# Elven Abodes

By MRTrueGnome



Elune Adore, Traveler. Welcome to Azeroth, a land of myth and legend, where champions battle for dominance and survival.

Perhaps you are familiar with this world? May haps you've even walked the surface previously? Well, this time, you shall walk in the shoes of the Elves, long-lived and magically gifted.

What manner of a legend will you forge here?

Take these **1000 Elven Tokens** and let us find out.

## Drawbacks

**Supplement Mode (+0 ET)**
As you wish. You merely glance into Azeroth, copying the form of an Elf and all that comes with it, before continuing on to another world. But beware, your hardships shall follow you until their due date is over.

**Thou Art I (+0 ET)**
Perhaps you wish to mantle another? You may take the role of a figure of some importance for the duration of your time here, with the stronger or remarkable folk requiring certain **Perks** to be taken first.

**A Different Time (+0 ET)**
Perhaps you would prefer a different timeline? May haps the genders of all people have been flipped; perhaps instead of Sargeras, it is Eonar who now leads the Burning Legion, or something else entirely.

**Drop-In Scenario (+0/100 ET)**
So you wish to remain unburdened? As you wish. You receive no memories or connections; you are a ghost in the wind. Ah, but perhaps your greed gets the better of you? Then I offer this bargain: For **100 EP**, you will lose all of your memories for the duration of your stay. A full new start.

**Time Extension (+100/200/300 ET)**
A decade can pass by in the blink of an eye if one is not careful, especially for an Elf. Should you wish to spend more time in these lands, then I shall extend it for 10 years each time this is taken. Should this not be enough for you, you may then increase your stay time by 100 years for **200 ET** for each purchase. And if even this isn't enough for you, then for **300 ET,** your time is extended by 1000 years for each purchase. Though I will only compensate you 10 times, after that, you will merely do so for your own amusement.

**The Ennui (+100/200 ET)**
Your people have lost much to time, mighty empires brought to ruin, and the land permanently scarred. It makes one weary. You are prone to bouts of melancholia and apathy, though by default, they come and go rather quickly. However, for **200 ET** instead, this is your constant mindset, finding little joy in life as all you see before you will no doubt become ruins and ash, just as it has before.

**Babies N'ever After (+100/200 ET)**

Elven populations have never been the greatest since the Sundering, and now, you cannot much aid in that, for you are sterile for the duration of your stay here. You can still enjoy the act itself, but if you desire children, then you will have to adopt. And for **200 ET** instead, you are asexual, though you can still love others; you just don't care to imagine them naked.

**We Are Superior (+100/200/300/400 ET)**

The Elves are beautiful, agile, magically gifted, and long-lived. The other mortals… are not. Any wonder then that you see them as lesser? You talk down to all non-Elves, be it harshly or gently, and will always prioritize your people's well-being and survival over any others. By purchasing this again, **200 EP** total, you may decide to either hold a similar view on Elves not part of your subgroup, or you look down upon magics not practiced by you and yours, as primitive. For a third purchase, **300 EP** total, you hold all three of these beliefs. For **400 ET** however, in addition to everything above, your views become far more aggressive and dangerous, as you actively seek to undermine and tear down those of lesser folk, preferably by rebuilding the empire/kingdom of your kind.

**Lost Warehouse (+200 ET)**

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

**Dangers of Power Unknown (+200 ET)**

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

**Us Against The World (+200 ET)**

For whatever reason, your subgroup never joined the faction they would have in canon, leaving them to weather the events to come alone. For the likes of the **Naga**, the only Old God victory that matters is that of N'Zoth, with all other plots and pawns being threats to Azshara. Meanwhile, the **Darkfallen** are freed from the Lich King's control, but whereas the Forsaken have a sea between them and him, the Darkfallen are stuck on Northrend and will have to face the wrath of their former master. Perhaps a civil war rages, with your group as the minority battling against Azshara or Arthas. Nonetheless, should you wish to join either the Alliance or the Horde, you will have a hard road ahead of you, as they view your subgroup (justifiably or not) with suspicion.

**Looking For Group (+200 ET)**

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

**Thieves! Fire! Murder! (+200 ET)**

Mortals like to collect things. They like to explore even more. Unfortunately, the two largest groups specialising in both, that is, the Explorers' League and the Reliquary, have gained a keen interest in entering your homes and grabbing your things. They will be, in general, easy to repel, but they will not cease their attempts until the end of your Jump. Why they do it is a bit murky; each one seems to have a different motivation for this home intrusion. If you happen to be a member of either organisation, then you have either a rival or a co-worker (Probably both) who wishes to either sabotage your efforts, or to just pull an unfunny (to you) prank.

**Arrogance (+200/400 ET)**

One of the downsides of a long life is the fact that you tend to start looking down on those younger than you. Whether you are one such white beard, think your race to be superior to others, or are just otherwise arrogant, you look down upon anyone not of your own subgroup as lesser and will make it known either subtly through body language, or outright tell them upon first meetings. For **400 ET** instead, your ego rivals Azshara, and you see everyone around you as amusing pets or insufferable gnats. Even your subgroup and family are seen as only slightly above that, being your kin after all.

**Slumber (+200/400/600 ET)**

Are you perhaps one of the Night Elven Druids? Because you certainly sleep like them. Indeed, you tend to sleep for extended periods of time, sometimes months, years, or even decades, with any premature awakening leaving you drowsy and disoriented for a few moments as you adjust back into the waking world. For **400 ET**, you are trapped within the Emerald Dream, much like Malfurion was. You will have to either find a way to free yourself or have someone else free you in the waking world. Thankfully, the Emerald Dream is mostly peaceful… Well, for **600 ET**, you are instead trapped within the Emerald Nightmare and are being tortured with the intent for you to succumb to its corruption. You will need serious outside aid if you wish to break free with your sanity intact.

**Addiction (+200/400/600 ET)**

All Elves are able to consume magic to sustain themselves. Unfortunately, this often leads to addiction, which you also fall for. For **200 ET,** you only have a mild craving to consume mana, which goes away for a time after you have done so. For **400 ET**, your craving is far stronger, requiring a large source of mana such as the Sun- or Nightwell to keep you fully sated, with other sources merely keeping you at a barely satisfied state. And for **600 ET**, you are always hungering for more mana, not even the Wells can keep you satisfied, and you will single-mindedly focus on draining mana from all sources.

**The Infinite Strikes Back (+400 ET)**

The Infinite Dragonflight has struck at several individuals across elfkind history, ensuring their deaths at the start of the jump. Malfurion and Illidan will be dead, at the hands of the Legion and Maiev, respectively. Shandris will be murdered by Satyrs. Alone, Tyrande will never ally with the mortal species, and Archimonde will crush all resistance. Kael'thas died alongside his father defending the Sunwell, was poisoned by Dark'han, or was ambushed by Trolls. The same happened to Umbric and Lorthemar; Liadrin was never rescued from her imprisonment by the Amani. Even if the Scourge and the Amani were defeated, a civil war between the various Magisters is inevitable. Azshara was struck down by Deathwing for refusing to make the Nagas obedient to the Black Dragonflight, plunging the Nagas into a civil war. Lana'thel and Sylvanas escaped the Scourge, and without their leadership, Arthas will never allow the San'layn such independence and command roles, and the Forsaken will stay enslaved to the Dreadlords.

**Wretched (+400 ET)**

An Elf unable to feed on magic will slowly begin to turn into a Wretch, a feebler and downright feral being that cares little for anything but feeding. And as far as anyone knows, once an Elf reaches the Wretch stage, it becomes irreversible. And unfortunately for you, you are well on your way to becoming a Wretch. You decay at a far faster rate, taking only days, whereas for others it can take months or even years. And to further complicate things, you begin in a half-Wretch stage, your mind becoming clouded the further you go on. Needless to say, if you do not find a source of mana to feed on, you are bound to a bad end as a Wretch.

**Windrunner Syndrome (+400 ET)**

For women who have lived for thousands of years, the Windrunner sisters are not known for being the most emotionally mature or stable folk, often rushing into things with little thought for collateral damage and the belief that their actions are just and right. And now, you seem to have developed a similar mentality and will no doubt cause folks to lose their sanity trying to comprehend your actions and thought process.

**Fal'dorei Curse (+400 ET)**

Once, the Fal'dorei were Nightborne exiled from Suramaar. Based in the city of Falanaar, they lived in peace and fed upon an Arcan'dor gifted to them by Valewalker Farodin, until the Arcan'dor grew unstable and exploded, either slaying or mutating the Nightborne into the Fal'dorei, half-elf and half-spider monstrosities. And now, you count yourself among their numbers. You will be reviled by society at large, and your existence will be quite unpleasant in general. After this Jump, you may keep your Fal'dorei form as an alt-form.

**A Plague Upon This World (+400/+600 ET)**

Malfurion and Maiev foiled Illidan's ritual with the Eye of Sargeras before he could injure the Lich King. Without this weakness, there is no Plagueland Civil War, no Forsaken. By the time Arthas leaves for Northrend, the Scourge is fighting the Alliance at the Thandol Span. Dalaran is being rebuilt into a dark fortress where a new generation of Necromancers is being formed. The ruins of Silvermoon are the only refuge left for elves. In Kalimdor, the ghosts of Azshara have been dominated by the Scourge's Necromancers, and while Mulgore and Durotar are still safe, the minions of the Scourge have become dominant across the Barrens, Desolace, and the Thousand Needles.
If taken before the Third War, the Scourge would be free from the Legion and have already spread to an extent that it could have threatened the Kaldorei Empire at its peak.
**High/Blood Elf**, **Void Elf**, and **Darkfallen** get **+600 ET** instead.

**The Thunder Comes (+400 ET)**

Depending on the timeline, either Lei Shen survived his mission to Uldum, or he was resurrected earlier than originally. Whatever the case may be, Pandaria now belongs to him entirely. In preparation for the continuation of his conquests, the lesser races of his empires are fed to his fleshshapers and spiritbinders, forming new slave races and a massive stoneborn army, all bound to his will. Should you start after his first demise, then he will simply prepare within Pandaria until the Mists fade away, and no doubt take both the Alliance and the Horde by surprise. And this is Lei Shen at his most powerful, when he rivalled a Keeper like Ra-Den and could subdue Wild Gods by himself.

**Promises of Zul (+600 ET)**

The Zandalari have deemed enough is enough and have rebuilt the Empire of Zul under their banner. They plan to not only reclaim territories lost to the other races and to time itself, but they wish to expand even further still. They will in quick order reach a might and a power equal to their first Empire, which had the might to break the massive Aqir hordes of old. The only positive thing about this situation is the fact that they will forsake any old alliances to build a world for Trolls alone. So if the Mogu have made a resurgence of their own, then expect both empires to clash heavily.

**Burning Retribution (+600 ET)**

…Elune preserve us. During your stay in Azeroth, the Burning Legion will invade in full force. Should you have been around when the Legion was already going to invade, then things would have become far harder. Not only will the Legion find a way to invade even if you had disrupted their original way of arrival, such as by slaying Medivh or Azshara beforehand, but the Legion's defeat will not rest upon a single keystone. Archimonde's defeat will see him replaced by other commanders, and even Sargeras' imprisonment will not stop the flow of Legion forces coming from Argus. As long as a single portal is open, the Legion will be able to rebuild more and continue their invasion. Prepare yourself, Jumper, for war is upon you.

**Darkened Hearts… (+600 ET)**

Did you perhaps think that people who had suffered as much as the Elves were too soft? Too passive? So be it. The Elven societies you are so familiar with have warped, becoming far more hostile, authoritarian, and tyrannical in their views.

In the days of the Empire, the superiority of the Highbornes is clearly established, as no political or military power is allowed for those not blessed by the Well of Eternity. Even among them, only Azshara's most loyal minions are allowed any real influence over the policies of the Empire. Any attempts to gather power outside of her influence are soon dominated by the Eternal Light's mental spells. Even the Cult of Elune and the demigod Cenarius have knelt before the Light of Lights. It is a world where only one will matter.

For the Night Elves, all heresies that go against the teachings of Elune are purged on sight; men are not allowed any other prospects beyond druidism, even in non-magical domains. The divide between men and women is enforced at all times.

For the people of Quel'Thalas, using Fel magic is an automatic death sentence before the Scourge arrives. Afterwards, the use of Fel magic is enforced so that all citizens must know the basics. The Light can only be wielded in the way of the Blood Knights, with no deviation allowed. Those who remain loyal to the Alliance have bounties placed on their heads, and state-sponsored kill squads are sent out on the regular to hunt any such "traitors".

The Naga have been confined within a strict caste system and a rigid social hierarchy that is enforced with slave spells and mind control. All Naga are forced into constant exposure to the Void and the Old Gods' Whispers, leading to many mutating or becoming insane.

Suramar has become an open dictatorship, with Elisande maintaining strict order through the use of her secret police, with any dissenters either disappearing or being executed on the accusation of treason. Perhaps in part thanks to this, various Fel and Void cults have sprung up around the entire region.

The Void Elves are on thin ground with the Alliance after several of them succumbed to the Void's call, spreading paranoia among many of the Ren'dorei and the Alliance leadership. Furthermore, the Dagger of the Black Empire has found its way to Umbric and now seeks to lead all Ren'dorei to their doom. All non-Alliance Shamanic, Druidic, and Light-wielding organisations treat Ren'dorei as abominations and have a kill-on-sight policy with them.

Darkfallen are all part of a great hivemind within the Scourge, where even complete bodily destruction is not enough to be free. In this twisted pyramid, individuals are at the complete and nonexistent mercy of those above them. Susceptible to being puppeted against their will whenever their superiors desire it. To top all of it off, Arthas himself has fallen into madness and forces all Scourge members not focused on the war effort to pretend to live in his "perfect" kingdom, like a bad tale of courtly intrigues, duels, and forbidden romances.

The Haranir have become even more insular; any attempts to leave their kingdom are seen as treason and are met with lethal force. Outsiders are killed on sight, and there are even rumours of some of the Haranir falling into Void corruption.

**…A Darkened World (+600 ET)**

The Elves have many enemies, and now, they have become far more dangerous.

In the days of the Empire, the actions of Azshara have turned many of the “lesser” races into the service of the Legion. As hordes of demons will exit the Eternal Palace to purge any Highborne resistance, then leave for greater targets like the Dragonflights, the people of the Empire will be left to the blades of those they crushed under their heels. Armies of Trolls led by Fel-corrupted Loas, Mogus, and Vrykuls returned to stone through the Fel and Wild God descendants, driven to rage, will all scour what land the Legion is too busy to burn.

The Satyrs, scattered and hidden across Kalimdor since their defeat by the Night Elves, have reassembled. They are led by the original Satyrs, Highborne Archmages, and Generals rewarded with demonhood by Sargeras, recently summoned back from the Twisting Nether. They are focused on bringing back the Legion through any means and are also poking at the Night Elves for weaknesses at every given opportunity. As a final danger, the Satyrs have experimented upon mortals and beasts, creating a twisted, brutal, and numberless race of Beastmen, who desire nothing more than carnage and destruction.

The Amani, bitter enemies of Quel’Thalas, have rebuilt their once mighty empire to heights unseen since the Aqir Wars. Enraged by the humiliations their worshippers suffered, the Amani Loas have meddled with the energies of the Emerald Dream to empower themselves. Each of them now stands even mightier than Hakkar did at the height of his power, and they are fully prepared to unleash their wrath upon Quel'thalas. Furthermore, the Amani's old compact with Bwonsamdi has finally reached its due. For the past millennia, every high-ranked Amani has offered its soul to the Loa of Death, if, after several ages, he would allow them to return to the defence of Zul'Aman, as its eternal guardians.

As they built Nazjatar, the Nagas thought themselves the only rulers of the oceans, as the Great Sea was newly born and empty of life. But as the millennia passed and their dominion grew, they discovered that the seas that surrounded Old Kalimdor had their own kingdoms that had also expanded into the newborn sea. And for the past millennia, the abysses have been bloodied by an endless war for domination, as kingdoms of murlocs, Gil-bins, sea giants, and other such races battle against the Nagas, some with the aid of Neptulon and his elementals.

The Fal'dorei of Falanaar, twisted descendants of Nightborne exiles, have at long last connected the tunnels of their accursed home with the network of mana collectors under the city of Suramar. Spreading like a plague under the city, they are now breaching the decaying wards below the Nighthold. Outnumbering the defenders of Suramar by several orders, empowered by the abandoned mana collectors and driven by hatred, Suramar's last day seems to have come.

The Scarlet Crusade, built by the last paladins of Lordaeron, has now forsaken the Light, twisted by the teachings of the dreadlord Balnazzar. Now led by warlocks and empowered by the Fel, the Crusade has launched an offensive on all fronts. Reinforced by summoned cohorts of demons, including lesser demon lords, and clad in felsteel, even the bastions of Stratholme and Undercity could fall against them. Not even Northrend is safe, as Mal'ganis has turned the Scarlet Onslaught's bases into networks of portals from which the Legion is preparing to end their rebellious pawns.

The Void Elves, famous for giving themselves willingly to the Void without succumbing to its whispers, have drawn the wrath of Dimensius' slaves. Bound to the will of the Void Lord since the destruction of their homeworld, the Shadowguards are Void Ethereals, compelled to assist the rebirth of their enslaver. Enraged by the freedom of the Ren'dorei and finding a weakness in their oaths, they have halted their aeon-long search to dedicate themselves fully to the extermination of the Void Elves. Gathering resources and technologies across many worlds, they are currently scouting all gatherings of Ren'dorei, seeking to wipe out most of them in one strike.

## Time

Choose freely the time of your arrival.

**The Firstborn Arise - 15,000 BDP**

It is in these days that the Dark Trolls around the Well of Eternity begin their slow transformation into the very first Night Elves. Should you be of another Elven group, expect to see many strange gazes.

**Eldre'Thalas Arises - 12,000 BDP**

On the larger world scale, it is the time when the Pandaren cast off the yoke of their Mogu masters, but to the Elves, the only notable event was the construction of Eldre'Thalas, the city that would one day be known as Dire Maul.

**The Golden Age - 14,000 - 10,000 BDP**

This is the golden age of the Kaldorei Empire, when the Night Elves ruled most of the world and wielded Arcane magic with no regard or care. Should you be something other than a Night Elf or Haranir during this time, you may decide to either remain in your chosen subgroup or appear as either Night Elf or Highborne until your kind evolves, after which you will transform into your original form.

**The War of the Ancients - 10,000 BDP**

You know this time well, don't you? It is when Queen Azshara struck a Fel bargain with Sargeras and the Burning Legion began their first invasion of Azeroth. It is a time of loss, of sorrow, and of change. By the end of the War, the supercontinent of Kalimdor will shatter, causing the people of Suramar to isolate themselves for 10,000 years and for the Highborne to transform into the Naga. Should you be something other than a Night Elf or Haranir during this time, you may decide to either remain in your chosen subgroup or appear as either Night Elf or Highborne until your kind evolves, after which you will transform into your original form.

**A Slow Recovery - 9,999 - 9,400 BDP**

The world slowly begins to recover from the War of the Ancients, with the new Night Elf society slowly spreading over the continent of Kalimdor, when the Sentinels are first formed, and when Malfurion begins to train his first Druids.

**The War of the Satyr - 9,300 BDP**

The first Satyr are spotted on Kalimdor, leading to an eventual war that not only sees the Satyr become a permanent scourge upon the Night Elves, but also sees the creation and banishment of the first Worgen as well.

**The Exile and The Long Vigil - 7,300 BDP**

It is in these days that the remaining Highborne are exiled from Kalimdor, beginning their journey to the Eastern Kingdoms. And it is in these days that the Night Elven Druids enter the Emerald Dream and Tyrande Whisperwind leads the Night Elves for the following millennia.

**The Sun Rises - 6,800 BDP**

The Highborne, now calling themselves the High Elves, begin to settle on the northern shores of the Eastern Kingdoms, founding the kingdom of Quel'Thalas.

**The Boom of Shandaral - 6,000 BDP**

The Highborne of Shandaral, in their war against the Blue Dragonflight, cause a massive Arcane disaster that causes Moonsong Forest to turn into Crystalsong Forest, transforming the Dryads and Satyr within as well.

**The Nightmare Begins - 4,500 BDP**

Without permission, Fandral Staghelm plants branches of Nordrassil in the lands of Northrend to stop the saronite from spreading further. The sapling in Grizzly Hills, Andrassil, grows quickly but is corrupted by Yogg-Saron and felled, its stump renamed to Vordrassil. It is through Andrassil that the first seeds of the Emerald Nightmare are sown.

**The Barrows Close - 3,000 BDP**

The Barrow Deeps, the sleeping place of the Druids of the Claw, and one of the prisons of the Wardens, is sealed shut for the next 3,000 years.

**The Troll Wars - 2,800 BDP**

The Human empire of Arathor and the High Elves of Quel'Thalas wage a war with the Amani Troll Empire, leading to the first 100 human mages learning mastery over Arcane magic and the Amani being thoroughly beaten.

**The Guardian Arises - 2,610 BDP**

The first Guardian of Tirisfal, the Half-Elf Alodi, is empowered by the Council of Tirisfal and entrusted with the duty to protect Azeroth for the next 100 years, before taking on an apprentice and passing the mantle to them.

**The Kinslaying of Eldre'thalas - 1,200 BDP**

After millennia of living within Eldre'thalas, Prince Tortheldrin and his followers begin to cull most of their Shen'dralar kin to hoard the demon Immo'thar's power for themselves, causing the city to become mostly abandoned and for both nature and fauna to begin invading it.

**War of the Shifting Sands - 975 BDP**

The Old God C'thun and his Qiraji followers have awoken and begin to attack Kalimdor at large. Led by Fandral Staghelm, the Qiraji are eventually defeated and pushed back to Ahn'Qiraj, but Fandral's son Valstann is slain in the process.

**The First War - 0 BDP**

The familiar saga begins. The Horde of Draenor has invaded Azeroth and is currently ravaging the lands of Stormwind, eventually leading to the city's sacking and the eventual Second War.

**The Second War - 4 ADP**

Stormwind has fallen, and the Horde, now under the leadership of Orgrim Doomhammer, is pushing north, leading to the formation of the Alliance of Lordaeron.

**The Third War - 20 ADP**

16 years after the Old Horde was defeated, the world is cast back into darkness as Lordaeron and much of Quel'Thalas are ravaged by the Scourge, while the Naga begin to move for the first time since the Sundering, and the Kaldorei Druids begin to leave their slumber. In the coming days, many tears will be shed, loved ones will be buried, and legends will be made.

**The World of Warcraft - 25 ADP**

And here we are, at the final starting point. It is a time of change, the Kaldorei have finally awoken in force, the Quel'dorei still reeling from Arthas' rampage and Kael'thas' departure. In the coming years, the rest of the Elven folk will also begin to surface, and the world will not be the same.

## Location

Choose freely the location of your arrival.

**Darnassus**

The tree and home of the Night Elves, grown after the end of the Third War. It will suffer from Satyr infestations, Kaldorei politics, and will be burned down by a mad Sylvanas Windrunner during the course of the Fourth War.

**Nordrassil**

The original World Tree, standing proudly atop Mount Hyjal, is a holy place to many Dragons and Night Elves and houses the new Well of Eternity. It is here that Archimonde will suffer his first defeat at the end of the Third War.

**Bel'ameth**

The new capital city of the Night Elves after the Burning of Teldrassil, it is based within the World Tree Amirdrassil and is located within the Dragon Isles.

**Nazjatar**

The capital city of the Naga and the home of Queen Azshara, it is located at the bottom of the sea and is the capital of the Nazjatar Empire. Those who cannot breathe underwater are not advised to start here.

**Coilfang Reservoir**

The base of operation for Lady Vashj and her Coilfang Naga. It is located in the Zangarmarsh in Outland. Once again, those who cannot breathe underwater are not advised to start here.

**Suramar City**

The capital city and only home of the Nightborne, Suramar will become enveloped in an Arcane barrier for 10,000 years, before it is lowered during the Third Invasion of the Burning Legion.

**Silvermoon City**

The capital of Quel'Thalas and the home to both High and Blood Elves, it is a shadow of its former glory, thanks in large part to the Scourge that ravaged through it.

**Telogrus Rift**

The fragmented remains of a world consumed by the Void, Telogrus serves as the residence of the Void Elves, though the raging Void Storms at the borders may one day consume the remains and the people remaining on them.

**Icecrown Citadel**

The base of operations of the Lich King, it is here that many of his San'layn and Death Knights gather, awaiting his every command. Suffice to say, it is suicide to start here unless you are a Darkfallen, and even then, survival is not guaranteed.

**Black Rook Hold**

Once the home and fortress of Lord Kur'talos Ravencrest, the first leader of the Kaldorei Resistance during the War of the Ancients, it has since fallen into a state of disrepair. It is located on the coast of Val'Sharah, and it looms over the small Gilnean village of Bradensbrook. Should you start during the time of the Third Invasion of the Burning Legion, then the confused ghosts of the Blackrooks and Kur'talos himself will wander here and confuse you for a demon in need of slaying.

**Nighthaven**

Located within the peaceful valley of Moonglade, Nighthaven is the home of the Cenarion Circle and is sacred ground for both Night Elves and Tauren alike. No violence is tolerated within the valley, and all such attempts will be met by force.

**Azsuna**

Little remains of the previous Night Elven settlements here, either destroyed by the Sundering, claimed by time, or otherwise abandoned entirely. The Court of Farondis, The Wardens, and the Naga are the only Elven presence here.

**Shal'Aran**

An underground ruin found within the region of Suramar, depending on your time of arrival, it may either be abandoned and terrorized by the ghost of Keeper Selentia, or be inhabited by the Nightfallen Rebellion and refugees from Suramar, while also holding a fully grown Arcan'dor, a mana tree.

**Lorlathil**

A neutral village found within the forests of Val'Sharah, it is of little historical or tactical importance, beyond it being the birthplace of the Stromrage brothers, Malfurion and Illidan. Other than the Night Elven Druids, it also houses several Dryads and Keepers of the Grove.

**Subgroup**

Through the effects of magic, the Elven people have diversified over thousands of years, warping into their own distinct cultures. Tell me, which one are you?

**Night Elf**

The first of the Elven people, the Night Elves, or Kaldorei, stand as the tallest of the Elven folk, towering over humans. They are most well known for their Druidic talents and their intimate connection with both the Emerald Dream and Elune, the Moon Goddess. Your eyes are usually some shade of blue, while your skin is some shade of purple, pink, or even blue.



**Naga**

Once, there was a caste of Night Elves called the Highborne, who were the closest to Queen Azshara. Now, they are the Naga, serpentine beings of the sea. Your upper body is humanoid, while your lower body is likely to end in a tail. Female Naga have more humanoid faces, while Male Naga have more serpentine ones.



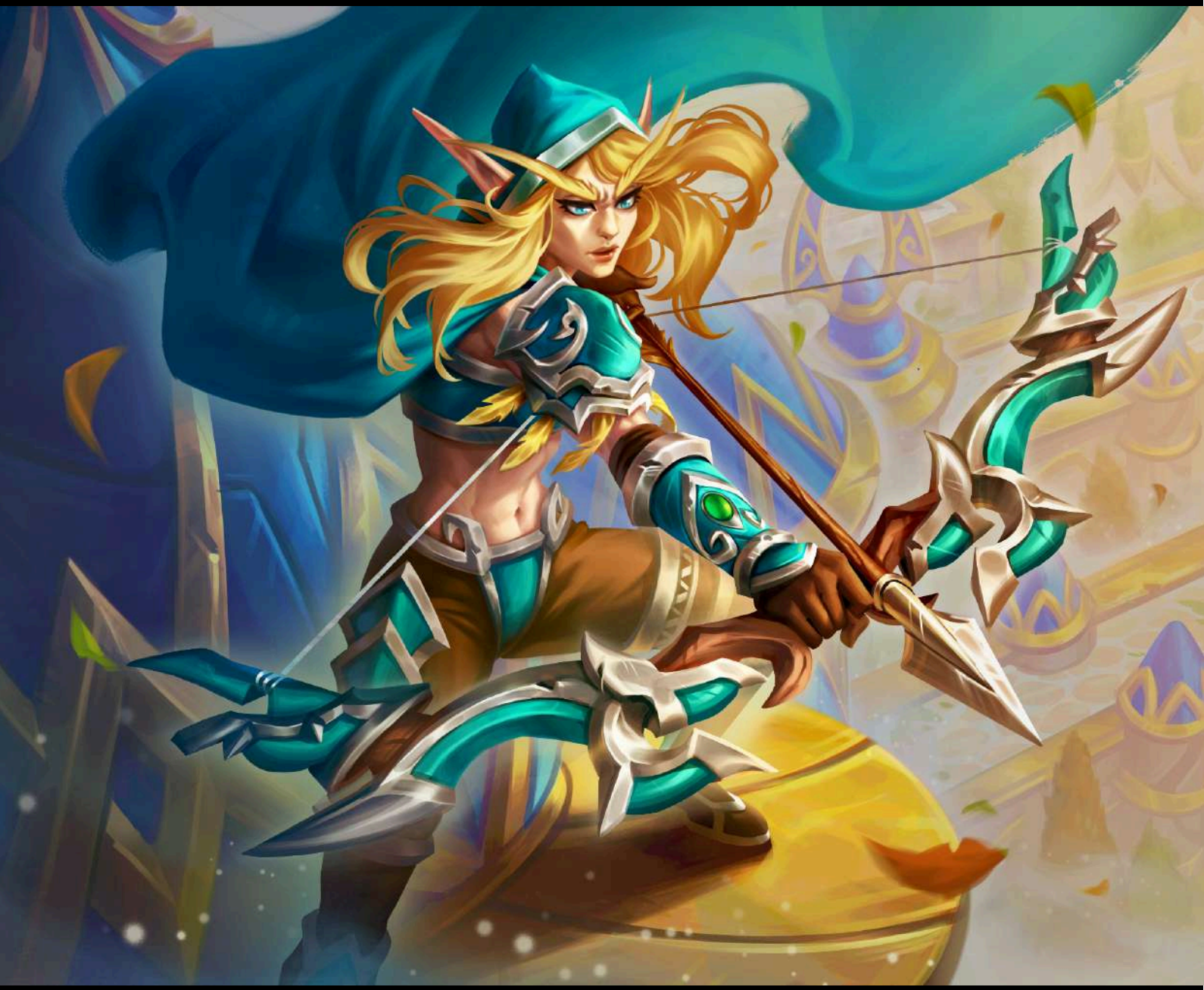
**Nightborne**

You and yours call the city of Suramar home, which became your entire world for 10,000 years when the Sundering came. You are now a Nightborne, your skin and nature warped by the Arcane magics of the Nightwell. Your former brethren call you mana-addicts. Will you prove them wrong?



**High/Blood Elf**

Not all Highborne supported Azshara; some fought with the Night Elves, and when they were faced with the choice of abandoning Arcane magic entirely, they chose exile instead. The Sunwell has warped your body to be far smaller and sleeker compared to your Night Elf cousins, to the point where you are similar in height to a human. Should you have resisted the call of Fel Magic and joined the Alliance, then you are a High Elf. Should you have succumbed to the call of the Fel and joined the Horde, you are a Blood Elf.



**Void Elf**

Once you were a High Elf, but your research and subsequent entrapment in the Void have altered your body and left a permanent connection to it. Expect varied glances and mistrust from both outsiders and your former brethren, for the Void is not something so easily quelled, and its Whispers do ring within your mind, if only as a faint echo.



**Darkfallen**

A fancy term to describe Elves who have risen anew after death, the Darkfallen are mistrusted at the best of times, most either serving the Lich King or the Forsaken. Be you undead, a Banshee, one of the vampiric San'layn, a Death Knight, or something else entirely, your lot is the toughest of them all.



**Haranir**

Paradoxically the oldest and newest of the Elven folk, the Haranir represent the missing link between the Dark Trolls and the Night Elves, though it is only in recent years of Xal'atath's return that your kind have resurfaced. More bestial in nature, your kind bears small tusks, various amounts of fur, and some even sprouting quills from their bodies. You are a living relic of an older time.



## General Perks

### Elven Form (Free)

Whatever else you choose here, by baseline, you measure your lifespan in centuries and millennia, able to outlive “mortals” unless violence takes you first. Other benefits your new form offers are enhanced hearing, being able to hear a twig snapping half a mile away, along with a slight increase in magical aptitude, enough to give even a bluntstone some talent for it.

### The Long Eternity (Free)

To be an Elf is to see kingdoms rise and fall, to see mortals live and die in the blink of an eye. To an Elf, a hundred years is a heartbeat spent frolicking about. Maybe it is nice for a time, but eventually, it all begins to blur and lose meaning. Then it is a good thing you have this, then. You will never grow bored with life, with fulfilling your duty. Your memory is so good that even thousands of years later, you can remember how each brick on a ruin was placed. And though people you cared for may have died ages ago, you know in your heart that as long as you still live, they are not gone. For their memory now lives on with you.

### Patience of the Eons (100 ET)

It can get quite tedious and boring, performing the same task for thousands of years at a time, or standing watch over a set area for just as long. Not so for you, however. Your patience and attention span are limitless, able to stand watch in a spot for hundreds of years at a time, and to look at the world with the same interest as before.

### Sculpted By Elune (100/200 ET)

It is often said that Elves are the most beautiful of races found on Azeroth, and you continue this trend. By all metrics, you are at least a 9/10 to use human terms, turning heads as you pass by and even causing some people to question their preferences. For an additional **100 ET,** you are Azshara’s equal in looks, to the point where people can and will confuse you for a god of beauty. Expect a lot of admiration and envy in your future.

### Elven Grace (100 ET)

It is no boast to say that all Elves make humans look uncoordinated and dwarves fumbling newborns. Not only is your hand-eye coordination far better compared to a human, but your agility has gone through a similar increase, now able to move like an expert dancer, flying across the battlefield and leaving all observers in awe.

**I Remember (100 ET)**

Though physically different, many Elves were actually part of another group before their transformation. You may decide to forfeit your default origin and select one of the other ones presented here instead. Perhaps you are one of the surviving Highborne from Diremaul and are closer to **Nightborne** than to **Night Elves**. You may do this in future worlds as well.

**Wisdom of Ages (200 ET)**

It is quite unfortunate that many of your brethren either see a problem and decide to ignore it for too long or jump the shark and cause things to escalate. Not so for you. Once you become aware of a problem, you can quite quickly tell if it is a matter you must intervene in, along with a gut feeling about your decisions. You need to discover your foes on your own, along with their true power, but when it comes time for decision-making, you will not hesitate or doubt.

**For the Love of Beauty (200 ET)**

Though there are some Elves who dress in what humans and dwarves consider “proper” armour, most prefer something that shows far more skin than what considered normal. And yet, it is just as good as that which covers you from head to toe. You benefit from full protection from armour, as long as it covers at least your privates and could be at least vaguely recognized as armour. So go forth and charge into a frontline in nothing but bikini armour.

**Lingering Love (200 ET)**

Elven love is beautiful and true, able to last through the eternity, never waning. Once someone has fallen in love with you, they cannot be compelled or seduced away. Lesser partners might be swayed by beauty, wealth, or magic… But never yours. Your loved one’s gaze will always look at you with the same love Tyrande looks at Malfurion. Even if you mutually decide to part ways, the spark of your feelings will always remain, ready to be rekindled, should you both put in but a drop of effort.

**Familial Connection (200 ET)**

Family is everything, but not all families are equal, unfortunately. With this, you are guaranteed to always belong to a family of influence, be it by birth or by adoption (The latter usually in case of a Drop-In). You may consider families such as Windrunner, Whisperwind, Stormrage, or one of the other families seen among the Elves. And as a final boon, any romantic relationships between family members you are a part of are not seen as weird, strange, or wrong, with consequences of such unions never suffering any societal or biological repercussions for its existence.

**Builder of Wonders (200 ET)**
From Felo'merlon to the ancient elven cities in Suramar, many wonders throughout Azeroth were wrought by elven hands. You are the heir of their legacy, as you are capable of building all sorts of wondrous buildings and magical artifacts seen throughout this world. Furthermore, your creations are truly timeless and capable of resisting the ceaseless erosion of time.

**Hunter of Demons (400 ET**, **Discounted** for **Night/Blood/Void Elves)**
Hmm, so another has chosen to follow the path of Illidan, then? Through the means of consuming the blood and heart of a Demon, you have become a Demon Hunter, empowered by the Fel to become something more than a mere Elf. You are able to use Fel to empower your attacks, even transforming into a more demonic form for short periods of time. Were you to incorporate the body parts of demons, both those of the Legion and those of future worlds, then you would gain abilities tied to said demons. And as has been recently discovered, this process may also be used for the Void, with you knowing how to utilize both. Beware, however, losing control will no doubt result in an explosion of epic proportions and the very likelihood of your own soul detonating as well. You also gain a proficiency for one-handed glaives, able to wield a pair of them, and become an elf-shaped blender.

**Stars At Our Back (400 ET**, **Discounted** for **Nightborne)**
Though the Nighborne are the most prolific users of it, all Elves hold some connection and interest in the night sky, and Astromancy is a field practiced by many, either to predict the future or to even drain power from certain celestial objects or constellations. Like Star Augur Etraeus, you are able to draw power from the stars and, should you have an observatory or a lot of mana, even planets you observe. Observing a Fel-infused planet would allow you to cast Fel-energy, while planets corrupted by the Old Gods would grant you access to Void magic. The same principles apply to any other such celestial objects, naturally. And should they have a symbolic meaning, such as War, Magic, Life, Change, etc. Then you may connect to the concept and increase any of your abilities and/or skills related to that concept, connect to War to become a great strategist, become a master swordsman, or even a god-like trainer, and maybe even two or more at the same time.

**The Master of Your Craft (400 ET)**

Most Elves have dedicated themselves to a particular craft for centuries or even millennia at a time. Why would you be any different? Choose a single skill, hobby, combat art, trick, or even manufacturing technique, then add 1000 years' worth of dedicated practice to it. At the start of future jumps, you may either choose to expand this skill by another 1000 years or choose another skill and broaden your horizons further. The skill must be something that you can train and use, so no using magic if you lack the potential for it. You may purchase this multiple times, with the second purchase costing 200 ET, and each purchase after the second will cost 100 ET.

**Golden Eyes (400 ET)**
**Capstone Booster**

In the days of the Kaldorei Empire, Golden Eyes were seen as a sign of future greatness, though in truth it merely signified an innate potential for Druidism. But in your case, the former belief shines true. In body, you are worth fifty Elves of your kind, while in magic, you have the potential of Malfurion, considered to rival Demigods like Cenarius in Druidic arts. Or, if you'd prefer to focus on another field of Magic, you will come to quickly rival the likes of Queen Azshara herself.  For a final boon, not only will your golden eyes carry over to future worlds, but a part of this potential will be inherited by your own children, even those already born. In future worlds, you may change the eye colour to one of your choosing.

## Night Elf Perks

**Discounted** for **Night Elves**, with **100 ET** Perks being **Free**

### Under A Violet Moon (100 ET)

Of all Elven groups, the Kaldorei are the closest to the goddess Elune, and it is this bond that now empowers you. During nighttime, you receive a boost to your powers based on the moon's phase. A new moon will offer only a slight increase, while a full moon doubles your abilities. More than that, you gain access to the Shadowmeld, which allows you to become invisible during the night for as long as you do not move too quickly or do something to break it, such as attacking another being.

### Saber-Teeth (100 ET)

Night Elves and Nightsabers have held an alliance for thousands of years, and seeing one without the other is extremely rare. You know how to bond and train big cats. That is, cats that can roar. Be it lions, tigers, leopards, Nightsabers, or other big cats, you not only know how to train them, but you also understand them to a degree. Not full-on speech, but a translation of intent between you and them.

### Druidic Beginnings (200 ET)

You've taken the first step on a path walked by many a Kaldorei before you, that of Druidism. Through the manipulation of Nature, you can commune with the natural world, talking to animals, healing and animating plants, and even taking on the form of a mighty beast. Through the use of both Arcane and Nature, you can wield magics related to the moon and the sun. At this level, you would be comparable to a normal Cenarian Circle member, but with training, you could one day come to rival Malfurion himself.

### Sentinel Training (200 ET)

Founded after the War of the Ancients, the Sentinels are the protectors of Night Elven society and act as the primary army in times of conflict. You now bear their training, or are even counted among their numbers. You are a crackshot with a bow, outpacing any human archer by several magnitudes, and you move unhindered in forests and other untamed places.

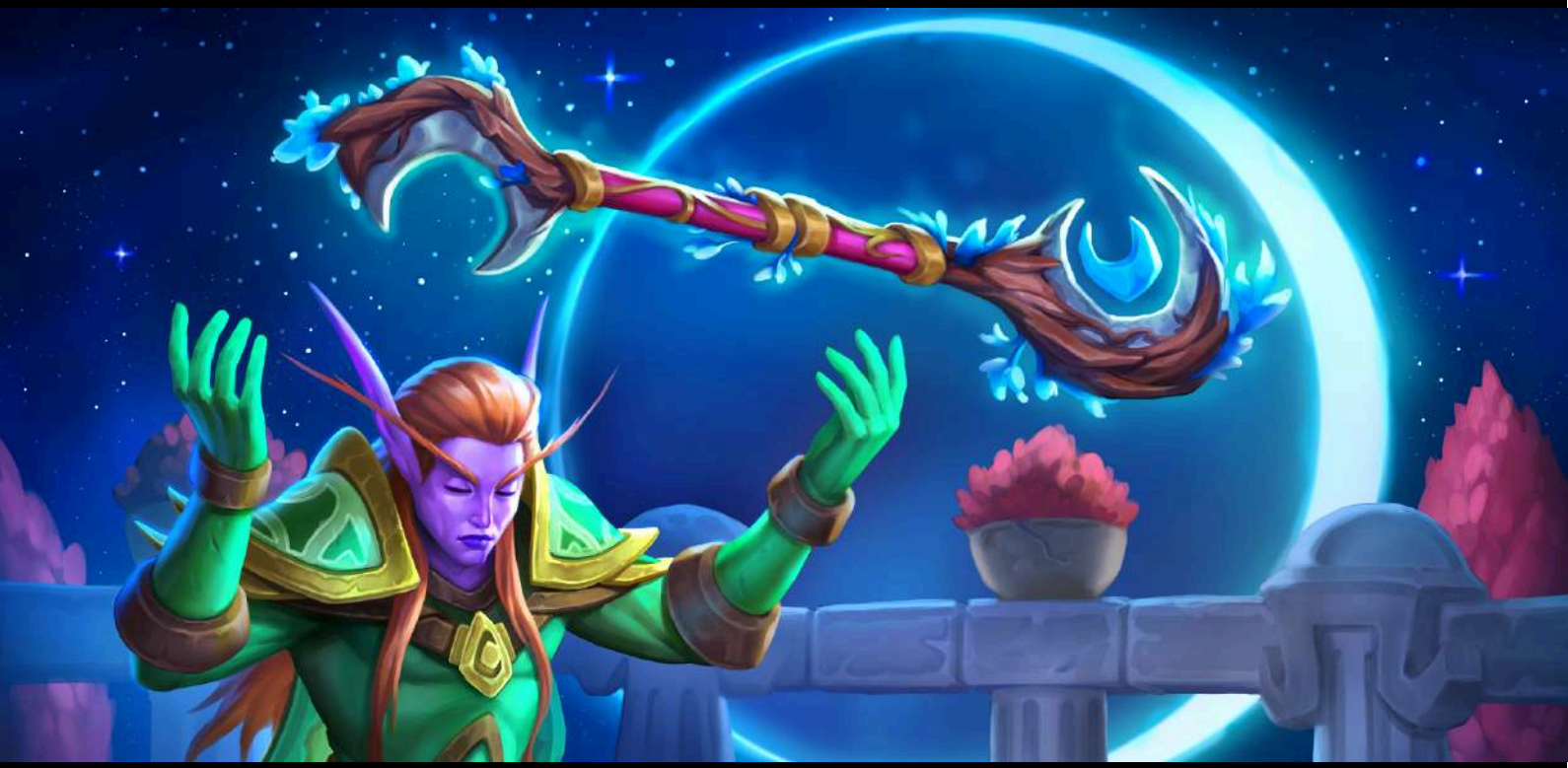
**A Warden's Burden (400 ET)**

The secret police and jailors of the Night Elves, Wardens ensure threats against the Kaldorei are dealt with swiftly, either by killing or containment. Not only are you skilled in the use of umbra crescents, but you also wield enough magical power to teleport short distances on the battlefield and are able to bind your foes in shackles of moonlight. You are also a master tracker, with both the skill and patience to track your quarry for weeks at a time. It is a few things that can truly slip your grasp, usually requiring long-range teleportation.

**Elune Adore (600 ET)**

Elune, the Moon Goddess and Patron of the Night Elves. It is her priesthood that guides the Kaldorei forward, and whom you have gained the patronage of as well. You are able to cast Lunar magic, such as Moonfire, Starsurge, and Starfall, with experimentation leading to more varied spells. You are also blessed, or perhaps cursed according to some, with visions of both the past and the future. And finally, you now have a weak bond with Elune herself, sharing feelings and faint images between one another.

**[Boosted]**: Yet for all of Elune's benevolence, she has a darker aspect about her, one that you now embody. You have become the Night Warrior, charged with some of Elune's own might to wreak vengeance upon her enemies and yours. Even Dragons and Demons should be wary, for you now possess the raw power and skill to slay many of them. Though other Night Warriors have often met their demise when their mortal forms could no longer contain the power of Elune, you are spared this fate and will retain it with no issue. Your bond with Elune has matured, now able to have full-on conversations during clear sky nights. You may have your body show constellations and other features linked to the night sky if you wish.



**Archdruid (600 ET)**

Did you perchance study under Cenarius at one point in your life? The horn-nubs growing out of your head reveal your new and mighty affinity for the Druidic arts, able to rouse small parts of the forest to permanent life, bathing battalions in moonfire, and even resurrecting the recently deceased. You count the likes of Broll Bearmantle and Fandral Staghelm, before his fall, that is, as your contemporaries, and reaching Malfurion's level is now a matter of centuries, instead of millennia.

**[Boosted]**: Or rather, that was the case at one point in time. But now, your horns have fully grown into a mighty crown as the forest around you springs to new life. So great is your power that the more primitive races could mistake you for a god on your own. More than that, however, is your connection to one of three dimensions: The Emerald Dream, The Emerald Nightmare, or the Firelands. The Dream leads you down the path followed by most Druids. The Nightmare leads you to the path of corruption and evil, rivaling Xavius in mere danger alone, and your Druidic forms bear the grey and red of your new patron. And the Firelands leads you down the path of destruction and cleansing flame, your forms now wreathed in fire hot enough to scorch flesh on contact.



## Naga Perks

**Discounted** for **Naga**, with **100 ET** Perks being **Free**

### Under The Sea (100 ET)

There's yet to be a Naga that has drowned at sea, and you will not be that unfortunate one. You are an excellent swimmer, not only graceful in water, but also able to breathe while submerged. In speed, you rival a crocodile.

### We Are Many (100 ET)

The Naga rule most of the seas of Azeroth and, in general, have the largest population of any modern Elf group. This can in part be attributed to their ability to lay dozens of eggs per pregnancy. While here, any pregnancy you have, or cause, results in at least a dozen eggs to form within the womb, with each one guaranteed to hatch healthy. In future worlds, you may instead choose to have live births happen, with up to four babies per pregnancy. You may choose the attributes, gender, general looks, and personality of each child.

### Breaker of Wills (200 ET)

It is unknown if the Highborne practiced slavery before their transformation, but the Naga are quite known for it, having enslaved several murlocs, gilbins, sea giants, and many land-dwelling races. You are a masterful slave trainer and breaker, able to whittle down even the most stubborn of individuals into a meek servant eager to please. Those with submissive tendencies will often even break by themselves, even if you never touch them, while the more wilful fools are going to require a few days of work before they start to understand their new reality.

### Beasts of the Sea (200 ET)

On the other hand, the Naga also tame/enslave the various sea creatures around them, from the various sharks, wolf eels, crabs, and the agile hippocampus, all the way to the mighty Krakens that dwell in the deep waters. Not only do you know how to tame sea creatures, but you can also encourage certain traits to become dominant in their lineage, such as more submissive and calm behaviour, better eyesight, or sharper claws, and so on. Finally, whatever creature you tame, be they from the land or from the sea, has an instinctual understanding of your commands, making it easy for you to simply point a finger and your Kraken will reduce the entire fleet to rubble, while also ensuring the princess it was transporting is brought to you alive.

**Whispers In The Tide (400 ET)**

Perhaps you were a mage before your fall? Like the Sea Witches, you wield considerable magical power, able to manipulate water into boiling tendrils, shards of ice stronger than steel, healing the wounds of your allies, and many other possibilities. You also hold some connection to lightning, able to incite small storms the size of villages and hurling bolts of lightning at your foes like javelins.

**Opportunities Aplenty (600 ET)**

It was rather curious how Queen Azshara seemed to stumble into fortune and power through means both honest and, mostly, crooked. When you go out looking for power, be it social, magical, or physical, you always seem to stumble into opportunities that offer you just that. You will need to actively pursue these opportunities, and they will not always grant exactly what you thought you needed, but they will always benefit you regardless.

**[Boosted]**: And now you do not need to even go looking, as the opportunities have a habit of coming to you instead. While here, every century you will receive an opportunity to boost your power. In future jumps, this occurs once per jump and then every decade afterwards.



**Tempest of the Sea (600 ET)**

The fury of the storm now inhabits you. Your form is always charged with a minor electric current, and even if you lacked the ability before, you are now able to fling bolts of lightning strong enough to destroy thick castle walls. More than that, you may create massive storms over the sea and land, raining rain and lightning upon all for weeks at a time.

**[Boosted]**: Your eyes burn with the Wrath of Azshara. Just as the storm before, you may now incite the very seas themselves, able to create whirlpools large enough to drag fleets of ships underwater, or release tidal waves massive enough to sink islands and permanently alter the landscape of continents.



## Nightborne Perks

**Discounted** for **Nightborne**, with **100 ET** Perks being **Free**

### Arcane Decadence (100 ET)

During their 10,000-year seclusion, the Nightborne began to learn how to infuse mana into their foods and drinks, helped by the mana-rich ingredients found in Suramar. You, too, know how to produce manafood and manawine, quickly becoming one of the premier producers if you'd so wish. And naturally, experimenting with other ingredients is not only possible, but highly encouraged. Variety is the spice of life, after all.

### Noble Etiquette (100 ET)

To the Nightborne, it was as if the War of the Ancients never happened, and the Kaldorei Empire still existed, leading to their society continuing as it had for millennia in both decadence and courtly intrigue. You have been trained to look and act the part of a noble, your posture always perfect and face neutral unless you wish to show a specific emotion. You know when a glance or gesture is more than what it superficially appears to be, and were you to ever take part in the dreaded game of thrones, then you would quickly become one of the most formidable players involved.

### Arcane Basics (200 ET)

All Nightborne have some experience in the use of Arcane magic, and you are no different. You know the basics of magic, able to blink very short distances, cast balls of fire, shards of ice, and blasts of pure mana. Even conjuring food is not out of the question. With this, you are on the level of an apprentice, a long but bright road ahead.

### Duskwatch (200 ET)

Police officers and soldiers in equal measure, the Duskwatch keep Suramar safe from threats both internal and external. You have received the same training, turning you into a deadly swordsman able to wield limited Arcane magic in tandem with your sword. This also grants you the basic knowledge of how to do proper police and detective work, along with the common laws of whatever society you find yourself a part of.

### Telemancer (400 ET)

Though all Mages have some understanding of Portals, it is the Nightborne and their Telemancers who have mastered them, allowing them, and now you, to connect vast distances in mere moments. As you are, you can teleport to anywhere on a medium-sized continent several times in a row without being worn down. Should you have the proper coordinates, you can form permanent portals between locations, allowing widespread movement for your allies.

**Leyline Prodigy (600 ET)**

Leylines are spread out across all of Azeroth, with Suramar having a rather large concentration of them, perhaps in large part thanks to the Nightwell. Whatever the case, you have been trained not only in how to locate and scan them, but also in how to utilize them for various uses. Set up wards that passively feed on the ley lines, do the same for various golems and other constructs, or even leech off of their power for yourself. The sky is the limit, especially as you now also bear the knowledge to replicate the various automata and other Arcane inventions found in and around Suramar, from the various golems to the teleportation beacons, and so much more.

**[Boosted]**: Your eyes shine with inspiration. Not only can you now construct such marvels as the Nightwell, ensuring its destruction will not result in the suffering of your people, but your presence can now, at will, encourage the strengthening and formation of ley lines in whatever location or land you wander in. Not only does this ease the casting of magic, but it can also lead to the awakening of the talent in many who previously lacked it for one reason or another.

**Archmage (600 ET)**

The legacy of the Kaldorei Empire shines bright within you. Whatever mastery of Arcane magic you had has shot up, now on the level where most mages in both Suramar and Dalaran would consider you superior. Be it freezing regiments in ice, burning forests to cinders in hours, or mass-teleportation, none of it is truly out of your grasp now. While there are still those who overpower you, the list is far smaller now than it was before.

**[Boosted]**: And now you may count Elisande as your contemporary, wielding Arcane power that would make even Medivh pause for a moment. But more than that, is your burgeoning affinity for Chronomancy, which, while currently only allowing you to speed up or slow down time for yourself or one other person, can, with a lot of training, allow you to either split timelines, rewind your personal timeline, freeze entire armies in place or even potentially merging timelines where even Bronze Dragons would stop in shock at your power (and call out "That's CHEATING!" in sheer anger).



## High/Blood Elf Perks

**Discounted** for **High/Blood Elves**, with **100 ET** Perks being **Free**

### Mana Drain (100 ET)

All Elves can feed and drain Mana from their surroundings, yet this seems to be the strongest among the children of Quel'thalas. With but a touch, you may begin to drain Mana from a target to refill your own mana reserves and to sustain yourself with it. As you grow stronger in age and power, the speed and amount drained increase, but currently, trying to drain something like a Dragon would take decades and possibly end in you blowing up.

### Resist The Hunger (100 ET)

On the flip side, it is widely agreed that all children of Quel'Thalas are mana addicts, with the destruction of the Sunwell laying this painfully clear, as many either became Wretches or had to resort to far fouler mana sources for nourishment. What you have here is a boost to mental fortitude and bodily reactions, the kind that ensures that you can resist addictions and impulses, making it far less attractive to indulge in them. Yes, going through withdrawals will be painful, but nowhere near as bad as without this.

### Farstrider Training (200 ET)

Defenders of Quel'Thalas, the Farstriders are rarely seen until their arrows have slain whatever dared to invade their fair kingdom. You have, through whatever means, received training as a Farstrider and are an unseen terror to behold. Crackshot with a bow and seemingly able to disappear into foliage, your foes will struggle to find you before they have all been shot dead.

### The Reliquary (200 ET)

Formed by Tae'thelan Bloodwatcher, the Reliquary is an organization focused on collecting and securing both historical knowledge and powerful artifacts. You have spent a considerable amount of time among them and have picked up a few useful tricks, mainly how to perform and plan expeditions and excavations, along with a keen sense of what is safe to touch and what is best left alone. You have also gained an extensive memory and a talent for picking up languages, ensuring you will remember the proper historical facts and learn the thousand-year-old dead language in days.

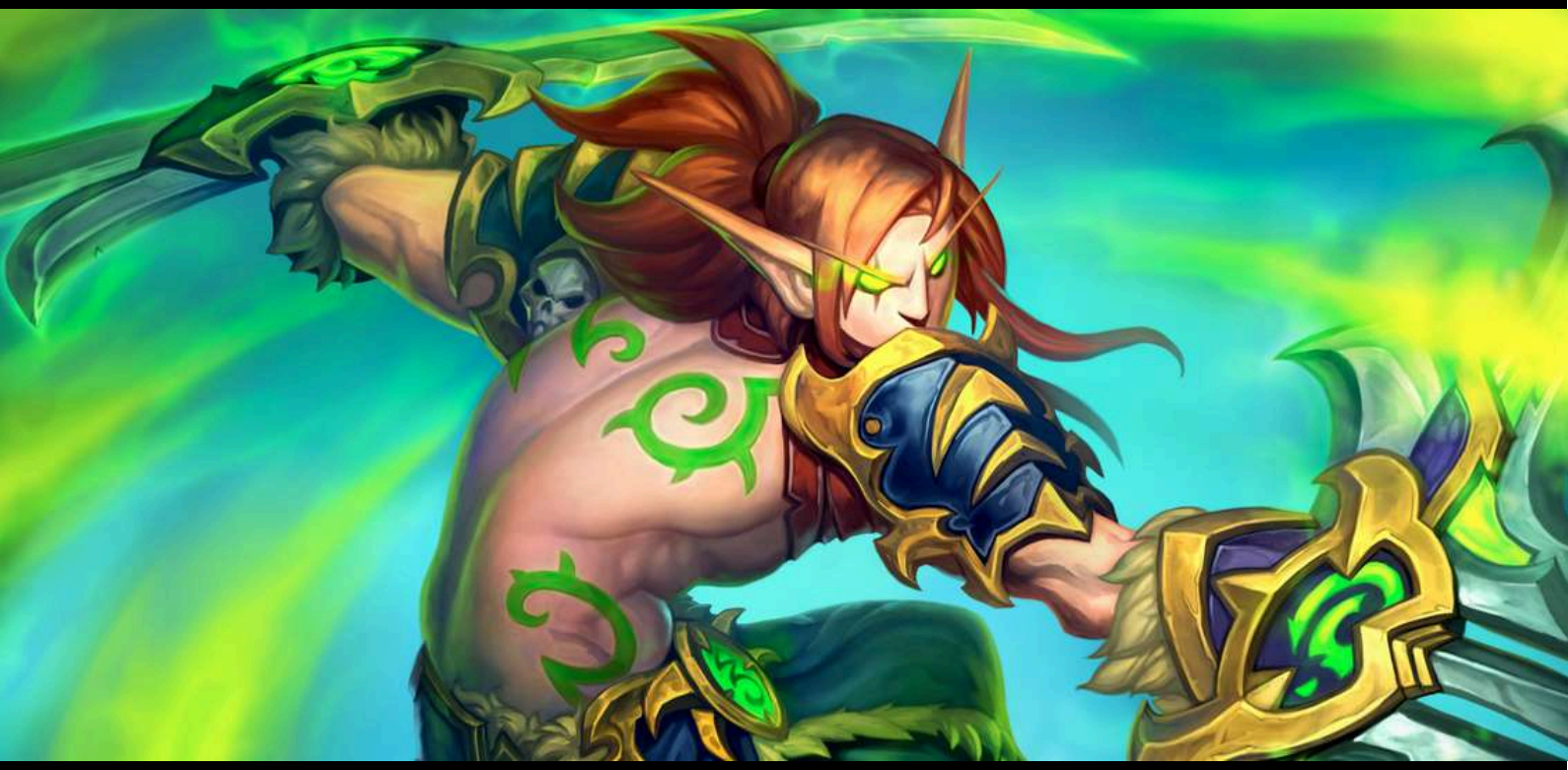
**Hunter of the Dead (400 ET)**

The only folk more hateful towards the Undead than the children of Quel'thalas are the Forsaken, and seeing as many of them were the former while alive, it is a moot point anyway. You are no different; a hatred for Undead burns bright in your chest, so much so that your mere presence weakens them, with some of the weaker ones outright withering away when you approach them. As well, your attacks, be they physical or magical, deal twice the damage to all Undead, be they lowly zombies or even the Lich King himself.

**Felfire (600 ET)**

The unfortunate truth was that, after the Sunwell fell, many of the children of the Quel'Dorei began to use and feed on Fel magic, many permanently tainting their eyes a sickly green. You also went down this path, and though it has altered you slightly, the power gained was well worth it. Not only does the Fel sustain you, you also bear enough power to obliterate fortress walls and regiments alike. And were you to summon demons, then only the mightiest of them would refuse your call.

**[Boosted]**: Your equals are few indeed, with only the likes of Gul'dan counted among them. Forget fortress walls; you could tear down the entire structure with a single spell. And when it comes to demons, even the likes of Kil'jaeden and Archimonde would take note of you, as a threat or a future rival. In fact, if you do not contact them, then expect either of them to try to contact you instead.



**Sunlight (600 ET)**

Yet even as the Fel rampaged, a beacon of Light eventually arrived in the form of the Naaru M'uru. Though forcefully extracted, the Blood Elves did indeed master the Light, and now, so have you. You are a considerable Priest, able to heal entire regiments of people, and even mass resurrecting them is not out of the question, though the latter does wind you down and requires a few minutes resting afterwards. Though hurting the living is yet out of the question, you are more than able to reduce all Undead into scorching ash. The Lich King will actively account for your presence in his plans.

**[Boosted]**: And now, you are no longer a mere priest, but a true Paladin serving under Lady Liadrin, whom you in truth rival in controlling the Light, which now infuses you to the point where you are a proper terror on the battlefield. Such is your mastery of the Light, that you can now pull multiple mass resurrections in a row before being winded and requiring some rest.



## Void Elf Perks

**Discounted** for **Void Elves**, with **100 ET** Perks being **Free**

### Deaf to Whispers (100 ET)

All who come into contact with the Void begin to hear its Whispers, which often drive them mad. You are no exception to this, though now you have a resistance to madness in general. You can endure weeks of Whispers and Visions at the hands of the likes of N'Zoth before madness begins to take hold, and if you are rescued before then, you will heal from the mental damage in a few days, as if it were all just a bad dream.

### Power from the Void (100 ET)

Despite the severe drawbacks, there are some perks to wielding the Void, such as the sheer power inherent in it. You may draw on the Void to empower your abilities, mostly for offensive things such as curses or attacks, but you can also use the Void while healing. Currently, the boost is quite minuscule, but with time, training, and experience, you will learn to wield more of the Void.

### Portals From The Beyond (200 ET)

Another rather useful trick shown by Void users is the creation of portals utilizing the Void. You, too, are able to create these portals, though your range currently is only able to cover the distance between Ironforge and Gnomeregan, but with time and training, this will grow, eventually allowing you to even warp between dimensions. Simply be advised that you need absolute control at all times, otherwise you risk disastrous results.

### Lessons of the Harbinger (200 ET)

Have you perhaps spoken with Xal'atath recently? Like her, you are quite sharp with your tongue and cunning with your mind, always seeming to know how to poke the weak spots of people to get them into doing what you want. Though be aware that this will not help, should an outside variable disrupt your schemes, so always have a backup plan.

### The Twisting (400 ET)

The Void can be used to warp the flesh of others, such as with the humans of Kul Tiras, the Highborne Kaldorei, or the Nerubians of Azj-Kahet. Through means unknown to others, you have discovered a way to induce similar corruption in others. By bathing beings in Void energy, or making them drink enough of your blood, you may cause them to transform into new beings entirely. The time and amount needed will depend on the target's biology, size, and willpower, with a Kobold transforming in minutes, while a Titan would take centuries as you are now. You determine what the end transformation looks like, along with any mental changes.

**The Whispering (600 ET)**

One of the most insidious aspects of the Void is its ability to affect the minds and perception of others, driving them mad with Whispers and visions. Your own connection to the Void has granted you access to this foul power. Even the smallest touch of Void opens one to your Whispers, slowly driving them mad or turning them to your side. Strength of will may protect them for a time, but only being purged of the Void's touch can save them, and as your power grows, so does their resistance crumble faster.

**[Boosted]**: Your eyes do not shine; they almost devour the light around you. Not even being untouched by the Void protects one from your Whispers, and such is the madness they inflict that even the strongest wills cannot endure them for long. More than that, you may now inflict these Whispers and Madness over entire cities, bringing ruin and chaos to all as your reach grows alongside your power. Finally, you may use Void energy to birth or summon N'raqi and other beings of the Void, their numbers and powers echoing your might.

**The Hunger of the Abyss (600 ET)**

The Void seeks to consume all in its wake, and now this Hunger has taken root within you. Whenever you slay a foe, you may consume a fraction of their power and add it to your own. In time, as you consume more and more, you will come to rival the likes of Xal'atath in her prime, one day even rivalling Dimensius. But as you are, this will take decades, centuries even.

**[Boosted]**: Your eyes shine with a horrific hunger, the kind that spells doom to all but the mightiest. You can devour life, magic, and matter around you, gaining everything that your victims were, if you fully consume them. The mightiest of this world are beyond you for now, but even the Old Gods won't be safe from you for long, should you cultivate this dread hunger. As this hunger is but an extension of yourself, it is easy to separate allies from prey.



## Darkfallen Perks

**Discounted** for **Darkfallen**, with **100 ET** Perks being **Free**

### I'm My Own Master (100 ET)

One of the many downsides to being Undead is the fact that any competent Necromancer can and will try to control you like a puppet. Thankfully, you have gained a resistance to methods of mind control, the kind that allows a freshly awakened zombie to break free from their bonds and forces even the likes of Kel'thuzad to actively force you into submission. You'd even have a few moments of lucidity under the control of the Lich King, before he forces you back into submission.

### Raise The Dead (100 ET)

That which has died walks once more with your aid. You possess the fundamental basics of Necromancy, able to raise up to thirty mindless corpses, or fifteen sapient undead, at a time. As you delve deeper into this dark magic, you become able to raise more and more undead in your wake.

### Blood Of My Blood (200 ET)

Among the Darkfallen are the San'layn, Vampyr devoted to the cause of the Lich King. Though you may follow your own path, you too have fallen under the Vampyr curse. You now require blood for sustenance, though you may still eat normal food for its own sake. You may take on the form of a bat, sprout a pair of leathery wings from your back, and wield both Shadow and Blood magic. And if you so wish, by draining the blood from a victim and then feeding them some of yours, you may bestow the Vampyr curse upon them as well.

### Ranging In Death (200 ET)

In life, you were most likely a member of the Farstriders and fell alongside Sylvanas against Arthas, before being resurrected. Or perhaps you are an anomaly entirely. Agile on your feet and skilled with a bow, you are a long-range assassin, able to survive for months on end in the wilderness. But more than that, the body you currently inhabit is not your true body, merely the one you possess. Should it ever be destroyed, your spirit will free itself as a Banshee. As a Banshee, your Death magics grow more powerful, your scream can disorient, even kill people, and should you find a corpse to your liking, you may possess it and take it as your own.

**The Plague Lord (400 ET)**

Ah, so you crave the foul power of the Plague, perhaps? You are now a member of the Royal Apothecary Society and rival the Grand Apothecary in skill. Not only can you brew poisons and potions among the best of them, but you also know the secrets of creating the massive yet simple-minded Abominations, which you can, with time, improve even further. Worst of all, however, is your knowledge of the creation of the Undead Plague that devastated Lordaeron.

**Runic Master (600 ET)**

It is uncertain where exactly the Scourge gained their knowledge of Runes, perhaps from Ner'zhul himself, perhaps it was learned from the Vrykul. Nonetheless, just like the Scourge, you too know of Rune magic and can engrave them on weapons, armour, and even structures for a variety of effects. Not only that, but you are immune to the effects of Saronite and can work the foul metal like iron.

**[Boosted]**: And now you push your knowledge of Runes even further, able to create magical effects similar to Frostmourne, a Liche's phylactery, or one of the several Necropolises such as Naxxramas. More than that, you may alter the essence of the undead you raise, able to turn them into Death Knights or Liches.



**Throne of Domination (600 ET)**

Domination magic, first created by the Primus of Maldraxxus, then weaponized by the Jailer and passed on to the Lich King. It is a powerful magic capable of many magical effects, but in its basic use, it is used to alter and force the minds of others into compliance. Currently in your hands, it allows you to trap others in shackles of pure will, the subjugation of mindless and weaker undead and people, and it even allows you to create portals to locations within your continent.

**[Boosted]**: And now, you are a terror to behold indeed. You can dominate the minds of other undead as easily as breathing; even the Lich King will struggle to wrestle back the control of his armies. The living fare no better, as you can infuse things with your will, and when worn, the wearer's mind and will are subdued, turning them into your willing puppets. Finally, with the usage of powerful Foci, you may tear down the Veil between worlds, allowing access to the realm of the dead; in this world, it is the Shadowlands.



## Haranir Perks

**Discounted** for **Haranir**, with **100 ET** Perks being **Free**

### Unseen, Unknown (100 ET)

The Haranir rely on secrecy and isolation, preferring to remain distant from the other peoples. You are, on average, far harder to find, leaving behind minimal tracks or traces. More than that, you slip easily from the minds of others, with only the most insistent of pursuers able to track you for longer than a few days.

### Quilled Beasts (100 ET)

Each Haranir has so far exhibited the ability to take on the shape of various creatures, primordial cousins to their modern counterparts, all of whom bear quills along their forms. You are able to take on the form of a massive bat, a long-tailed bear, an agile wolverine, a fast sable, and a massive axolotl. In the future, you may decide if your forms also bear a more "primordial" look, with fur and quills added to said forms.

### Sculpting the Branches (200 ET)

To date, we've yet to see the Haranir use anything made of metal, or even all that much made from bones or hides. That is because they have learned how to grow and treat plant-matter in a similar vein, giant leaves as armour, and staffs of rock and wood as weapons. You know how to craft things from plants; with this alone, your creations are able to match common steel weapons and will no doubt grow mightier still as you venture forth. You also know how to infuse your creations with magical effects, such as the ones used to remove any traces of magic left behind. If you have the mana required to cast them is of course a different matter entirely.

### Whispers of Nature (200 ET)

From the Haranir, you can see glimpses of the Druidic potential held by their descendants, the Night Elves. Though the latter hold a far broader mastery of Druidic Arts, the Haranir specialize and excel in plants. When it comes to magics that interact with plants, be it controlling, healing, or growing them, you have great potential for said arts. And, were you to invest a part of your magical power, you could infuse specific plants with sentient life, bringing forth creatures similar to the ones roaming Harandar.

**The Keeper of the Roots (400 ET)**

The Haranir hold a close bond with plants, tending to the mysterious Great Roots that spread across the caves and earth of Azeroth. You are an excellent botanist, able to identify and take care of all manner of plants, with each unknown one quickly becoming familiar to you in a matter of days. Under your care, even the sapling of a Worldtree would bloom within months of being planted.

**The Mirror of the World (600 ET)**

The Haranir are perhaps the closest to Azeroth and her Worldsoul, bar perhaps the Earthen. You are no different, now bearing a link with whatever world you find yourself in. Through this link, you are able to feel the health and balance of the world. Should there be threats or imbalances, you will gain a bad feeling along with the general location of whatever is threatening the world. Upon discovering this threat, you will get several hunches and ideas as to how to deal with them.

**[Boosted**]: Then again, it would be far easier if the world simply told you, yes? Indeed, your bond has grown to such a degree that the World actively communicates with you, warning you in advance whenever trouble arises. But more than that, whenever you face these threats, you receive a boost to your body and abilities, proportional to the threat you face. A group of Goblins polluting a lake will offer only a minimal increase, while facing off against the Burning Legion would see you reach the powers of the fabled Night Warriors.

**The Missing Link (600 ET)**

The visage of a Haranir often leaves folk confused, for they bear signs of both Elves and Trolls. In truth, they are the missing link between both races. This has, of course, passed on to you, in this case bearing the beauty, grace, and connection to nature held by Night Elves, but also the brutality, regeneration, and sheer grit shown by Trolls. And in future worlds, you may choose two species and act as the true or metaphorical bridge between them, gaining features from both.

**[Boosted]**: From now on, you always gain the benefits of the myriad of sub-races related to your own group, be they physical, mental or magical. Were you a Forest Troll for example, you would gain the strength of a Dire Troll without worrying about the size. Or, to get back on topic, you would gain traits from each Elven group, at their very peak. This also allows any children you have with different species to be perfect hybrids, who showcase the best qualities of both parents.

## Items

To help prepare you further, you receive **300 ET** to use in this section only.

### Basic Gear (Free)

We can't have you run about without at least something on you. What you have here are some sturdy clothes and a set of leather, or equivalent, armour. They are guaranteed to always keep you reasonably warm and will always fit, no matter what form you take. Also included is one weapon of your choice, made from good-quality steel or, once again, an equivalent material.

### A Small Hut (Free)

Somewhere to lie down and rest. Certainly, it isn't the largest of places, but it remains warm, is bound to keep you safe from all manner of weather, and it houses up to four people. It is a good beginning at the very least.

### A Mage's Tools (100 ET)

All spellcasters, not just mages, need a few things to be truly effective. They need a focus of some kind to give their spells an extra boost. They need a grimoire, where they write down different spells. And most importantly, they need patience. While the last one you must seek elsewhere, this does provide you with a grimoire with an infinite amount of pages and an auto-search feature for just the right spell or nugget of wisdom. And the focus may be of any design, be it a staff, a crystal ball, or perhaps a weapon! You must also choose if it gives a significant boost to one school of magic or a smaller general boost to all magics.

### Warden Armour (200 ET)

Bearing the visage of an owl, the Warden armour is crafted from moon silver and is therefore extremely light, yet far more durable than steel. The armour protects you from the harshest of weather, allowing you to traverse days at a time in a freezing tundra with little discomfort. The armour bears a minor enchantment, which muffles your footsteps and clanking, turning you into a silent spectre waiting for the moment to strike.

### Arcan'dor Seed (200 ET)

You have something precious here, a seed to an Arcan'dor, a tree that mixes both Nature and Arcane to bring forth a perfectly symmetrical tree that produces mana-rich fruits, each one able to sate an Elf's need for mana for weeks. Normally, an Arcan'dor seed would need constant and careful tending, lest it become unstable and explode, but thankfully, yours is guaranteed to grow without issues even if you didn't tend to it.

**Demon Hunter's Warglaives (200 ET**, **Free** with **Hunter of Demons)**
A pair of warglaives used by demon hunters. It is covered with fel runes that channel fel magic and is particularly deadly when used against demons and their ilk.

**Warden's Umbra Crescent (200 ET**, **Free** with **Warden's Burden)**
An umbra crescent commonly used by the Night Elf Watchers. It is inscribed with mystical Kaldorei runes that allow the tracking of a quarry by showing both its general direction as well as piercing all attempts of disguise and magical identity concealment when inscribed with the target's name.

**Blight Production Facility (200 ET**, **Discounted** for **Darkfallen)**
Were you perhaps hoping to please the Banshee Queen with your efforts? I certainly do not see any other reason for why you'd have the horrid facility built. Indeed, you now have a large facility where you, or anyone you assign within, can brew up the horrid Blight or the Undead Plague, en masse. With a bit of tinkering and experimentation, you could start producing other just as horrid and wondrous products.

**Black Blood Extraction Facility (200 ET**, **Discounted** for **Void Elf)**
Dug from deep underground, where the tentacles of the Old Gods burrowed into the crust of Azeroth, this highly mutagenic substance has been revealed to possess many advantageous properties. Through alchemy, the black blood can be used to mutate large quantities of individuals into stronger and faster forms, without risks of instability or madness. Through engineering, it is a powerful fuel and ammo, allowing the creation of weapons able to disintegrate entire beings in one shot.

**The Vineyard (200 ET**, **Discounted** with **Arcane Decadence)**
Were you hoping to ease the lack of manawine in Suramar? Perhaps you need a hobby in your twilight years? In either case, what you have here is a massive vineyard capable of growing all manner of grapes and other fruits. Included also are the necessary equipment needed for brewing and refining manawine and other mana-infused beverages.

**Temple of Elune (200 ET**, **Discounted** with **Elune Adore)**
A temple dedicated to the goddess Elune. It bears a passing resemblance to the one found in Val'Sharah, and could even be a perfect replica should you wish it so. By praying here, you may communicate with Elune directly, and any spells related to the moon or stars will be both more powerful and easier to cast if done so within the confines of this holy place.

**The Constant Observatory (200 ET**, **Discounted** with **Stars At Our Back)**
Modeled after the Eternal Observatory found in Suramar, the Constant is a large building with equipment needed to observe even the most distant of celestial objects. Suffice to say, it boosts any and all Astromancy casts within and in its vicinity.

**Mage Tower (200 ET**, **Discounted** with **Archmage)**
A mage tower of your own design, it contains a library full of all kinds of spells, rituals, and magical knowledge ever developed in the setting, as well as dedicated workshops and laboratories to experiment in.
The place is fully warded against intrusions and scrying. It can be accessed through teleportation circles that you can place inside your properties.

**Necropolis (400 ET**, **Discounted** for **Darkfallen)**
Oh my, you have gained a Necropolis much in the same vein and design as Acheron and the infamous Naxxramas. Capable of flying in the air and teleporting across the world, this Necropolis (the name is up to you) is large enough to house and train an army vast enough to conquer a small kingdom. But where it specialises is in recruiting, raising and training both Necromancers and Death Knights, the latter of whom strangely seem to retain some of their biological functions, despite their undead status. The Blight Production Facility can be integrated into the Necropolis.

**Dark Heart (400 ET**, **Discounted** for **Void Elves)**
A dangerous Artifact, the Dark Heart. Created by Neltharion and imbued with the hunger of Galakrond, it is able to consume all magical energy and then convert it into Shadow. Even something like Dimensius, though very diminished and weakened, was devoured by the original. By default, the Dark Heart has enough Shadow stored within to destroy a city the size of Dalaran, with further mana naturally allowing it to perform far more mighty feats. And yes, you can use it as an external power source should you wish it so.

**Dimensional Ship (600 ET**, **Discounted** for **Blood Elves)**
How you came upon this, I cannot say. What you have here is either a Naaru or Legion variant Dimensional Ship, capable of traversing between worlds and dimensions. The Naaru variant is the size of the Exodar, able to transport around a million people at maximum capacity, but lacks much in the way of weaponry. The Legion variant sacrifices a good amount of room for people in favor of enough weaponry to destroy cities in a few shots. Either ship is crewed by default by a crew of either Draenei/Eredar (depending on the model) or by Blood Elves. How they treat you is up to you, but by default, they all regard you rather fondly.

**Frostmourne & Helm of Domination (600 ET**, **Discounted** for **Darkfallen)**
Forged from Runic and Domination magics, this sword and this helm are mighty artefacts of Death. The sword wounds the souls of its victims, carving shards that both fuel and empower itself and its wielder.
Unfed, Frostmourne is already able to cut through non-magical armours and weapons, feeling lighter than any weapon should. As more souls are fed to it, even magical defences will be cut by the sword, and its wielder will become stronger and faster, gaining ever-growing reserves and skill of Death magic.
The Helm is filled with the power of Domination, which allows it to bind the souls of undead to the will of its bearer, thus allowing the bearer to control any and all uncontrolled undead, and even undead under control of others may be wrested to your side should either your will be greater or your magical might superior. And should you potentially be in possession of both, you may utterly suppress the wills of these so-called "masters" to mould their sense of self as if it were clay, such that, except for continent-destroying magical strikes or direct intervention by the Holy Light, it is impossible to free them. The bearer is able to see through the eyes of his thralls and command them telepathically, even when separated across the world. Undead thralls, living allies/minions, lesser artefacts, and spells can be empowered/cursed to bind their victims to the Helm and its bearer.

So, I trust you are prepared, then, yes? After all, I doubt the Lich King much appreciates his prized artifacts being copied after all. By default, taking on the familiar forms of a sword and a helmet, these two artifacts bear the same powers as their original counterparts, able to rend and rip souls apart, control the undead en masse, and bring ruin to all who oppose you.

**Tidestone of Golganneth (600 ET**, **Discounted** for **Naga)**
An artefact left by the titan Golganneth, it is a large stone able to use Arcane magic to manipulate large quantities of water. With it, a mage would be able to create a water elemental strong enough to sink an archipelago or open the seas all the way to the sea floor. The arcane energies contained within the stone could also be used to help seal a dimensional breach. Even broken, the stone can keep functioning as long as the shards are reunited. A series of stones floating around a white pearl, the Tidestone of Golganneth is one of the fabled Pillars of Creation and holds power over all water. So great it is that one could reshape the oceans anew or drown a continent beneath the waves.

**Naaru (600 ET**, **Discounted** for **Blood Elves** and **Void Elves)**
The Naaru are beings of pure light, wielding it to protect mortal species all across the Great Dark Beyond. And this one has chosen your people. Stationed in one of your cities' temples, it emits a field of Light, shielding it from Fel and Void creatures and healing the inhabitants. In its presence, Priests and Paladins will naturally develop potent abilities, with the best among them potentially reaching the level of Uther the Lightbringer. This Naaru will be extremely fond of you and regard you as a deeply cherished companion.
But even the brightest lights cast shadows…

Should you be one of the Ren'dorei, the Void Elves, you have found one of the most tragic sights in the Great Dark Beyond. When wounded or drained of their Light, a Naaru starts inverting, Void replacing Light, until a Void God rises, a being able to end worlds. You found this Naaru trapped and alone, on the verge of the final transformation, and stabilized it. It now waits silently for your decision. Will you absorb it yourself to boost your Void powers, or will you offer it to an ally, allowing them to reach power beyond their hopes and dreams, or perhaps just take it with you as an ally and friend?

**A Monarchy of Your Own (600 ET**, **Discounted** with **Golden Eyes)**
Congratulations, Your Highness. You have come into the possession of a city-state like Suramar, and it bears a design of your choice (by default, the architecture is similar to your own subgroup). It houses thousands of people as it is, with the capacity naturally increasing as you expand further. You may incorporate **Mana Well** into this item, turning your city into an Arcane nexus.



**The Land of the Elfin (600 ET**, **Discounted** with **Golden Eyes)**
A city needs some land to stand on, yes? You have come into possession of some land, large enough to house your city, a World Tree, and some other structures with plenty of room to spare. Be it a vast forest like Val'Sharah, an underwater land like Nazjatar, a floating rock within the Void (guaranteed not to be consumed by it), or something else entirely, yours will be a kingdom to remember for time immemorial.

**The Sapling of a World Tree (600 ET**, **Discounted** for **Night Elves)**
Connected to the Emerald Dream, the World Trees have always held a great importance for Night Elves, serving as both homes and as sources of power, even immortality, as with Nordrassil. You do not have a full-grown tree, but you do have a sapling that is bound to grow into its own within a century if left to its own devices, or even faster should you possess the proper Druidic aptitude. At base level, it can serve as a home for your people and as an entrance for the Emerald Dream. Should you have a **Mana Well,** then it won't be a sapling you receive, but a fully matured World Tree that grants not only immortality but also boosts the power of Nature/Life and Arcane/Order-aligned magic, and it even greatly increases (10x-100x depending on the proximity of the Tree and the Well) the mastery speed of the aligned magics.

Additionally, the World Tree can help with the birth of the elves, should the need arise. When the parent's or parents' blood drips onto the leaf or the seed of the World Tree, it gets absorbed, slowly growing into a baby over the course of 10 months.



**Mana Well / Well of Eternity (600/1000 ET**, **Discounted** with **Golden Eyes)**
Just like the Sun- and Nightwells, what you have here is another font of Arcane magic. Depending on the magics you wield, the Well can imbue further effects, but at the bare minimum, it can sustain an entire kingdom of Elves mana-wise, along with granting increased lifespan (depending on one's proximity to the Well). Should you so wish, it can begin to change you and the people around it into a species that, on some level, reflects the Well's nature.
However, for an additional **400 ET**, you may instead receive something far more powerful: A perfect replica of the original Well of Eternity, a source of infinite mana, and a game-changer for anyone who possesses it. Bearing all the benefits of a standard Mana Well, it also allows you to communicate with the Worldsoul of Azeroth, as well as that of other Worlds in future Jumps, with a Worldsoul forming should the world lack one. Should you wish to grant other Worlds (and/or Stars) their own Soul, you may use the Well's water with the help of your Worldsoul to grant them their own Worldsoul/Starsoul.

Those born in the sphere of influence of these Souls, from animals to mortals alike, seem to put elves higher on their list of priorities than they should. Such as seeing a lost elf child, they would protect and guide them back, even at the potential cost of their life; to asking an elf in seemingly distress if they're in need of help, even if said elf was actually just thinking of what to do on a weekend. Ah, Elves are indeed loved by Nature.



## Companions

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

**Canon Meet-Up (Free)**
Purchasing this guarantees you will meet up with one canon character on good terms. If you can convince them to join up, you can take them with you as a companion.

**Animal Companion**
**(100 ET**, One **Free** with **Saber-Teeth**, **Beasts of the Sea**, **Whispers of Nature)**
Azeroth is host to many a wondrous creature; it would be a shame if you could not take at least one with you. Smarter than average, your beast companion is fully loyal and trained, ready to tear the throats of your foes and offering warm cuddles by a fire.



## Scenarios

## The Sundering

It is the dream of many Highborne to one day serve in Queen Azshara's court. And now, you have reached that dream and ascended as one of her advisors. Though far from the merciful queen she portrays to the public, she values your advice and will listen to whatever you have to say, even if she rarely follows your advice.
One night, Azshara calls for you to a private audience where she informs you of a startling discovery: Apparently, Xavius, your fellow advisor and bitter rival, has come into contact with Sargeras and his Burning Legion, who now offer power unimaginable for Azshara's help.
From the look on her face, you can tell she is tempted, but as is usual, she desires to hear your thoughts on the matter. And it is here… that you decide upon the fate of the world.

### Path 1: A Bargain Made

Though the thought of agreeing with Xavius on anything disgusts you to your very core, you cannot deny that, in this case, his advice is sound, and she should take the offer.

So the bargain is struck and the Well of Eternity is converted into a portal for the Legion to come through. Of course, this has naturally causes resistance to form. From the Night Elves, the Kaldorei Resistance has formed. Led by Kur'thalos Ravencrest, the Resistance quickly becomes a massive thorn in your side.

Though slaying Ravencrest will deal a massive blow to the Resistance, you will also have to deal with Malfurion Stormrage and Tyrande Whisperwind, who will quickly take up leadership after the passing of Kur'thalos.
Once the Resistance has been laid low, you must defeat the Aspects, including the Dragon Soul-boosted Deathwing, who has made his betrayal clear to all.

Another obstacle you must deal with is the myriad of lesser mortal races that are spread across Azeroth. From the Trolls, to the Tauren, the Mogu, the Furbolg, and so on. Bring all to ruin, wipe them all out.

And finally, your last obstacle is the myriad of Titan facilities spread across Azeroth. These are not the broken-down and neglected husks seen in later days. These are the facilities in their prime, with armies of stone and metal marching alongside the Watchers to face you and yours. Of all the foes, it will be them that give you the most challenge.

**Yet, when the last enemy lies dead, and all of Azeroth belongs to the Kaldorei and the Burning Legion, you receive the following:**

**[Ascension]**

In not only conquering all of Azeroth, but establishing firm dominance over all of Elfkind, empowered by both the Fel magics of your Legion allies and the Arcane power of the Well of Eternity, you have ascended as a Demon Lord on par with Archimonde and Kil'jaeden. Bearing power unmatched by most mortals, just shy of a Titan Watcher and possessing the immortal soul of a demon, your rule over this world and future worlds is all but assured.

**[The Burning Empire]**

Azeroth has paradoxically been both scarred and improved by your victory. The lands not belonging to the Kaldorei Empire are in a heavily scarred and ruined state, covered in charnel pits where the rebels and lesser races made their last stands. But the lands within? They are a new Argus, the creations of Arcane and Life twisted by the Fel into horrors. The last remaining forests and jungles of Azeroth have turned into nightmarish realms of Darwinian evolution. The remaining Highborne cities have become black cathedrals of black stones and viridian glass. Zin-Azshari has grown into a citadel equalling Antorus, surrounded by shipyards and factories where the Legion's warmachines are built. The Quel'dorei have risen into the Fel'dorei, a new demonic species that is quickly rising through the ranks of the Legion, ready to oust the Eredars from their thrones.

# The Sundering

## Path 2: True to Elune

Now you can certainly say that Xavius is up to no good and probably a complete traitor. You urge her to either have him detained or executed on the spot for treachery. Unfortunately, Xavius, the snake that he is, manages to escape from the capital, and your problems only begin from there. Apparently, Xavius had schemed for a long time, causing instabilities in case his offer was declined.

Within weeks, there will be reports of the Sisterhood of Elune rebelling, of the myriad of lesser races attacking the Empire from all sides, stretching resources and wiping out villages with impunity, of a Fel-infused plague wreaking havoc among the populace, with the only ones who can actually treat and cure it being the Sisterhood, who are either too busy rebelling or are being targeted whenever they make an appearance.
And a final threat reveals itself when several nobles in court start to wonder if Azshara should have accepted Xavius' deal instead. Not only does Xavius have sympathisers within the nobility, but several cults have also sprung up. Though varied and spread out, the cults can be categorized into three groups:

The Kingmakers, who desire not only to dispose of you but to also depose Azshara and to install a ruler of their choosing on the throne instead. They regularly disrupt communications, attempt to assassinate either you, Azshara, or your loyalists.

The Supremacists, who view all non-Highborne, including your fellow elves, as being third-rate at best. As long as they remain, it is very unlikely the Sisterhood will cease its rebellion.

Finally are the Infernals, Xavius's closest followers and the ones intimately tied with the Legion. They will kidnap people on the regular to use as sacrifices, and they will not mind unleashing hordes of Demons in populated areas for maximum havoc.

But all of this… is not the main threat, not even close. The ones mentioned before are first and foremost meant to keep you distracted and stretched thin, for the true threats lie further outside the Empire.

The Troll empires, at least the Gurubashi, Amani, and Drakkari ones, begin to assault your borders, while the Zandalari enter a brutal civil war. The Trolls have agreed to a bargain with the Legion. They will assist in wiping out the Kaldorei Empire and sacrifice their Loa to create Dark Portals that would allow the Legion entry to Azeroth en masse.

In exchange, they are promised power unseen and the chance to bring their waning empires to heights unseen since the Empire of Zul. While the other tribes agreed almost unanimously, the Zandalari have been split, with one side wishing to accept, while another side refusing to sacrifice their Loa for something like this.

A similar thing is happening in Pandaria, where the Mogu have thrown their lot in with the Legion and plan to not only sacrifice the August Celestials to create a Dark Portal of their own, but they also seek to corrupt the High Keeper, Ra-den, into a servant of the Legion.

Should they succeed in these rituals, and the Legion leaning side among the Zandalari is victorious, then the Legion will have five massive entryways to send countless armies to overtake Azeroth. Suffice to say, it is in your best interests to ensure most of these rituals cannot be performed, as it would all but guarantee the Legion's victory.

So, you have your work cut out for you. Enemies and threats come from within and without, each one dangerous on its own, but focusing on one may mean another one can fester even more.
Victory or Death, those truly are your only options here, Champion.



**By the skin of your teeth, or by luck unmatched, you have defeated the myriad of threats seeking your destruction and received the following:**

**[The Kaldorei Empire, Damaged But Not Broken]**

Congratulations are in order; your people live, even if many have lost their lives in chaos, and much of the land has been ravaged. The empire still stands and celebrates, not only because of victory but because they now have a king to rule alongside their queen: You. From the shores of the Well of Eternity to the farthest cities of your kind, all Kaldorei bow to you, ready to follow across the multiverse. An entire civilization delving ever further within the mysteries of Arcane, and with access to an infinite source of it. The Empire's hosts are ever ready to march at your command, immortality allowing the soldiers to master all weapons to their fullest, while the war mages are ever ready to demonstrate the superiority of Arcane. Wear the crown with pride and lead your people to glory, your majesty.

**[The Sisterhood of Elune]**

As a divine mandate from Elune herself, her priesthood has been converted into several orders under your command. The Wardens, the Sentinels, and the Handmaidens.

The Wardens, led by Maiev Shadowsong, are your bodyguards. Wearing heavy armor, they are masters of many close-quarters weapons.

The Sentinels are led by the young Shandris Feathermoon. Formed as the personal agents of Elune and you in the Empire, they are meant to spread the will of the goddess to all Kaldorei and assist the regular forces in defending the people of the Empire.

The Handmaidens are the order closest to its roots, fulfilling many of the duties of the old priesthood, such as healing the sick and injured and using the blessings of Elune to protect and empower the people of the Empire. They are led by Tyrande Whisperwind, the High Priestess of Elune.

# The Sundering

## Path 3: Something Stirs In The Deep

You internally chuckle. It would seem your rival's master had decided to make his move, coincidentally around the same time when your own master, N'zoth the Dreamer, had done the same.

Through genuine charisma and a bit of aid from your patron, you manage to convince your queen that no, siding with Xavius is not worth her time, and she should instead consider your patron N'zoth, for he is a power older and far more cunning than the Legion. Bemused at the rather obvious power play you made, she listened as you made your case, and intrigued, along with perhaps a bit of preference for you over Xavius, she agreed to your bargain.

Yet as word of your pact spreads, chaos begins to erupt as the agents of the Legion, both demons summoned and their myriad of cultists alike, and the forces opposed to both the Fel and the Void, such as the Titan-Forged, Dragons, and the Wild Gods, seek to stop your plans.

Not only must you spread the worship of the Void, and N'Zoth in particular, within the Kaldorei Empire, you must also defeat the fools attempting to stop you from freeing your master and corrupting the Worldsoul of Azeroth for the Void. Your master's prison lies somewhere between the Well of Eternity and the location where Uldaman might have been built, had things gone differently. The facility is well hidden; some suspect it is fully underground and hidden from mortals.

Were you to corrupt one of the Titan Watchers, you could perhaps have them lead you to the prison. Then again, perhaps a more satisfying method would be to simply sink all of Azeroth under the waves and discover your master's prison beneath the waves. His gifts do include the act of transformation, after all. It would also rather handily deal with most of your opponents, as all of them lack the ability to breathe underwater.

To aid you in this task, you must find the Tidestone of Golganneth, which coincidentally is held in the lands of Azsuna, under the watchful eye of Prince Farondis and his court. The prince will not hand the stone over, of course, claiming you to be nothing more than a monster and a madman, but what would such a shortsighted fool know of what is to come? Farondis is an adept mage, as a Highborne should be, so he will give you some challenge at least.

Yet, even after freeing your master, you are not yet done. N'Zoth has weakened drastically after his long imprisonment and needs sustenance to return to his former glory, preferably by consuming souls. Be it either willing cultists, your unwilling mortal prisoners, or even the Wild Gods or Dragons themselves, you will have to feed your master enough souls that even Sargeras will hesitate to attack him.

**By whatever means, you have freed N'Zoth from his prison and defeated your foes, granting you the following:**

**[Herald of the Void]**

Your master is generous indeed, granting you a form both beautiful and terrifying to behold, a mixture of your former Elven self and a Naga to bring about a being capable of going toe-to-toe with a Titan Watcher and having decent odds of coming out the victor. Not only is your mastery of the Void awesome, but you also receive **The Whispering** in its boosted form, with any points spent refunded in full. You can also now transform others into beings similar to your new form - Naga and Elf combined.

**[The Sunken World]**

Nothing remains above the waves, with most forms of life not aligned with you drowning as the continent sank. While much of the ocean remains an untamed frontier full of creatures older than Elves, the cities of the Highborne have remained in usable condition and could even be considered beautiful. Your people have warped, becoming a far more beautiful combination of serpent and Elf, with both N'Zoth and you as their god and master. You may decide if you rule from Zin-Azshari, or if you'd rather take residence within the newly rebuilt Ny'alotha to be closer to your god.

# Satyring Around

It has been seven hundred years since the Sundering, since the Kaldorei Empire and Kalimdor shattered. In that time, the Night Elves and the remaining Highborne have tried to rebuild what little they can. But war is upon them once again.

The Satyr, not seen since the War of the Ancients and led by Xalan the Feared, have re-emerged and begun to wage war upon their former Elvenkin. The conflict will bring a heavier toll upon the already weakened Kaldorei, and Kalimdor will bear scars from this conflict for millennia to come.

So tell me, Hero. Which side are you on?

## Path 1: The Hooved Ones:

You stand as one of the Satyr, your first attacks catching the Kaldorei by surprise and leading to quick victories. At your side, you summon many of your Legion allies to swarm the Kaldorei.

For a good while, you will make headway, conquering Ashenvale and many other Kaldorei strongholds. But then, Xalan will be assassinated, and you will be thrust into the position of leader over all Satyr.

To make matters worse, the Kaldorei have begun to develop ways to stop demon summoning, limiting your recruitment pool massively. The Kaldorei have also unveiled the Worgen, the feral beasts, though barely kept in check by their allies, tearing through your forces like butter.

Each victory from then on will be far harder fought, requiring proper strategy, guile, and even luck. Then, when you begin to make headway again, the Trolls intervene. Led by the Zandalari, they begrudgingly join the Elves in fighting against you, fully aware that your victory could spell doom for Azeroth.

It will all come to a head at Mount Hyjal, where the Kaldorei, the Wild Gods, and the Trolls all prepare to meet you in one last battle to decide the fate of Kalimdor, if not all of Azeroth.

**When the last of the Kaldorei lie defeated, and you have established Satyr dominance over Kalimdor, you receive the following:**

**[The Horned King]**
Your victory has infused your being with power. Not only are you a head taller than your fellow Satyr, but your horns have morphed into those of a stag, a crown fit for a king. A single swipe from your claws will slice a man clad in steel armour in two. Your magical abilities have skyrocketed, rivalling Malfurion and Azshara in power if nothing else. You may grant, or force, depending on the target, the gift of Satyrhood upon a target, their minds remolded to hold iron-clad loyalty to you above all. And finally, all tribal and “evil” groups will look upon you more favourably, with tribes oftentimes submitting the moment you reveal your true horned form to them.

**[The Claws of Ursoc]**
These fist weapons appeared to you one day, wreathed in the power of the Emerald Nightmare, a clear sign of Xavius’s favour. They increase your physical attributes threefold, and each wound left begins to fester immediately. Those slain will have their souls sent directly into the Nightmare, where they are broken and corrupted into your loyal servants, and then reborn as Satyr.

# Satyring Around

## Path 2: The Children of Night:

By the time you realize the Satyr are on the move, they have already taken Night Run. Your foes strike at such a speed that your people have little time to prepare or react.

To make matters worse, the Satyr are opening portals to summon demons of the Legion to help in their conquest. It is around this time that the Highborne, those who sided against Azshara, flee Kalimdor to what will be later known as the Eastern Kingdoms.

But just when things seem darkest, a pair of druids named Belysra Starbreeze and Ralaar come before you and ask for your help in creating the Scythe of Elune, which would allow them to refine the Pack form into the more vicious and powerful Worgen.

During the creation process, you volunteer to be made the first Worgen, and in a surprise twist, you are in perfect control of your instincts, while still retaining the brutal power of a Worgen.

With your new pack at your side, you begin to turn the tide against the Satyr, especially when some of the Wild Gods, namely Godrin, join you in the charge.

Eventually, you manage to drive back the Satyr until they only hold the ruined city of Eldre'thalas, which they have taken over. Though they have mustered what little remains of their forces, it will be a cakewalk compared to the rest of the war.

**When the last of the Satyr has been slain, and you join the howls of your pack, you receive the following:**

**[The First Wolf]**

Even after the war ended, you still feel the Wolf stir within you, eager to tear your foes to shreds. With a thought, you transform into a hulking Worgen, far larger than any that followed. Strong enough to tear an Ogre in two, fast enough to outrun cars, and with senses good enough to track a target across ancient Kalimdor, your form is an Apex predator. A hint of the wolf remains even in your other forms, making all wolves, werewolves, and, naturally, Worgen, feel submissive around you and will often either submit or flee when you arrive.

**[The Scythe of Elune]**

A deadly weapon in its own right, the Scythe enhances any moon or lunar-based spells. But its true value lies in its ability to turn mortals into Worgen, loyal to you alone. And though these Worgen may be more feral in manners (you can turn this part off), they are bound to keep their intelligence and sanity, unless you wish otherwise.

## You Are Not Prepared

**(**Requires **Hunter of Demons)**

You come to atop the Black Temple, where Illidan Stormrage, an old friend and the founder of your order, gives you and your Illidari the task of scouring the world of Mardum for the Sargerite Keystone, while he and his forces remain behind and deal with a set of intruders who've made a mess of his operations in Outland.

Your task is simple in Mardum: You must find the Sargerite Keystone, strike a heavy blow against the Legion, and perhaps the most important of all, ensure all of your forces survive the ordeal. Let not even a single Illidari fall, not here, not now.

Upon your return, Keystone in hand, you will have no more than a few seconds to register the fact that Illidan has been slain, before Maiev Shadowsong's magic freezes you and your forces.

The next time you awaken is within the Vault of the Wardens, where a demonic incursion, courtesy of Gul'dan and the traitorous Cordana Felsong, has broken the bindings of several dangerous beings, and the Wardens, in their desperation, have released you.

You must release the remaining Illidari, capture the beasts currently rampaging across the Vault, and escape.

Once you've escaped and gathered your thoughts, you join the Horde and the Alliance as members of the Legionfall, fighting across Azeroth and the Broken Isles in particular, weakening Legion forces, building up your own, and tracking down Gul'dan, for he has stolen the corpse of Illidan for no doubt nefarious purposes.

Once Gul'dan lies dead, the Pillars of Creation are collected, and Illidan is miraculously returned to life, the final stages of Legionfall begin. You must invade the Tomb of Sargeras and close the portal that churns out endless amounts of demons. When the portal is closed and Kil'jaeden is slain, Illidan brings the broken world of Argus near Azeroth, allowing you to strike at the very heart of the Legion and track down Sargeras himself.

Time to earn your title, Demon Hunter. And Sargeras is the biggest prey there is.

**For bringing about the doom of the Legion, you receive the following:**

**[Demon-Blooded]**
As you discovered on Mardum, your soul is immortal like demons'. Unless slain within the Twisting Nether, you will simply return to life upon your soul returning to your body, or possessing the corpse of another. More than that, you are now able to take on the form of one of three demons: A spiked bulwark, a winged fiend, or a hungering beast of the Void. Finally, you now know the secret of initiating others into Demon Hunters.

**[The Slayer]**
As much a title as it is a moniker, you are the Slayer, the one who can slaughter even the mightiest of demons. Not only do your attacks deal thrice the damage against otherworldly beings, but you also ensure that your targets do the world a courtesy and remain permanently dead, to the point where even resurrection will not work.

**[The Fel Hammer]**
Your base of operation, the Fel Hammer serves as a mobile fortress, able to travel between worlds and locations with the activation of the Keystone deep within. Not only does it allow you to invade your enemies at a moment's notice, but you have also managed to capture a Legion dry dock, where you can build even more ships like this, should you have the resources for it, of course.

**[The Aldrachi Warblades]**
Once the weapons of the mightiest champion of the now extinct Aldrachi, these glaives were wielded by the traitorous Caria Felsoul. After defeating her, you claimed the glaives for yourself. Each wound given, each life taken, heals and empowers you, allowing you to battle near endlessly as long as you have enemies to slay. As well, the wounds left by these blades usually catch on fire, the hunger for battle left by their original wielder still lingering on.

## Suramar Nights

**(**Requires either you or your companion to be a **Nightborne)**

Woe falls upon Suramar, for Grand Magistrix Elisande has sided with the Legion, leading to a civil war between her forces and those of First Arcanist Thalyssra, who opposes Elisande's plans.

Though Thalyssra herself was last seen fleeing wounded into the wilds surrounding Suramar, many of her loyalists still lurk within the city proper, and it is still believed Thalyssra yet lives.

This is a time of turmoil; the fate of the Nightborne hangs in the balance. A balance, which you have a part in deciding.

**Path 1: Gather the Duskwatch**

You are Elisande's trusted commander within the Duskwatch, the main police force and peacekeepers of Suramar. With your second Victoire at your side, it is up to you and your forces to root out Thalyssra and her rebellion.

Though you could easily just crack down on all suspected rebels, perhaps a softer touch is needed. After all, violence and oppression will only lead to further resentment. You need a carrot to go with your stick.

Be it through bribery, seduction, or force, you begin to root out Thalyssra's allies. From Vanthir the innkeeper, to Silgryn the spell-fencer, a street-rat named Arluin, Ly'leth Lunastre, an influential noble. Even Victoire, your second, has her doubts about your cause.

Nonetheless, you root out rebels wherever you find them, until eventually members of the Horde and the Alliance begin to stage an assault upon Suramar itself, while Thalyssra and a select group of champions infiltrate the sewers of the city.

Not only must you deal with the armies besieging the city, you must also deal with Thalyssra and her strike team, who seek to slay Elisande and Gul'dan, enacting a ritual atop the Nighthold. Now, while you have little care for the Orc, slaying your mistress is the last thing you will allow the rebels to do.

So go and enact your duty, Commander.

**For putting down the Nightfallen rebellion and ensuring Elisande remains in power, you receive the following:**

**[The Nightwell]**
A font of incredible power, the Nightwell shines with power not seen in quite a while. Not only is it able to sustain all of Suramar (the kingdom, not the city), but you are able to tap into its reserves to cast an impressive amount of spells with increased power, while also ensuring the Well does not become unstable.

**[The Duskwatch]**
Your fellow warriors, who fought alongside you to safeguard Suramar from the rebels and the Legionfall rabble. More loyal to you than to Elisande at this point, the Duskwatch will be the first to answer your call to arms, battering your foes with spells, before descending upon them with blades.

# Suramar Nights

## Path 2: The Dusk Lily Blooms

Perhaps you were one of Thalyssra's original supporters, perhaps you were a hermit living outside the city. Nonetheless, you found her wounded and led her to Shal'Aran, where the Withered would not approach and where you two would plan the downfall of Elisande.

You will need allies, of course. Both from within and without Suramar. It is up to you to track down the few allies that fled alongside Thalyssra.

Oculeth, the Chief Telemancer, hides within his own laboratory and needs aid in recovering his research.

Arcanist Valtrois wanders the wilds of Suramar, investigating the various ley-lines scattered across the region.

Ly'leth Lunastre, an influential noble with serious issues over Elisande's policies, as well as suspicions about the questionable death of her father.

Valewalker Farodin, the guardian of the Arcan'dor, whose aid you will need should you wish to stave off the withering.

Silgryn, the spell-fencer and one of the guards within Suramar, whose knowledge of the streets will aid you in gaining a further foothold within the city.

Vanthir, a humble innkeeper and a source of hope for the mana-starved citizens in the suburban areas of the city.

Finally, Arluin. A common thief, perhaps, one that demands a high price in the form of mana, but one who knows the streets like the back of his hand.

They, along with perhaps the recently arrived Horde and Alliance, will allow you to wage a war in both shadows and in the open, possibly culminating in you infiltrating the sewers and cutting through the Nighthold, then finally slaying both Elisande and Gul'dan.

There is a large certainty of death and a small chance of success. What are you waiting for, Champion?

**For freeing your people from under the tyranny of Elisande and driving back the Legion, you receive the following:**

**[Arcan'dor]**
Though you may have gained a seed from before, this Arcan'dor is fully grown and mighty, able to bear enough fruit to sustain all of Suramar. Should you plant it in a forest, then over the coming months, it will begin to convert other trees into more Arcan'dor, while also granting you a single **Arcan'dor Seed** per year.

**[The Nightfallen]**
A rag-tag group of rebels, the Nightfallen are those close to Withering, the disgruntled civilians, disillusioned guards, and sympathetic nobles. This force is of little use in an open conflict, but when it comes to infiltration and information gathering, you will find few groups better in either.

# Suramar Nights

## Path 3: Return of the Queen

Elisande, Thalyssra. Both so willing to set brother upon brother, parent against child, all the while begging outsiders for help.

No, you serve neither side, for both are unworthy. Instead, you and you alone serve a far worthier liege: Mavrana Mooncrest, the former Grand Magistrix before Elisande rose to power, and whose disappearance happened under dubious circumstances.

Now she has returned, angry and seething at the state of Suramar, blaming both Elisande and Thalyssra for its current state. She has named you her Herald and has tasked you with aiding her in building a power base and then taking down the two unworthy usurpers.

But first, you must find her crown and the jewels it once held. Not for the magical power, or even for the symbolic value of it. No, your queen merely wishes to reclaim the one piece of her past that still remains.

Once your queen has reclaimed her crown, it is time for you two to get to work, gathering allies and sympathizers among the Nightborne, fighting off both Legion and Legionfall influence, and undermining the power bases of both Elisande and Thalyssra, preferably avoiding large-scale battles to minimize the loss of life.

Mavrana has placed all of her trust in you, Herald. Do not disappoint her.

**For bringing about Queen Mavrana's return and casting down the two unworthy usurpers of her rule, you receive the following:**

**[The Crown of Stars]**
A replica of the crown worn by your new queen, this piece of headwear is adorned with twenty gems, each one filled with more mana than a single mortal could ever spend. Not only does the crown itself sustain and empower you with mana, but you are able to link up to twenty people with these mana reserves, each one benefiting from it without the crown or its jewels losing their magic.

**[The Faithful]**
Surprisingly enough, many of the nobles and common guards flocked under Mavrana's banner, some still remembering the prosperity of her reign, while others merely desired to side with someone other than Elisande or Thalyssra. When it comes to matters of diplomacy and defence, The Faithful prove themselves more than worthy of your patronage.

**Regardless of whatever Path you choose to follow, you receive the following:**

**[Suramar, The Kingdom of Night]**
Battered, bruised, and more than a little beaten up, Suramar stands as a testament to the resilience of your people. The region around the city itself, including a now purified Temple of Elune, is in a far better condition. Perhaps it is time to lead your people out to reclaim what you once lost?

**[The Ley Lines]**
The myriad of ley lines scattered across Suramar have ensured the region is strong with mana, and now they will follow you to future worlds. You may import the ley lines in future worlds, enforcing whatever magic is found in the world. You may designate one region/kingdom where the ley lines are the strongest, making it the best place to cast and learn magic over all.

## Troll Wars

**(**Requires either you or your companion to be a **High/Blood Elf)**

It is the early days of your people, when Quel'Thalas was but a fraction of its future size and might. What land your people have taken once belonged to the Amani, the Forest Trolls. And they want their lands back. Led by their emperor, Jintha, and aided by the Zandalari, the Amani have begun to amass forces to lay siege upon Silvermoon. And you, be it through spywork or sheer luck, have discovered their plans.

Of course, the magisters will not believe your claims, arrogant in their belief in the Arcane. So you will have to prepare on your own at first, evacuating outer villages and dealing with the Troll raiding parties. After all, each dead Troll is one less enemy to be dealt with later.

One of the things you could do to convince the magisters early, before the death toll grows too numerous, is to infiltrate some of the Amani camps and steal their battle plans, perhaps even assassinating some of the Zandalari envoys, thus weakening communications between the two empires.

Eventually, however, your time runs out, and the Trolls lay siege upon Silvermoon itself. To break the siege, you would need something truly powerful, be it one of the fabled Pillars of Creation, one of the Legendary Artifacts used during the War of the Ancients, or something just as destructive.

Should you manage to break the siege, then the Amani will be on the back foot, and you may begin a counterstrike, no doubt backed by the magisters and all of Silvermoon and Quel'Thalas as a whole.

March to Zul'Aman, burn every settlement, slaughter every troll you find, kill every Loa they worship. Give no quarter, for they would not do the same either.

And after Zul'Aman has been razed, all that remains is Jintha'alor, where the remaining Trolls have become desperate, and Hakkar the Soulflayer has been summoned, empowered by all the slaughter committed during the conflict.

It's the final push now, all that remains of the Trolls stand within Jintha'alor. Can you make the distance and bring down an empowered Hakkar?

**By bringing about the doom of the Amani empire and expanding the kingdom of Quel'Thalas beyond its small borders, you receive the following:**

**[Lord-Regent of the Sun]**
For your valour and deeds, King Dath'remar Sunstrider has named you the Lord-Regent of Quel'Thalas. When it comes to tactics and strategy, few are your equals and fewer still your superiors, especially when it comes to guerrilla tactics. More than that, a part of the Sunwell's power has bonded with you, granting you a mana pool equal to a Blue Dragon's.

**[Felo'melorn, the Hand of the King]**
Another boon granted by King Dath'remar, Felo'melorn served as his weapon of choice for many centuries, and he hopes you wield it just as well. Burning with the power of a sun, Felo'melorn cuts through flesh and armour like butter, can be used to cast fire magics (which it empowers further), and is immune to curses and hexes of all kinds.

**[Quel'Thalas, The Kingdom of Dawn]**
Greatly expanded, yet most of the land still unused, the Quel'Thalas you see is far greater than the one seen in another time. With the Amani threat eliminated, the woods are far calmer, and there is a general peace across the kingdom. With you as the probable future king, it would be foolish to leave your future kingdom, or its people for that matter, behind. The Sunwell shines bright, and your people prosper, as it should.

## The Forsaken King

(Requires either you or your companion to be a **Darkfallen**)

The Lich King came, and with him, Death. You were among the brave High Elves who stood against him and, though you might have bought time for civilians to flee, met your end at the other end of Frostmourne alongside Sylvanas and her Farstriders.

Now, it is the end of the Third War, and Arthas' control over the Scourge has faltered so that you, Sylvanas, and a myriad of others have broken free and fled to what was once Lordaeron.

Now the Forsaken need a leader as you hide within the city of Lordaeron and plan your next move. Though many listen to the word of Sylvanas, just as many listen to yours, so it is only natural that you and Sylvanas join together and lead the Forsaken together.

But what road exactly will the two of you lead them on?

### Path 1: The Frozen Throne Calls

All of you remember the deeds done while under Arthas' control. All know the bitter rejection shown by those you knew in life. You are monsters. Why bother hiding it? Why even try for redemption if rejection is all that awaits?

So to hell with it all. You urge Sylvanas, your queen and equal, that there will be no peace with the living, and as long as Arthas remains, your people are not safe in the slightest.

Under normal circumstances, Arthas would be too powerful for your people to defeat. Thankfully, the defeat he suffered at the end of the war means he is weaker than ever, and if you mobilize quickly, you may be able to slay him before he merges with Ner'zhul at the Frozen Throne.

So that is where all of you go, sailing across the sea on boats no doubt taken from now dead sailors, and you land in Northrend. Compared to the Scourge-infested nightmare it would be in the future, the continent is still mostly inhabited by the living, with the Nerubians remaining alive, and even the giant population being in a healthier state.

Even then, your pursuit of Arthas will not be easy, as what Scourge he does command is still a formidable force. Nonetheless, you hunt him down and slay him at the foot of the Frozen Throne.

As Arthas lies before you, the voice of Ner’zhul speaks and beseeches you to don the Helm of Domination and ascend as the Lich King.

And from there, your task is clear: To create a world where the Forsaken may live in peace, you must tear down the world of the living. Secure Northrend first, raise an army of Undead, both mindless and sentient, then bring ruin to all, until only the dead and Undead remain.



**By forging a kingdom of Undead and granting your Forsaken a world free of woes, you receive the following:**

**[The Lich King]**

The monarch of the dead and terror of the living. Your body has been restored to its prime, holding an illusion of life, able to taste food and have children (with each one in a similar condition and predisposed towards either being a Necromancer, Val'kyr, or Death Knight), but you do not need to sleep, nor eat. The cold wind of death and winter heralds your arrival, freezing even the hottest of deserts if you linger in the area for long enough. You receive **Raise The Dead, Runic Master,** and **Throne of Domination** for free in their boosted forms, with any points used refunded in full. You also receive **Frostmourne & Helm of Domination** for free, with any points used prior refunded in full.

**[The Forsaken Scourge]**

The ones who fought alongside you, who died and rose in your name. The Forsaken society is composed in the following way: You and Sylvanas are at the top, your words treated as gospel and law. Below you are the Desolate Council, who ensure your edicts and commands are enforced. Then there are the Death Knights, your military arm and police force. The Val'kyr and Necromancers ensure your numbers remain stable, raising the dead. Below that are the citizens, the people who wish to live in Undeath. Finally, there is the Scourge, the mindless hordes that serve as cannon fodder and tarpits for enemy champions.

**[The World of Undeath]**

Where once Azeroth was a land of vibrant life, now it is gripped in the cold ice of Undeath. Indeed, only undead remain to make a living of sorts, with your foes' corpses either littering the lands or raised as further members of either the Scourge or the Forsaken. Your capital, be it in Northrend, Quel'Thalas, or somewhere else entirely, rivals the Icecrown Citadel of another time in both might and defensibility.

**Path 2: Redemption Blues**

The things you did when controlled by Arthas can never be redeemed, not truly. But that does not mean you cannot strive for redemption regardless.

You do not chase after Arthas; your people need stability, not further war and slaughter. Lordaeron, as they knew it, is gone, burnt and torn down, but perhaps something new can be built from the ashes instead?

You will find few friends among the living, most seeing you as abominations. Perhaps you are, perhaps not. As long as they do not threaten your people, then you are content to leave the living be.

But as you secure the Undercity for your people, the Scarlet Crusade starts to become a problem, the Light mad zealots hunting your people down like animals and attacking the few settlements you have on hand.

In the midst of all this, as you and Sylvanas plan ways to deal with not only the Crusade, but also ways to enforce your borders to ensure none try to invade, a pair of undead approach you.

One of them, Lilian Voss, is the daughter of High Priest Benedictus and desires to help your people in dismantling the Scarlet Crusade entirely.

But it is the other undead who has both yours and Sylvanas' attention: Calia Menethil, the crown princess of Lordaeron, and the sister of the monster who doomed the Forsaken to this existence. Yet, she is not like the others. Her body is whole and infused with Light.

She wishes to help the Forsaken, to hopefully bring them some peace. For in her undeath, she has learnt of a way to infuse others with Light, to grant them a facsimile of life. And now, in exchange for taking her as an advisor, she offers you two this gift of hers.

Feeling intrigued, you volunteer while also telling Sylvanas to kill both you and Calia should this prove to be a trap. When the process is done, you feel… Whole, alive. Yes, your emotions and sense of touch are still somewhat muted, but you are most definitely in a better state than before.

And from there, it doesn't take long before most of the Forsaken have become infused with Light. Not only does this mean the Crusade's main weapon no longer works upon your people, but your numbers can begin to grow - the Light granting the ability to conceive children. Now your people have a future.

But the Crusade still threatens this future, and they must be eliminated. Utilizing the talents of Lilian, Sylvanas, and her Dark Rangers, and whatever power you yourself wield, you must bring down the Scarlet Crusade and secure the lands of what was once Lordaeron entirely.

**When the lands are finally at peace and the Crusade but a bad memory, you receive the following:**

**[Light-Infused]**
You could pass for one of the living, were it not for your still pale skin and golden glowing eyes. You are closer to life than death, able to eat, sleep, and have children, but neither sustenance, rest, nor time has any hold over you. Likewise, you receive **Sunlight** in its boosted form, and any points used will be refunded in full.

**[The Cherished]**
Some say they are called the Cherished due to their connection to the Light, but in truth, they are called that because of you and Sylvanas, who Cherished them when the rest of the world Forsook them. You two are their beloved monarchs, the ones who gave them a future beyond misery and slow oblivion. Though you can infuse those who have died with Light to create more Cherished, the Light-infused state of your people means they can repopulate naturally.

**[Lordaeron, The Phoenix Reborn]**
Though Quel'Thalas still shuns you, you still decided to pay tribute to your heritage by making the sigil of your kingdom a phoenix. All land that was once Lordaeron now falls under your command, with the Undercity acting as your capital and the former Scarlet Monastery serving as a major stronghold in the region.

## Turning The Evolutionary Clock Forward

In hindsight, the conflicts between the Elves and Trolls seem rather silly. Why not bring both peoples together, preferably under your banner?

Some would call your plan diabolical; others would call it brilliant. You are going to ensure that, by the time your time here is over, all Trolls are some manner of Elf. They do not need to be of one of the already existing breeds; in fact, I encourage you to diversify as much as possible.

How you do this is ultimately up to you, but here are a few clues where you could start from:

**The Loa**: The gods of the Trolls hold much influence over their worshippers. Perhaps the key to turning their followers into Elves… is by binding their gods to Elune?

**The Well of Eternity**: It was the exposure to the original Well that saw the Dark Trolls transformed into the first Night Elves. Who is to say the one at Mount Hyjal cannot be used for a similar effect?

**Flesh-Shaping**: The Mogu brought about many races through the use of flesh-shaping. No doubt knowledge of this art can be found within the ruins of their empire. Though perhaps you should figure out a way to make the process painless before using it?

**Titan Artifacts**: The Titans left behind many mysteries and powerful artifacts. One of them could aid you in your task. Perhaps a reworked Curse of Flesh?

**By whatever means, you have managed to bring about the rebirth of the Trolls and Haranir, granting you the following:**

**[The Genefather]**

You became a rather dab hand at this remaking species thing. Whatever you used to convert your ancestors into Elves now follow you into future worlds, allowing you to bring about the births of new species, though you have the easiest time creating Elves due to being so familiar with the process.

**[The Reborn]**

And now your new kindred follow you, possibly making you the mightiest power on Azeroth from a numbers' standpoint. Though memories of their past lives linger, the Reborn have, for the most part, accepted and embraced their new lives and are very, VERY, thankful to you for blessing them this way.

**End Point**

Your time on Azeroth has come to an end. What will you do next?

- **Another Quest / Move On:** You continue on your chain, the lustre of adventure still fresh in your mind.

- **You Feel Rested / Stay:** You've fought and bled for this world, and you wish to enjoy the fruits of your labour. You stay here, and your chain ends.

- **Homecoming / Return Home:** This has been enough excitement for you, and you wish to go home. Your chain ends, and you return home with all you have gained so far.



**Notes**

- **You may skip the time requirement for the Scenarios if you are Ageless/Immortal and have taken the Time Extender enough times to stay past the original time of the event(s). Or maybe the Bronze Dragons helped you?**

- **You may skip the race requirement for the Scenarios if you have a shapeshifting ability or taken "Greater Visage" from the Dragonflight Jump**

- **Scenarios that create conflicting or alternative timelines can be taken, either because you can travel through time and space yourself, or because you have a Bronze/Infinite companion or friend who'll give you a ride to where you are needed. Basically, fanwank it.**

- **The Dimensional Ship item can have as large a crew as you think it needs. I'm bad with numbers.**

- **The boosted form of The Missing Link basically gives you access to the main traits of sub-races related to you. In the case of Elves and other WoW player races, this gives access to the Racial Traits that are Not learned, but inherited. Outside of that, you'll have to improvise.**

- **Neither Void Gods nor Naaru can destroy planets, but they can rampage across one until it is consumed by either the Void or the Light if they are not defeated first.**