drums bolster the fighting spirit of nearby troops to boost their damage, and this effect can be further enhanced as well. Kodos can also swallow a hostile target whole, making them quite dangerous in close quarters… though they can't devour a new target until the current one has been fully digested, and if the beast is killed beforehand the victim may emerge to continue fighting once more.
- Wind Rider (4): Orcish scouts riding powerful Wyverns, these air units attack with powerful hurled spears. Though not the toughest air forces around, they hit hard, and can be upgraded with envenomed spears to further boost their lethality.
- Tauren (5): these mighty bull-men are incredibly resilient, physically powerful, and overall the strongest melee forces in the Horde. They attack with sufficient power that they can 'pulverize' not only their primary target, but also do damage to any other nearby enemies.

Scourge

- Acolyte (1): the still-living adherents of the Cult Of The Damned, Acolytes serve as labor for the Scourge. They are used to gather gold, summon new Scourge buildings, or even as sacrifices to fuel their masters' dark magics.
- Shade (1): created through the ritual sacrifice of an Acolyte, Shades are fast, invisible spirits that lack any means of attack. They make excellent scouts, and the Scourge often uses them to keep an eye on strategically important areas.
- Banshee (2): these enslaved spirits serve as support spellcasters for the Scourge. Initially capable of cursing enemies to miss their attacks in combat, more powerful Banshees can also create anti-magic shells to protect allied units from all magic, and the strongest are even able to permanently possess hostile units, sacrificing the Banshee to permanently add the target to the Scourge's ranks.
- Gargoyle (2): flying beasts hailing from the icy wastes of Northrend, Gargoyles have a weak ranged attack they can use against ground forces. Their main purpose in the Scourge, however, is to rip apart enemy air units with their razor-sharp talons. Though not especially resilient, their high speed and melee damage allows them to easily catch up and eliminate larger air targets. Gargoyles can be enhanced to transform into a statue-like form, rendering them immobile and ground-bound but granting greatly increased resilience, immunity to hostile magics and rapid regeneration while transformed.
- Ghoul (2): the most common of the Scourge's undead forces, Ghouls are nearly mindless, twisted corpses that strike with vicious claws and bites. They are not especially resilient, but are nonetheless lethal in close quarters - especially if their leaders enhance their attack and movement speeds through their 'frenzy' power. Ghouls can also learn to cannibalize corpses to rapidly restore their health, and aside from their role of foot soldier they also act as lumber gatherers for the Scourge.

- Necromancer (2): the most common and immediately-recognizable spellcaster of the Scourge, these dark mages create and use the various rituals the Scourge uses to spread. Even a novice Necromancer can raise temporary undead minions from corpses, and more powerful ones can instill allies with a self-destructive battle frenzy or even curse enemies with a crippling weakness.
- Obsidian Statue (2): these eerie, floating constructs are of limited use in combat, possessing only a weak magical blast to attack foes from a distance. However, each statue serves as a means to maintain Undead forces, and can use its power to either heal wounds in an area around it, or similarly replenish magical energies to nearby spellcasters. Obsidian Statues can also be 'freed' at further cost, permanently transforming them into the flying *Destroyers*. Note that Obsidian Statues bought through 'Honor Guards And Hunting Groups' can be upgraded to Destroyers, but doing so will cost resources in-setting and any such Destroyers that are lost in battle will only be replaced as Obsidian Statues.
- Crypt Fiend (3): these undead Nerubians are some of the oldest troops in the Scourge. Serving as ranged forces, they attack by sending swarms of foul insects at their victims, and although they can't engage air forces directly, many Scourge commanders enhance Crypt Fiends with the ability to launch webs at air forces to immobilize them on the ground. Crypt Fiends can also learn to burrow underground, during which they can heal more quickly or simply lie in wait for an ambush.
- Abomination (4): created by grafting multiple corpses together into a single, massive frame, the Abomination is the heaviest melee unit in the Scourge. Abominations can be further strengthened by allowing them to consume corpses to rebuild their bulk and restore damage they've received, and the Abomination's rotting mass can be made to release a continuous cloud of disease around it to further weaken or even kill anyone who survives a fight with these creatures.
- Meat Wagon (4): capable of hurling rotting corpses over great distances, the Meat Wagon is a horrific siege weapon that doubles as a transport. Though it's not suited for carrying (un)living troops, Scourge commanders can use these machines to collect and store corpses for later use by - for example - Necromancers. Meat Wagons can also be further enhanced to provide a continuous supply of basic remains, and to ensure their 'projectiles' spread a short-lived cloud of pestilence on impact.
- Destroyer (5): these powerful air units are created from Obsidian Statues, and serve as both air assault forces and anti-mage specialists. They can strengthen their attacks using magical energies, but their unstable natures mean that Destroyers rapidly lose any such reserves they possess and can't innately recover such on their own. Instead, Destroyers can consume ongoing effects such as buffing spells or summoned creatures, draining these magics and restoring their own energy as well as healing some wounds they might have received. As such, they become vastly more dangerous when fighting opponents relying on magical spells, and on top of that they are completely immune to hostile magic as well.
- Frost Wyrm (7): slain dragons reanimated with necromantic magics, Frost Wyrms are tough and powerful flying units that engage the Scourge's victims with lethally cold breath attacks. This cold numbs those struck to slow them down, and can even be

upgraded to flash-freeze structures to briefly disable them after each attack. Due to their size, Frost Wyrms are somewhat slower than many other air units.

Sentinel

- Wisp (1): these nature spirits form the backbone of the Sentinel's infrastructure. Wisps are not only capable of harvesting gold, they can provide their commander with usable lumber *without* damaging the trees they harvest. They can also transform into the various structures and enormous, sentient trees known as 'Ancients' that make up Sentinel bases. Finally, although they lack any way to fight and are rather fragile, Wisps can sacrifice themselves to disrupt magic in an area.
- Archer (2): this basic Night Elf soldier is a ranged unit that excels at fighting during nighttime. They can receive improved training to boost their accuracy and damage, while more advanced longbows than boost their maximum range. Archers can also mount Hippogryphs to fight in the air, further enhancing their flexibility. However, as a ranged unit they are fragile compared to the standard soldiers of other Factions, and are best kept off the front lines.
- Druid Of The Talon (2): serving as light support spellcasters for the Sentinel, these druids are focused on the powers of air. They can surround a target in magical lights that weaken their defenses, and with training can learn how to temporarily disable ground targets with small cyclones. Master druids can even transform into mighty 'Storm Crows', replacing their weak magical attack with a much more potent magic strike that is effective against air units.
- Faerie Dragon (2): these small, whimsical creatures barely resemble dragons at all, looking more like a giant butterfly instead. Although they're not especially tough and don't have a very powerful attack, these fliers are very useful against spellcasters. Not only are they immune to hostile magics, they can focus their power on creating a 'mana flare' that causes severe feedback in the spells of any hostile spellcasters, causing increasingly dangerous injuries the more magical power they expend. The Faerie Dragon can't move or attack during this process, but it does enjoy greater armor. When not using their anti-magic power, Faerie Dragons can also briefly phase out of reality, avoiding whatever attack or spell was coming their way and popping back into existence a moment later.
- Hippogryph (2): these majestic beasts are used as flying melee forces by the Sentinel. Although they are unsuited for fighting on the ground, their antlers and talons can tear apart air units with great speed. Hippogryphs can be mounted by Archers so the latter can attack from the air, though they are unable to fight in melee while mounted.
- Huntress (3): although the main Sentinel forces don't really have standard melee units, the Huntresses come closest. Riding large cats and attacking with a short-ranged throwing glaive, these cavalry prioritize speed and agility over raw power. That said, they shouldn't be underestimated: their attacks can bounce from their initial target to any other nearby enemies - especially if further upgraded. Further, their ability to hide in darkness and leave owl guardians on nearby trees means they can keep watch over a considerable amount of terrain without drawing attention.

- Dryad (3): these playful half deer, half woman beings serve as secondary ranged troops and anti-spellcaster support for the Sentinel. They are immune to hostile magics and can learn to remove ongoing spells and effects with further training, while their good speed and the slowing poison on their thrown spears make them ideal for chasing down enemy troops.
- Ballista / Glaive Thrower (4): serving as the Sentinel's long-range siege weapons, these war machines deal heavy damage against structures. The Ballista deals more damage, while the Glaive Thrower has superior range. Like most siege weapons, they fire slowly and have no means to fight in close quarters. Both of these machines can be upgraded to deal area-of-effect damage on impact - an upgrade that also allows them to clear trees like other siege weapons can.
- Druid Of The Claw (4): much more physically focused than most spellcasters, these druids don't attack at range and are instead moderately effective in melee. They can unleash a powerful roar that temporarily bolsters the damage of nearby allies, and as their experience with the magics of life improve, they can also infuse recipients with healing energies that greatly mend their wounds over a short time. Master Druids Of The Claw can turn into mighty bears that are a match for other elite melee units such as Knights and Abominations.
- Chimaera (5): these large, two-headed dragons are strongly aligned with nature, and sometimes aid the Sentinel against dire threats. They are tough but slow air units capable of striking ground forces with a blast of lightning 'breath' that deals area damage, and they can also be trained to spit corrosive acid at structures as a long-ranged siege attack. However, Chimaeras have no effective way to engage other air units.
- Mountain Giant (7): easily the largest single creature on the battlefield, Mountain Giants are immensely tough and strike with tremendous force - if perhaps not very quickly. They normally strike with their fists, but can also rip entire trees out of the ground for a more potent attack, especially against structures, until the tree is destroyed by this violent use. Mountain Giants often draw attacks to themselves with a magically charged 'taunt', and with proper preparation their stony skin can become exceedingly difficult to damage with both ordinary weapons or spells.

Naga

- Mur'Gul Slave (1): these fishmen serve the Naga as menial servants, and are used to gather resources and build structures not unlike Peasants and Peons. They have negligible combat power, and should be kept away from any battles. Like all Mur'Gul, these units are amphibious.
- Couatl (2): these light flying beasts are the Naga's main air forces. They aren't especially resilient, but they hit hard and can travel with good speed. Aside from their ranged attacks, they can also learn to disrupt magical spells and creatures, making them highly effective against hostile spellcasters.
- Mur'Gul Reaver (2): these decently tough fishmen act as the basic infantry for Naga commanders. They are roughly equivalent to Footmen or Ghouls, but rely on their amphibious nature rather than more esoteric enhancements or training.

- Naga Siren (2): the main spellcasters of the Naga, Sirens employ magics wielding the power of the waters they call home. They can initially inflict targets with a parasite that temporarily leeches away their health and emerges as a temporary minion if the victim dies while under its effect. With further training, they can also encase allies in a shield of icy power to boost their defenses and slow melee attackers, and master Sirens can summon minor cyclones to briefly disable enemy troops. Sirens are amphibious like all Naga.
- Snap Dragon (3): these lithe, serpentine quadrupeds serve as ranged forces to the Naga. Attacking with a poisonous spit over considerable distance, their attacks will slow enemy targets and do further damage over time. Snap Dragons are amphibious, though despite their name they have no wings and can't fly.
- Naga Myrmidon (4): the largest Naga commonly seen on the battlefield, Myrmidons are hulking serpents that are tough and powerful enough to face elite melee units from other factions head-on. Though they can't attack air units, Myrmidons are often trained to hurl weighted nets, briefly immobilizing a target and forcing air units to the ground where they can be eliminated. Myrmidons are amphibious, and can also be trained for aquatic stealth - a fully submerged Myrmidon can't easily attack targets, but is also hard to detect.
- Dragon Turtle (5): an unconventional but powerful siege unit, the Dragon Turtle has a short-ranged attack wherein they spit swallowed rocks at their targets. They are highly effective against structures, and their razored shells both greatly reduce incoming damage and pose an additional hazard to anyone engaging them in melee combat. Furthermore, they can swallow a hostile target whole so long as they aren't already digesting one. If the beast is killed before the victim is completely digested, it may emerge to continue fighting once more. Finally, Dragon Turtles are amphibious.

Mercenaries

- Goblin Zeppelin (0): These unarmed air transports can be used to ferry a decent number of ground troops over otherwise unforgiving terrain, such as rivers, mountains, and other such features. Goblin Zeppelins count as taking up one food for 'Honor Guards And Hunting Groups'.
- Barbed Arachnathid (1): though not especially powerful, these ranged units can serve as decent scouts thanks to their ability to burrow underground, remaining undetected while keeping an eye on the nearby area.
- Kobold (1): smaller and weaker than most other soldiers on the battlefield, these light melee units have the advantage of being easily fielded in large numbers.
- Blue Dragonspawn Meddler (2): these light melee forces aren't as strong as their older peers, but their quick reflexes give them a chance to evade incoming attacks.
- Burning Archer (2): these undead marksmen only deal modest damage with their bows by default, but can enhance their attacks by wreathing their arrows in fire for additional firepower.
- Draenei Disciple (2): low-ranking Draenei spellcasters, the Disciples employ a basic ranged attack and can heal friendly forces.

- Dragon Whelp (2): juvenile Dragons that have yet to manifest the more potent abilities seen later in draconic life, Dragon Whelps are flying ranged attackers that strike with an elemental breath attack related to which of the various draconic lineages they belong to (Red Dragons breathe fire, Bronze Dragons breathe lightning blasts, etc). They are fairly resilient but otherwise lack much in the way of special abilities.
- Fel Beast (2): these fast demon hounds make for effective front-line troops, but lack any special abilities.
- Forest, Dark, and Ice Troll Berserkers (2): these Troll forces have a potent ranged attack, but lack any form of special abilities.
- Forest and Ice Troll Trappers (2): though less deadly than the Berserkers, these Trolls can temporarily ensnare enemy units (both air and ground) using weighted nets.
- Forest Troll Shadow Priest (2): serving as a support spellcaster, these priests can both heal injured allies and disrupt hostile spells.
- Gnoll Brute (2): these hyena-men make for effective, if somewhat straightforward frontline soldiers due to their lack of any special abilities.
- Gnoll Warden (2): these light support spellcasters attack from a distance by hurling electrical charges, and can use a magic-disrupting Purge to slow another unit, while removing ongoing spell effects or harming summoned creatures.
- Goblin Sappers (2): a trio of Goblins loaded down with explosives, this suicide unit lacks much in the way of defenses but deals heavy damage to anything in the blast zone. They are especially effective against buildings.
- Harpy Rogue (2): these vicious fliers can engage targets from a distance. Although they lack any special abilities, they are effective scouts and highly effective at harrying ground targets that can't fight back.
- Harpy Windwitch (2): a fragile, flying spellcaster, the Windwitch can engage foes from a distance and reduce their defenses with magical 'faerie fire'.
- Kobold Geomancer (2): these light ranged units can slow enemy forces and disrupt hostile spells.
- Mud Golem (2): though physically weak for a Golem, these constructs are useful for their ability to slow enemy targets, and they are completely immune to hostile magics.
- Murloc Flesheater (2): these fishmen soldiers are fairly average as a basic soldier, but their cannibalistic hunger allows them to feast on enemy corpses to rapidly restore their health.
- Murloc Huntsman (2): these melee troops aren't especially lethal in terms of damage. However, they carry weighted nets they can use to trap and immobilize ground and air targets.
- Nerubian Warrior (2): the basic soldier of the Nerubian spider-people, these melee units are fairly unremarkable in standard combat but release two 'Spiderlings' to fight on for a limited time if they die.
- Ogre Warrior (2): these large, two-headed brutes might be lacking in intelligence, but fight with raw strength that makes them quite dangerous in close quarters.
- Rogue (2): these bandits serve as light ranged attackers, and their ability to hide in darkness makes them useful for setting up ambushes at night.

- Satyr Shadowdancer (2): these elusive demons are light ranged attackers that can hide in the shadows, and have the ability to curse enemies to miss some of their attacks.
- Sludge Flinger (2): these amorphous, debatably-intelligent masses of goo can attack from a distance by launching bits of their tentacles at targets, and they can slow enemy units with their secretions.
- Voidwalker (2): these eerie entities are ranged attackers with a modest amount of firepower. They can enhance their attacks with a chilling cold to deal extra damage and slow any target hit by their attacks.
- Assassin (3): one of the more dangerous human bandits, the Assassin can hide from enemy detection in the dark, and attacks by throwing spears coated in poison.
- Centaur Outrunner (3): these brutish melee units lack any special abilities, but are faster than most other frontline soldiers.
- Frost Revenant (3): these quasi-elemental phantoms appear as haunted suits of armor, and can not only fight with their maces but also call down freezing blizzards to damage all targets in an area over a short period of time.
- Furbolg Shaman (3): these tough bear-men are attuned to the powers of Life, and will not only readily fight in close combat, but can also infuse allies with rejuvenating energies that offer considerable healing over a short time.
- Giant Sea Turtle (3): these light ranged units are dangerous to attack in close quarters thanks to their razor-sharp shell spikes.
- Mur'Gul Snarecaster (3): these light ranged units are amphibious, and can both slow enemy units and disrupt enemy spells.
- Nerubian Webspinner (3): these light ranged forces can ensnare hostile air units in webbing, and possess sufficient necromantic experience to raise undead skeletons as temporary troops.
- Polar Furbolg Shaman (3): these bear people are spellcasters who can attack at range, and who can disrupt hostile spells or encase allies in a protective barrier of cold that bolsters armor and slows attackers.
- Wildkin (3): these bestial creatures are fast, tough and powerful frontline troops, but otherwise lack any special abilities.
- Draenei Darkslayer (4): these frontline warriors are not as tough as many others, but are faster than average to make up for it. They can cloak themselves in an aura of fire, burning any enemy that strays too close.
- Forest Troll High Priest (4): a Troll counterpart to the Alliance's Priests, these spellcasters have many of the same abilities, but favor more precise disruption of magic instead of the Priest's more large-scale implementation.
- Gnoll Overseer (4): this is a large, tough Gnoll that fights in close quarters. In addition, their experience in leadership allows them to inspire nearby troops to deal slightly more damage.
- Goblin Shredder (4): these Goblin machines are moderately resilient and effective in a fight, but are rarely used in such a role. Rather, the Shredder is a highly effective lumber gatherer, capable of cutting down trees and collecting lumber faster than an entire team of lumbermen

- Magnataur Warrior (4): these large, centaur-like beings are heavy melee forces that are immune to all hostile spells.
- Makrura Snapper (4): these bulky lobster monsters can serve as tough frontline troops, and their amphibious nature allows them to traverse bodies of water where other forces might be unable to follow them.
- Makrura Deepseer (4): less physically powerful than the Snapper, these spellcasters attack from range and can briefly entangle enemy forces in place or summon Prawns as temporary, expendable cannon fodder. Like the Snapper, they are amphibious.
- Ogre Magi (4): though not as capable in a fight as the Mauler, these Ogres are still much more resilient than most mages. They have sufficiently mastered shamanic magics that they can invoke a bloodthirsty frenzy in allies, greatly increasing the subject's attack and movement speed.
- Ogre Mauler (4): stronger and tougher than their lesser brethren, the Mauler is a powerful and resilient melee unit that can fight even elite units with relative success. Aside from their physical power, they lack any special abilities.
- Razormane Medicine Man (4): serving as shamans to their Quillboar brethren, these spiritual units fight in melee but can also summon temporary 'spirit pig' allies to their side, and place healing wards to rapidly mend the wounds of nearby allies.
- Satyr Soulstealer (4): these Satyrs make for effective melee troops, and gain further tactical use from their ability to raise skeletons from nearby corpses or debilitate hostile spellcasters with a mana-burning blast of negative energy.
- Drake (5): older than the Whelps but still some time away from reaching the pinnacle of their power, Drakes come in a variety of 'colors' much like the Whelps, each with their own strengths (for example, a Blue Dragon's icy breath slows targets). They don't yet have the size or magical immunities that older dragons have, but are nonetheless fairly powerful ranged fliers that will be quite useful to any battlefield commander.
- Thunder Lizard (6): these large, tough beasts are rarely tamed, but make for powerful ranged attackers. They 'breathe' bolts of lightning at targets for considerable damage, and can slam the ground to damage and slow all nearby foes.
- Dragon (8): existing in a variety of different colors, each with their own particular talents and abilities, these are some of the oldest and most dangerous entities on Azeroth. Despite the differences between each draconic lineage, most Dragons share some similarities: they are each very large, immensely resilient, lethal in combat, and are even capable of swallowing targets whole. They are immune to all hostile magics as well, making even a single Dragon a very difficult target to eliminate without significant losses.