You stand before the Throne of Elements, unable to tell if you are actually there or if this is merely a dream or a memory.

Then, a voice speaks to you.

"You. Chosen."

It speaks directly into your mind, leaving you rattled and weak at the knees.

"The Orcs. Lost, broken, vulnerable."

Images flash in your mind, of tusked humanoids in shades of brown and green.
"Help. Them."

The voice, broken it may be, pleads to you. Perhaps out of curiosity, you agree, and a warmth fills your mind.

"Good. Here. 1000 Points. Save. Them."

And then, your mind blanks as a parade of stars begins to dance about you.

Drawbacks
Time
Location
Clan
Corruption
General Perks
Frostwolf Perks
Warsong Perks
Blackrock Perks
Bleeding Hollow Perks
Shattered Hand Perks
Thunderlord Perks
Shadowmoon Perks
Dragonmaw perks
Burning Blade Perks
Laughing Skull Perks
Stormreaver Perks
Items
Companions
Scenarios
End Point
Notes

Drawbacks

Supplement Mode
(+0 OP)
As you wish. You merely glance into Azeroth, copying the form of an Orc 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 OP)
Perhaps you wish to mantle another? You may take the role of a figure of some importance for the duration of your time here.

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

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

Time Extension
(+100 OP)
A decade can pass by in the blink of an eye if one is not careful. Should you wish to spend more time in these lands, then I shall extend it for 10 years each time this is taken. Though I will only compensate for 10 times, after that you will merely do so for your own amusement. I hope you have a way of prolonging your life, Orcs seem to rarely live past 60 years.

Talk like a Peon
(+100 OP)
Perhaps you have hit your head, or maybe you are committed to a poor joke. Your speech is rather broken, always sounding like a Peon. While your mind still works and thinks like normal, you will keep talking like this until your time here ends.

Lost Warehouse
(+200 OP)
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
(+200 OP)
You lose access to all outside powers, magics and any perks that can be understood as supernatural. You must learn the local ways if you wish to thrive here.

Looking For Group
(+200 OP)
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.

To Be Zug
(+200 OP, Cannot be taken with **Talk Like A Peon**)
Your mind has been damaged. Now the only word you can speak is the famous Zug-Zug. While you still think normally, your words and writing will be some version of Zug-Zug. And should someone try to read your mind, they would only hear your thoughts at Zug-Zug.

Goren Troubles
(+200 OP)
A reptilian species native to Draenor, the Goren are known for being troublemakers and for their hunger for metals, ores, and Elementals. Through some means, you now have a colony of these beings after you. While alone they are rather easy to deal with, they are known for traveling in groups. Should you exist during the time after Draenor became Outland, it would seem the Goren did survive through this drawback. Should you manage to survive for your time here and somehow make peace with the colony, you may take it with you on your adventures.

Portents of Doom
(+200 OP)
Like Ner'zhul, you are haunted by thoughts and visions of death for both you and your people, and have painted a skull on your face. In general, you are a rather grim and pessimistic individual, capable of living yet finding little of it actually enjoyable, for you have seen the end approaching and know there is little you can do to change it.

"I Will Give Anything Or Pay Any Price..."
(+200 OP)
Arthas Menethil's Destiny will always come to path as there *always must be a Lich King*, he will find his way to Northrend, and he will lay his hand upon Frostmourne, circumstances may change, but the outcome will not, and he will reach that point no matter what in a similar time to what happened in an unaltered timeline. Why does it matter to you, you ask? Because the reason for him to take up the Frostmourne will be you and your actions, his hatred for Mal'ganis will be eclipsed by either hatred or fear of you, and he will lay down any number of bodies and step over any comrade to see you downed.

Should you have taken **Atop The Frozen Throne** then instead of the Frostmourne and the Lich King, it is Xe'ra and an artifact of hers that will call to Arthas. Instead of a Lich King, there would be a zealous Crusader infused with Light, seeking the death of both yourself and that of all he deems as evil.

The Pale
(+200 / 400 OP)
The wretched Pale Orcs, mutated, scrawny outcasts tormented by visions of the Void and driven away by the other Clans. It would seem you are counted among them. For 200 points your body is that of a Pale Orc, lanky and pale almost white skin, glowing blue veins and similarly glowing eyes. You will be shunned by other Orcs as an abomination. For 400 points, you will also be haunted by visions sent by the Void, which will drive you mad should your mental fortitude be lacking, or you do not find a way to rid yourself of them. Should you so wish, then at the end of the jump, this becomes an alternate form without the visions.

"Blood and Thunder!"
(+200 / 400 OP)
Retreat is not allowed, you will never run nor accept defeat and in any battle with the enemy you fight for Victory or Death and nothing will dissuade you from such a notion. Normally, this Drawback won't cover Duels of Honor or

sparring and such similar encounters and only cover actual enemies, but for an additional **200 OP** any confrontation and argument you enter will be a battle for you, and you will never surrender and will only accept Victory or Death. Be it a sparring match or a thumb-wrestling contest, *till Death claims you, the battle will never end until Victory*!

"Ready to work."

(+300 OP)

Wide of shoulder, bent of back and of both lazy and cowardly demeanor, you are now a Peon. Other Orcs will look down upon you, thinking you a disgrace. Should you try to avoid hard labor, you will be punished with blackjacks. While in large groups you can muster the courage to fight back, alone you will go weak at the knees and will either cower in fear or run as fast as your legs can carry you. As an additional downside, all of your Perks and Abilities that bolster your appearance and Charisma are disabled for such purposes for the duration of the Jump. Your speech will also sound broken in comparison to others, stupidity or a genuine lack of knowledge in language, who can say? Remember, Work-Work for Something Needs Doing.

Son of Nath

(+300 OP)

The Mok'nathal are a poor lot. Shunned by the Orcs for being half-ogre and hated by the Ogres too dumb to recognise them as their own. You are now one of these unfortunate hybrids, nearly as tall as an Ogre with strength to match and armed with the mind of an Orc. Unfortunately, you have also inherited the stigma attached with it, being mistrusted by strangers from the moment they hear of you and only through hard work can you prove yourself to them. At the end of the jump, this becomes an alternate form.

Betrayal Magnet

(+400/+600 OP)

You seem to invite betrayal like it is a close friend. Be it a new ally planning on selling you out to your mutual enemy, a trusted advisor who thinks they should be in charge or a loved one concerned about the path you have taken, betrayal can and will come unexpectedly from a variety of sources. And for an additional **200 OP** this also now applies to your Companions, they will be betrayed and will face the same difficulties as you do and will be in the same amount of danger as you. The latter can only be taken if you have more than two Companions.

"My Dark Shaman Have Twisted And Tortured The Elements For Miles Around"

(+400 OP)

Your presence alone is now an anathema to Spirits and any who call upon them will feel the same towards you, Elements now are your enemies and so are those who bear a connection to them. The path you are walking is now one of hatred as the ground beneath your feet carries a grudge against you and those around you will seek your death and Elements will come to them with vigor and eagerly provide them with means to match you. *Take notice*.

The Red Pox

(+400 / +600 OP)

An artificial disease created by the Gorian empire, then later utilised by Gul'dan, the Red Pox causes red pustules to form on the body which seep a watery red fluid, along with the infected vomiting blood regularly. Now it would seem you have been infected with this foul disease. This strain can not be spread to others, and it alone will not kill you, but you will still remain in constant agony. Should you manage to somehow cure it, the Pox will sprout back within a few months just as fiercely. For 200 additional points, the Pox now spreads like wildfire to all who are not specifically prepared against it. Expect to be either hunted down and killed, or to be forced into permanent quarantine.

The Whispers

(+400 OP)

The Void has latched itself to your mind, filling it with visions and voices of unearthly nature. Though faint and occurring in short bursts at first, they will become more intense as time passes, and you delve deeper into the secrets of the Void. Should you have taken the upgraded **The Pale** Drawback, then the visions will become so strong that it becomes hard to distinguish reality from illusion.

The Ashes of Goria

(+600 OP)

Goria was the ancient empire of the Ogres, brought down by the fury of the Elements summoned by your kind. Now it would seem an Ogre mage seeks to bring about its return, and he has deemed you to be his greatest obstacle. It will begin subtly, with an assassin here or there. But with each failure, he will become far more obvious and blunt about killing you, until he will declare all out war and bring forth a mighty Ogre army capable of rivaling the Horde or

the Alliance in size. The only way to put a stop to this, is by slaying the Ogre in charge.

Slave of Mannoroth

(+600 OP)

Be it through a spell or by ingesting his blood, you have been enslaved by Mannoroth. He will take a rather active interest in your affairs, forcing you to commit all manner of atrocities and actions that benefit both him and the Burning Legion. You must find a way to break free and preferably end the Demon who has tormented you so. In addition, as long as the Demon lives you feel the craving for the Demon Blood, *Mannoroth's Demon Blood*, and the addiction cannot be fought off by Perks and such as only your own Will can become the foundation of resistance within the confines of your mind. Any Perks or Abilities that can help you resist the call off the Blood are disabled for the purpose of this Drawback and will only return when the Mannoroth dies and your addiction fades. Otherwise, you will continue as his unwitting slave until you die, and your chain will end.

Bound in Ice

(+600 OP)

You must have angered Kil'jaeden for this to happen. Like Ner'zhul, your physical body has been destroyed, and your soul has been imprisoned in a set of armor encased in ice, then thrown near your chosen starting location. Should you possess Magic, you may communicate telepathically with others and should someone don your armor you can possess them. But otherwise, you are stuck and without sensation. As an additional penalty any Magic and Abilities for movement like Teleportation or Flight and such is disabled unless you're possessing someone who has a form of mobility of some kind. The only leeway is that you can Import your own Armor into the role of your new prison, you will still be in control of the benefits it grants the one who will wear it.

Ner'zhul's Luck

(+1000 OP)

Once a beloved and trusted leader of his tribe, Ner'zhul would be slowly tormented, manipulated and corrupted by forces far more cunning than he, resulting in his very spirit shattering by the end of it all. Now all manner of malicious entities will seek to manipulate you, leading you down a dark path of torment and suffering. You are unfortunately more oblivious to these than usual, not finding it suspicious should a spirit appear and command you to commit genocide against an allied people. Even outside of that, events will

conspire to force you down destructive paths, with every step taken a battle of wills, wits and grit just to survive.

Picking Flowers
(+1000 OP)
By taking this, you have become the only known member of the Flowerpicker clan. To the rest of Orckind you are a stranger and will be treated as either silly or insane should you introduce yourself as a member of this clan. You receive no discounts for perks.

Time

The Fall of Apexis - 1,200 BDP
The Arakkoan Empire of Apexis has fallen thanks to a civil war and the Ogron will for a time become the apex civilization, spreading fear amongst both the Ogres and Orcs. Your kind live within caves in Gorgrond, your numbers a far cry from what they one day will be. This is not yet the time of the Orcs, unless you decide to change things early.

The First Steps - 800 BDP
The Ogres have long since rebelled and usurped the Ogrons, forming the Gorian Empire and giving your people breathing room and the chance to settle above ground since the birth of your kind. Soon enough you will scatter, for Gorgrond cannot sustain all of you. To the corners of Draenor you will spread and form the many clans we know today. It will be around this time that the Shadowmoon clan discovers the Throne of the Elements and are taught the arts of Shamanism, which eventually spreads to most other clans as well.

The Gorian War - 403 BDP
Until now, the Gorian Empire was content to treat your kind as pebbles, not worth the attention. That is, until Imperator Molokk witnessed your kind's control over the Elements and a desire to do the same awoke within him. What follows are a series of events which leads to the Throne of the Elements being destroyed, the Elements being thrown out of balance, your scattered clans uniting as an army, the Ogres releasing the Red Pox for the first time and all of it culminating in your Shamans unleashing the full fury of the Elements upon the capital city of Goria, reducing it to little more than ash consumed by the sea.

The Last Genesaur - 300 BDP

A time of relative peace, little of note is known of this era bar the banning of the Void amongst the Shadowmoon clan and the last recorded birth of a Genesaur for the next 300 years.

The Exiles Come - 200 BDP

From the sky came the Genedar, crash landing in the lands of Nagrand. From within came the Draenei, who quickly began to carve their own place on Draenor. Genedar would lose its luster and be overtaken by stone, becoming known as Oshu'gun to the Orcs, a holy place where spirits would go upon death. The Draenei and Orcs will remain cordial but aloof neighbors, with little interaction beyond trade.

The Fall of Draenor - 12 - 1 BDP

It will begin with the Legion's discovery of Draenor. From there, the wretched runt of an Orc, Gul'dan is seduced by the promises of power by Kil'jaeden. What follows will see the genocide of the Draenei, the Fel corruption of both the Orcs and Draenor, before finally culminating in the opening of the Dark Portal and the beginning of the First War.

The First War - 0 ADP

The Horde has invaded Azeroth and, through the manipulations of Medvih and Gul'dan, will carve a bloody path across the southern parts of the Eastern Kingdoms. Upon the death of Medvih at the hands of Anduin Lothar and Khadgar, Gul'dan's machinations come to light, allowing Orgrim Doomhammer to challenge Warchief Blackhand into a mak'gora, which results in the latter's death. From there, Orgrim would lead the Horde to successfully conquer Stormwind, leading the few survivors to flee to Lordaeron.

The Second War - 5 ADP

The Alliance of Lordaeron, formed of the humans, dwarves, gnomes, and the High Elves, has formed as a result of the Orcish Horde. At the same time, Alexstraza and many of her brood have been enslaved by the Dragonmaw clan, forcing many of them to serve as their mounts. The war will end upon the destruction of the Dark Portal, leading to the loss of morale with the remaining Orcs on Azeroth and their imprisonment within internment camps, while the Orcs on Draenor would conduct a destructive ritual leading to the world's destruction.

The Exodus - 20 ADP

Thrall, the unknowing son of Chieftain Durotan of the Frostwolves, breaks free from his slavery and begins the unification of all Orcs he can find, before leading them on an Exodus across the sea towards Kalimdor. During this journey, the newly formed Horde gathers many allies, including the Darkspear Trolls and the Tauren. The events will culminate with the severing of the blood curse of Mannoroth at the cost of Grommash Hellscream's life and the fight against Archimonde and his pawns at Mount Hyjal.

The World of Warcraft - 25 ADP

The Horde has carved itself a home in Orgrimmar, but peace is yet a distant dream. Be it the Warlocks conspiring within, or the external threats such as the Alliance, there will be many threats coming for you and yours. Are you prepared?

The Iron Horde - 4 BDP

Garrosh Hellscream, the son of Grommash Hellscream, has been brought back in time to before the Orcs consumed the blood of Mannoroth. Changing the course of events, Garrosh will inspire his father to form the Iron Horde, with the intent of first conquering Draenor and then invading Azeroth through a Dark Portal of their own.

The Tyranny of Light - 30 ADP

The Iron Horde fell and for a time there was peace. Yet now Draenor is dying, be it because of the Naaru and their Light or the absence of the Evergrowth, this has driven the Draenei to fanaticism, and they have begun to forcibly either convert or slay the Orcs, blaming them for the world’s state.

Location

Alterac Valley

A highly contested region for both the Horde and the Alliance, it is here that the once exiled Frostwolf clan makes their home in Frostwolf Village.

Warsong Hold

A settlement only built during the war against the Lich King, it would be here that Garrosh Hellscream would plot the Horde campaign against both the Scourge and the Alliance.

Durotar

The new home for the Orcs and the Horde in general, it is here that your capital of Orgrimmar is located. To the south there is the Valley of Trials, where the young may prove themselves worthy and off the coast are the Echo Isles, where the Darkspears reside.

Hellfire Peninsula

Once known as the Tanaan Jungle, the Peninsula is dry and full of demons and Fel orcs. The only settlements here worth mentioning are Thrallmar controlled by the Horde, the Hellfire Citadel controlled by the Fel orcs and the Honor Hold held by the Alliance. In the distance, you can see the Dark Portal looming.

Zangarmarsh

Once known as the Zangar Sea, Zangarmarsh is an alien forest of giant blue mushrooms and deep lakes. Few settlements exist here beyond Sporeggar and the multitude of Lost One villages.

Nagrand

Known as the Land of Winds, it is perhaps the closest to its original appearance, sans the floating mountains. You will find the Throne of the Elements here, where the few straggling Elementals reside. Nearby is the orcish settlement of Garadar, where the Mag'har orcs make their home. To the east and south you will find the Broken cities of Telaar and Halaa and in the north lies the ruins of the Laughing Skull Village.

Terokkar Forest

A fusion of Talador and the Spires of Arak, it is a region of tall spiraling trees where the last of the Arakkoa make their homes. To the east lies the Bone Wastes and the ruins of Auchindoun at its center. Shattrath City stands north of Auchindoun and is now treated as neutral ground by the people of Outland.

Shadowmoon Valley

Once a verdant plain and the home of the Shadowmoon clan, it is now a Fel consumed hellscape. A small coven of Arakkoa are attempting to summon what seems to be a weak Old God, there is a small population of Netherwing Dragons flying about and in the distance lies the former Temple of Karabor, now simply known as the Black Temple.

Blade's Edge Mountains
The result of Frostfire Ridge and Gorgrond fusing together, this devilish mountain hides many a secret, including the last remaining tribe of Mok'nathal. These mountains are ruled by Gruul the Dragonslayer, one of the last Gronn found in the world.

Netherstorm
Once the island of Farahlon, it is now a collection of large fragments barely holding together and slowly crumbling into the Twisting Nether. The Ethereals have set up several outposts or taken over former Draenei settlements. In addition, there are few domes that contain small pockets of both fauna and flora now mostly gone or mutated from Outland.

The Draenor of another time
Perhaps this is Draenor before the Fel corruption, perhaps this is the Draenor of the alternative timeline where Garrosh intervened. Whatever the case, this is a Draenor in its prime, where Orcs were yet brown of skin, the Magnaron yet roamed the lands and the Draenei and Orcs held a tentative peace.

Clan

Most Orcs belong to a clan. While there were countless clans during the olden days of Draenor, they were whittled down as Gul'dan's machinations began to unfold. Tell me, which clan do you claim to descend from?

Frostwolf
Children of Frostfire Ridge and one of the few clans who rejected the blood of Mannoroth, your clan is known for their bonds with all manner of canines, excellent fighting prowess and the willingness to adapt to their environment.

Warsong

A nomadic clan known for venerating war. Your clan rides on massive wolves to battle, while heralded by song and music. You are warriors, one and all, often to the point of hindrance when it comes to politics.

Blackrock

Hailing from Gorgrond, your clan is known for their skills in smithing and metalworking. Instead of the standard brown your skin may appear a shade of grey or even coal-black and even should you have partaken in Demon blood your skin will appear more grayish than most.

Bleeding Hollow

Savage and superstitious, your clan hailed from the Tanaan Jungle before its transformation into the Hellfire Peninsula. While the Shadowmoon clan is the most spiritual of the clans, yours are well known for their blood magic, able to turn orcs into hulking berserkers or for some more nefarious deeds.

Shattered hand

Formed from the former slaves of Ogres, your clan is known for their sado-masochistic tendencies and their brutal rite of maiming then severing one of their hands. Your skin appears ashen grey, while one of your arms ends in either a stump or a bladed weapon of some manner.

Thunderlord

Hailing from Frostfire Ridge, your clan is known for their hunting skills. But they do not prefer your usual wolves, bears or elekk. No, your clan hunts the most dangerous prey, be it the rylakks flying in the sky, or the mighty Magnaron and Gronn that rumble the earth.

Shadowmoon

Spiritual and shamanistic, your clan is often considered the spiritual leaders among the Orcs. Though your connection to the elements has others pale in

comparison, you also bear a disturbing affinity to the Void. Perhaps there is some truth to the tales about the Dark Star after all.

Dragonmaw

Yours is a clan well known for hunting and taming the beasts of the sky. In the olden days of Draenor your clan tamed the Rylakks that flew over the skies of Gorgrond and Frostfire Ridge and upon your arrival to Azeroth, you became adept hunters of the apex predators of these lands: Dragons. Curiously, your clan is known for often having grey skin and glowing yellow eyes.

Burning Blade

A clan of mostly Demon worshippers, your clan is most well known for their Blademasters, warriors skilled enough to leave after-images as they moved, living blenders when they held blades. Indeed, your clan excels with bladed weaponry and bears an affinity for fire magics as well.

Laughing Skull

A clan of maniacs according to other clans, you and yours laugh at death, hiding your faces under skull masks and chortling whenever you collect the humerus bones of your enemies. Brutal, yet bearing a fondness for assassination, you are the brutal blade appearing from both the front and behind.

Stormreaver

A more hated and vile clan you will struggle to find, your clan was formed by Gul'dan to act as his enforcers. You bear a strong affinity for Fel magics, and all Demons will be at the very least willing to hear you out.

Twilight's Hammer

A nihilistic cult obsessed with the end of the world and existence itself, your clan was formed by the Ogre Cho'gall and will in the coming decades evolve into a world spanning cult. Though mainly populated by a few Ogres and Pale Orcs, you may be a normal Orc instead. Whatever the case may be, you must take **The Whispers** Drawback, though you may keep the points gained.

Jumper Clan

Perhaps you would prefer to forge your own path all together? Choose a name and a general appearance for your clan. Perhaps you tend to have grey skin and red eyes, or maybe your clan is mostly, or fully of a single gender? As well, you do not have a perk tree of your own. Instead, you may discount two perks for each tier from any of the other clan trees.

Corruption

The foul mark of demons. Many of your kind have or will partake in the blood of Mannoroth, turning their skins green and fueling their bloodlust to abhorrent levels. Tell me, did you partake in this as well?

Mag'har

Meaning Uncorrupted in the Orcish tongue, you retain your original skin color and lack the enhanced lust for blood brought on by Demon blood. You are closer to the spirits and seem to have developed a resistance to corruptive effects.

Blooded

The most common type of Orc, your skin is a shade of green and your temper is easier to set off. Your strength, endurance, and skill with both melee weapons and Fel magic is superior to your Mag'har cousins.

Infused

You have partaken in Demon blood more than most. Your skin is either a bright red or dark grey with black carapace, enlarged fangs, spikes and glowing veins, possibly altering your body even further. You are strong enough to stop a rushing Tauren in their tracks and your skills with melee weapons leave you a whirlwind of death. This is offset by your near-uncontrollable bloodlust and desire for violence, possibly even reducing your intelligence.

General Perks

Form of an Orc

(Free)

Whatever else you may choose here, at the bottom of it all you are an Orc. Taller and stronger than humans, your form is a mixture of the brutal and savage. All Orcs adhere to some form of honor code, though it varies heavily between each clan. As long as you follow your own code, you receive a small boost to your abilities.

Cactus Cooking

(100 OP)

Galgar, the cook residing in the Valley of Trials, is well known for his cactus apple surprise, a type of pie well-loved by many a young Orc and Troll. You

are a competent cook, good enough to feed a small army. But your abilities truly shine when it comes to a single fruit of your choice, be it the cactus apple, a pineapple, or a watermelon. You know how to cook this into foods and desserts that leave people drooling at the mere mention of them.

Ancestral Call

(100 OP, Exclusive to Mag'har)

You share a strong bond with your ancestors, allowing you to invoke them for advice and for them to empower you for a short while. Through a small ritual, you may call forth an ancestor of yours, and you can then converse with them. But just as well, you may ask them for aid, and they will empower you for the period of five minutes, increasing your foremost attributes. A warrior would strike harder and endure more blows, while a mage would feel their magic flow faster and harder.

Blood Fury

(100 OP, Exclusive to Blooded)

While it forever marred your skin a shade of green, the demon blood coursing through your veins does offer some benefit. At will, you may cause the demon blood to ignite, entering a state known as Blood Fury, in which your strikes deal double the damage and your sense of pain is dulled. This is somewhat tiring, so you must wait an hour between uses.

Violent Streak

(100 OP, Exclusive to Infused)

Your mind is barely coherent because of the demon blood, your force of will keeping some resemblance of sanity. But if you let go, you will be a horror on the battlefield. You can enter a state of murderous rampage, where each of your strikes deals more damage, you move faster and your sense of pain disappears altogether. However, exiting this state requires a strong will and should you run out of enemies to kill, you will all but certainly turn on your allies.

Compatible Company

(200 OP)

It has been shown time and time again how compatible Orcs are with other species when it comes to mating. More than that, they always seem to repopulate rather quickly. Whatever pregnancies you cause or have will last far less time than previously, a third of normal period by default but can be improved with the right partner, with the amount of children born being up to

you, but by default being twins. You also can decide which traits and gender are inherited from you or your partner, by default they are the best of both sides, but the child will be more Orc than anything else. As well, you can interbreed with other species as long as they can be impregnated by you in some way.

Zug Zug
(200 OP)
You will be the envy of all Peons with this. When it comes to hard, backbreaking labor, you excel in it. You could carry enough logs to crush an Elekk with little difficulty, any project you take part in seems to be finished far faster and with fewer materials without the quality suffering in the process.

Pillage
(200 OP, Requires **Zug Zug**)
Any structure you or your forces destroy or disassemble or bring down in any other way now yields half of all the materials that went into its construction back to you, allowing you to literally replenish your resources as you raze the enemy's bases and villages to the ground. *Who needs to harvest resources when plundering can deliver them to you*?

Shamanistic Origins
(200 OP)
Before Gul'dan and the Legion, the Orcs were known for their shamanistic practices. You have taken steps on this path of balance, having formed a contract with a medium powered Elemental and are therefore able to utilise their power. With time, effort and by contracting other Elementals your power and control will increase.

Axe Business
(200 OP)
The axe is a warrior's weapon, enough blade and haft for powerful and precise strikes. An Orc without an axe often looks foolish, one who cannot use it even more so. Your mastery of axes grants you speed and precision, chopping both trees and people apart faster than a normal eye can see.

Lok-tar Ogar!
(200 OP, Requires **Axe Business**)
Orcs are strong, Orcs know the *Honor of the Battlefield*, and Orc will die *Bloodied and Broken but Unbowed*. You now embody such an Ideal of Orcish

Race. When in combat, you no longer tire and only the most grievous of wounds will hamper your performance. You will fight, and you will continue fighting till death claims you, you will rest only when Victory is achieved or when you depart to be with the Ancestors! *Lok-tar ogar! Victory or Death!*

"You Think You Have Won?!"

(200 OP, Requires **Ancestral Call**, Discounted with **The Warchief**)

"You are BLIND. I WILL FORCE YOUR EYES OPEN." Your loss will not occur as Victory is the only outcome that you will accept, and so if falling in battle is something that threatens you, then you can reach deep into yourself and call upon the strength of an Orc that refuses to surrender. Once per year during battle, if you receive a mortal wound you can call upon your well of innate power and restore yourself to full Health and Stamina, allowing you to come back from the brink of defeat and back to the perfect fighting form. This Perk can be triggered only during battle, and it does not restore your Mana, but it does cure you of any Negative Effects such as Poison and Curses and such, *use it wisely*.

We Are The HORDE!

(400 OP, Requires **Compatible Company**, Discounted with **The Warchief**)

Your Horde will grow, *it must grow*, so all those under your command now benefit from the fertility, virility and improved pregnancy and birth rates from **Compatible Company** as long as one of the partners is an Orc or has a blood of one flowing through their veins. You will have control over the Traits and genders of all spawns, can set conditions and certain rules of application so you don't have to worry about the improper progeny being born. You will also benefit from it as the pregnancies you cause now default to quintuplets as a minimal number of spawns, and the pregnancy now is a tenth of normal length at maximum and can be improved with suitable partners. After all, *"We are the Orcish Horde, the True Horde."*, so says Garrosh Hellscream!

Ritual Tool

(400 OP)

For whatever reason, Orcs and their bodies seem to hold innate properties useful for magic and rituals, be it the infamous Skull of Gul'dan or even their blood. Your body parts work as reagents, surpassing all but the most exotic of ingredients. Be it your blood used for a sacrifice, your bones to create a weapon rivaling Gorehowl or even your Soul reinforcing a construct far beyond its construction materials.

Mak'gora
(400 OP)
The sacred duel of honor practiced by both Orcs and Ogres, it is often used to settle disputes or to attain a leadership position. You may now declare a Mak'gora against another, even if they are not an Orc or of the Horde. Upon challenging them, you define the limits of what is allowed, restricting the usage of weapons, armor, and magic as seen fit as well as what the winner will obtain. Both sides are bound by these rules until the end of the duel, and whoever loses will honor the agreement. Any interference from outside sources will be denied and stopped, those who will try will fail, so the fairness of the duel will be assured, *for a certain definition of it*. Should this be declared during a large battle, all other combat ceases in anticipation of your battle.

We Will Never Be Slaves!
(600 OP)
Thanks to your force of will, a quirk in biology or some other factor, you seem to be all but immune to corruption and temptation leading to such. You would cast aside the demon blood offered, the whispers of the Void promising power. You will never be a slave, least of all to other beings. And in your defiance your charisma grows, able to gather vast armies in weeks. In a final twist, this perk is spread among those who follow you, ensuring they will not betray you in a moment of weakness.

But We Will Be Conquerors!
(600 OP)
Your blood boils and the songs of conquest fill your ears. Your actual tactical abilities increase, just about surpassing the famed Pandaren strategist Shun Zhu. But it is with your victories that this perk truly shines. With each victory your fame spreads and with each victory, your own soldiers grow in skill and power and their loyalty and fervor to both you and your cause skyrockets. But you are not excluded from it as with each Victory you permanently grow stronger, a tiny piece, a grain of sand when compared to the vast mountains but the more Victories you accumulate the sand grain grows and the more powerful and numerous the forces you overcome the more grains you gain. Even your forces gain such benefits, one-hundredth of what you accumulate but with the armies clashing and Worlds burning around you even a single sand grain at a time you will soon carry a desert's worth. The growth cannot be directed and overall covers your physical and Magical prowess and the accumulated increase in gains resets upon a Defeat, *so do not suffer any*! The

more acclaimed you are, the more people will seek to flock under your banner and in time, the steps of your army will shake the mountains themselves.

A Higher Power
(600 OP)
The Elements, Kil'jaeden, Archimonde, the Darkstar. Orcs have a habit of attracting beings of immense power and making contracts with such. And now you too have made a contract with such a power. They have granted you knowledge of how to mold their power and indeed your power is great, rivaling the likes of Gul'dan, Khadgar and Medivh, being more likely to run out of enemies than out of mana. Through this perk, you also ensure you will at all times produce the maximum amount of Faith required for your contractor, ensuring you do not need to keep sacrificing the Souls of infants just to keep a measly bit of power with you.

The Warchief
(600 OP | Capstone Booster)
In potential if not in actual position, you are the pinnacle of an Orc in body and mind, and will remain as such for any new Race in any future worlds you venture into. Be it in calling the spirits, rallying your fellow Orcs, wielding magics or slaying giants, you are above others. Indeed, should you wish to take over your clan, there would be many who would support your endeavor.

Frostwolf Perks

Discounted for Frostwolves, 100 OP perks are free

Born of Frost
(100 OP)
Frostfire Ridge is a rather harsh place, where the weather can kill you just as easily as the wildlife. With this, the former will be a thing of the past. You could wander through a frozen tundra in clothing meant for the hot tropics and be fine regardless.

Wolves for Days
(100 OP)
The Frostwolf clan gets its name from the creatures of the same name that wander Frostfire. Each clan member is sent out to tame and bond with one, with the wolf often becoming a lifelong friend and companion. You have an affinity for canines in general, able to bond, raise and understand them.

What We Leave Behind
(200 OP)
Thrall inherited two things from his father, his piercing blue eyes and his strong and honorable will. Though his skin remained green, his own children seem to be free of the Fel taint entirely. Now you can choose to pass onto your children only your good qualities. Be it your affinity for magic, your looks, or even way of thinking. They will still be their own person, but they will carry something that will have those closest to you be reminded of you. If you feel like being a bit mischievous, you may also have the child inherit your less fine qualities, such as a violent temper or your less than pleasant looks.

Affinity For The World
(200 OP)
Both Thrall and Drek'thar are well known for their connection to the Elements and the Frostwolves hold onto the philosophy of adapting to nature, instead of fighting it. The Elements answer your call more willingly, lending you their power when called. In addition, most forms of wildlife seem content to leave you be as long as you do the same to them.

The Lone Wolf Dies
(400 OP)
But the pack survives. Be it with your clan or trusted wolf, as long as you fight alongside friends and family, your coordination and ability increases. And should it ever come time to sacrifice yourself to protect them, you are overcome with unearthly vigor, ensuring that whatever force you must hold back or slay will not harm those you fight for. This also ensures that your sacrifice will not be in vain or for nothing.

Strange Life
(600 OP)
Thrall has led a strange life. From the son of a respected chieftain raised in slavery, to freeing his people and creating the Horde, to all the way to claiming the title of Earth-Warder temporarily. And now you seem to share this strangeness. The world greases wheels so whatever goal you strive towards will succeed, be it in leading a revolution or to merely pass an exam with flying colors. On the way you may meet people who will become loyal friends and family and may even run into strong artifacts that you are compatible with.

[Boosted]: Now you need not even go out looking for something. The world seems to be obsessed with you getting entangled with major events. Going out shopping could result in you being recruited for a revolutionary war against a global power and quickly rising to the position of a leader. Or, walking your dog could end with you assuming the mantle of a minor deity and protecting the world from an ancient evil. Your life is strange, but you can disable this if you wish for some peace and quiet.

He Spoke
(600 OP)
The early days of the Horde were turbulent, with races that held different values and world views kept together largely thanks to the steadfast leadership of Thrall. You can bring together vastly different people and strangers, not only able to forge them into a cohesive whole, but also ensuring there is little clashing between the groups and that the entire thing will not shatter the moment you depart for whatever reason.

[Boosted]: And now you can include those who hold serious enmity between them. You have a knack for holding public speeches and for the matters of diplomacy. It would not be out of the question for you to broker a lasting peace between the first Horde and the Alliance of Lordaeron for when you speak, they listen.

Warsong Perks

Discounted for Warsong, 100 OP perks are free

Warrior True
(100 OP)
The Warsong venerate war, so it would be only natural that they are some of the best warriors among Orcs. Your body is well-trained and honed, far stronger and agile compared to most Orcs. You have a basic understanding of most types of weapons and hand-to-hand combat, ensuring you will never be caught off guard by enemies.

Tactical Thinking
(100 OP)
There is more to war than merely charging at the enemy and swinging your axe. You must know where to strike and when to strike. You possess a rudimentary understanding of tactics, able to lead medium-sized armies to victory most of the time.

Wolf Rider

(200 OP)

Following the tradition of your clan, you carried a rock into the lands of your enemies, where you slaughtered them and placed bloodied trophies on this rock. Then you found the largest wolf in the area and while carrying the rock, you rode it to the highest peak of Nagrand where the wolf submitted to you, instead of bucking you off to your doom. You and this wolf share a bond, able to understand each other without words and your abilities increasing as you fight together. Whatever you ride, be it this wolf or something else, it moves far faster than normally and any damage it causes is doubled.

Songs of War

(200 OP)

The Warsong gain their name from their practice of playing music as they charge into battle. You have a booming voice that raises the morale of your allies and lowers that of your enemies. On top of that you know how to play drums, the bullroarer and another instrument of your choice.

Warsong's War Crimes

(400 OP)

Grommash Hellscream did many horrifying things over his life and would be treated rather honorably in spite of them. While his son Garrosh would end up as the most cursed of names, even for him, it took until the bombing of Theramore and the unleashing of the Heart of Y'shaarj to unite both the Horde and the Alliance against him. You get away with far more than is reasonable, people oftentimes justifying your actions in their minds. They will still treat a massacre as a horrible event, but your part in it will either be ignored or downplayed. Though if you walk down the same path as Garrosh then this will cease to work.

"I answer... to NO ONE!"

(600 OP

The Hellscreams and indeed many of the other Warsong Orcs seem to possess immense willpower, stubbornly continuing on even when the going gets very tough. You too share in this, able to march weeks at a time and battle for hours on end, not willing to quit until the task is done, or you are dead. Should someone attempt to torture and break you, it would take them months to create even slight cracks in your mind.

[Boosted]: Your mind may as well be made of stone. Unbending, unbroken. You will get your task done, even if it kills you. No amount of torture or judgment will change your mind. And should you reflect back on things, you will conclude that you would do it again, such is the strength of your conviction.

Hellscream
(600 OP)
Grommash slew Mannoroth in two separate timelines, a demon of immeasurable power brought low by an Orc with an axe. Your strikes hit harder against common mortals, a single swipe from a weapon enough to cleave a man most in two. The intangible and the damage immune will also have room to fear, for now your strikes can hit them as well. You ignore any immunity or protections against damage. While your weapon will react normally to a knight in full armor, their charm that allows only a third of the damage will be useless against you.

[Boosted]: *"The Old One calls to you."* And you will not ignore the call, and as you slay those you wish to leash you, a tiny part of their strength will become yours. Now, whenever you kill someone stronger than you a tiny part of their overall Power becomes yours but only from those stronger than you and the amount gained scales with the gap in strength so the larger it is, the more you will gain, starting with one tenth of a percent for those twice your strength and growing from there. This does grant you any Skills or Knowledge they carry but only overall Power proportionally to what they had, so killing someone who is physically very weak but has unparalleled Magic will give you more Magic than physical prowess and such. It may not be much at the start, but it will slowly add up, and you will be able to reach the strength of those far above you by walking the path of slaughter and stepping over the bodies of those looming over you. Also, the measurement of '*stronger*' only takes in overall prowess and ignores skill and such, so if you kill someone who is '*all Skill and no Strength*' you will risk getting nothing if his actual prowess is equal or below yours.

Blackrock Perks

Discounted for Blackrocks, 100 OP perks are free

Mountain Bulk
(100 OP)

Compared to most Orcs, you are far bulkier and intimidating. Able to carry large loads and pull heavy carts full of Blackstone, your endurance leaves normal people flabbergasted. And as a final sign of your environment, you are able to stand the heats released by active volcanos without sweating, even able to stand in lava for a few seconds without any hazardous effects.

Smithy

(100 OP)

Yours is a clan of smiths and miners. Your knowledge in both is impressive, being able to locate and mine ore with the best of them and forging weapons and armor that even the most famous of blacksmiths will appreciate the quality of. Best of all, you know the secrets of working the Blackstone from which your clan derives its name from.

Disciplined Army

(200 OP)

Apart from smithing, your clan is famous for the discipline instilled in each member. You are a capable commander, able to lead units of warriors into victory with few casualties. Just as well, you know how to train others into warriors and soldiers worth a damn.

Encased By The Elements

(200 OP)

A phenomenon only observed with the Blackhand of another time, one of your limbs has been encased in an Element of your choice. Not only a boost in physical strength, this limb can also act as a conduit or foci for that specific Element.

Rule of Blackrock

(400 OP)

Be it with Blackhand, or his sons, Orcs flocked under their banners, forged into deadly armies. Not only is it far easier for you to land in positions of leadership, you actually understand what is required of you. Be it the logistics needed to run a massive army, the positions needed to fortify any locations or just making sure the clans do not fight one another, you have a knack for it all.

Elemental Blessings

(600 OP)

You need only to look at the Doomhammer to realise the power a weapon enchanted with the Elements can hold. While you have not reached that level

quite yet, you may still forge items of magic that leave the works of others a distant second. While you may imbue any type of magic into your creations, you achieve the best results when it comes to the Elements. Of course, your creations can only be attuned to a single magical force, so a blade of air cannot be enchanted to also be a blade of fire.

[Boosted]: That is, until now. You now know how to create artifacts such as the Doomhammer or Gorehowl, weapons strong enough to threaten Mannoroth and even Wild Gods. Such is your skill that you can imbue your creations with the four Elements, or even one of the other cosmic forces.

Means of Destruction

(600 OP)

Yet, artifacts take time and can be wielded by few people at a time. But when you need to outfit an army, that is where this perk comes in use. You are able to mass produce armor and weapons of superior quality to most other mortals. As long as you have a forge large enough and some people helping you, it would be no exaggeration to say you could outfit the Horde twice over.

[Boosted]: But armor and axes are not the most advanced of weaponry now, are they? Through either gazing at Goblin or Gnomish blueprints, or extensive experimentation, you now have the knowledge to build war machines similar to what the Iron Horde showed. Tanks, iron stars, cannon harnesses for Gronn or ironclad ships. You bring forth the future of warfare. But you have seen the flaws in the works of both Goblins and Gnomes, the Goblins cutting corners, the Gnomes' reliance on steam power. You can improve upon these designs, fixing flaws intentionally and accidentally missed, resulting in superior products. And should you so wish, you can quite easily create far superior creations, your Intellect, Creativity, and Ingenuity shine brighter than all others after all.

Bleeding Hollow Perks

Discounted for Bleeding Hollow, 100 OP perks are free

Child of Tanaan

(100 OP)

The Tanaan Jungle is considered by most as the most hostile region of Draenor, where everything from the plants to the fauna and even the air itself could kill you. Any wonder, then, that your reflexes leave even some of the Elves in awe, for danger could arise from anywhere. And to call your

constitution ridiculous would be an understatement, for no mundane poison or disease seems to gain any hold on you. The only way for them to work is for there to be some magic or a curse involved.

Jungle Fighter
(100 OP)
Fighting within the jungle is second nature to you. Your passing is soundless, your hiding places nearly impossible to spot by mundane eyes. Any attacks made from stealth strike twice as hard, and the enemy will have a hard time deducing where the attack came as you slink back into the shadows to whittle them down further.

Dire Orc
(200 OP)
Through the use of Blood Magic, the Bleeding Hollow is able to turn common Orcs into hulking berserkers rivaling the Ogron in size and strength. You have gone through this same rite and have thankfully kept your intelligence. Common steel bounces off from your bare skin, and your strength is enough to tear down the walls of a fortified keep in minutes.

Savage Warrior
(200 OP)
Tanaan taught cruelty and you were an attentive student. You possess an understanding of mundane poisons and how much is needed to guarantee a kill and how to maximise the terror of your prey. As well, your strikes seem to leave behind ghastly wounds that shoot out blood, ensuring your opponents will bleed out in a gory mess.

Dark Magics
(400 OP)
While not as dangerous as the Void or the Fel, the Bleeding Hollow practiced magic of a dark nature, mainly a form of Blood Magic. And now you have learned these dark arts. Be it carving symbols of blood into your flesh to enhance yourself, taking the blood of your warriors to create powerful potions, creating the Eyes of Kilrogg or turning others into the hulking Dire Orcs, you know this all and are well feared for it.

Forced Adaptation
(600 OP)

When the ancestors of the Bleeding Hollow first arrived in Tanaan they were forced to quickly adapt lest they end up dead. The same thing happened when your clan ventured into Azeroth and then had to survive in Outland. You and yours adapt quickly to different conditions and environments, spend a few years in a hot jungle and neither the heat nor humidity will bother you at all. This also extends to magic, where you will adapt to a magic rich environment in record time. Should someone actually infuse you with magic, you will gain far more from it with fewer drawbacks. Being infused with Fel would give you more strength than most Fel Orcs while also suffering from a mildly more irritable temper, for example.

[Boosted]: Yet this does not go only one way. The environment starts to change thanks to your influence. A lush forest would become a Fel infested hellhole if a warlock or a Fel Orc were to reside there for a minimum of a year. This can be toggled off if you wish.

Dead Eye
(600 OP)
Among the Bleeding Hollow, it is customary for the chieftain to pluck out one of their eyes upon ascending as leader, and then they are shown the moment of their death. While you have not gone through this ritual yet, you do receive visions of the future at random intervals. These can be mere flashes or even full-blown events, with you even receiving a feeling in your spine when the events in question are about to happen.

[Boosted]: And now you have joined the likes of Kilrogg and his father, receiving a vision of your death and more besides. The certainty of your death has left you with no fear, for you know when your end will come. More than that, the ritual has granted you a more accurate form of precognition. By meditating, you may gaze into the future and see what may happen up to ten years ahead with perfect clarity.

Shattered Hand Perks

Discounted for Shattered Hands, 100 OP perks are free

Ashen Constitution
(100 OP)

Known for their ash grey skin, the Shattered Hand have a mind-boggling tolerance for pain. You could shatter your own arm with a rock, then cut it off and shrug off the agony of it with little difficulty.

Two Hands
(100 OP)
It would be unfortunate if the hand you have severed were your dominant one. You are ambidextrous, able to use both of your hands just as effectively. In addition, you know how to live with a large blade attached to your wrist.

Journeyman of Poison
(200 OP)
One of the more insidious ways of inflicting pain is through the use of poisons. And you are one of the premiere poison makers found among the Shattered Hand. You are able to craft all manner of poisons from mundane sources, specialising in the kinds that leave your victims dying a slow, agonising death. While Bortusk and his compatriots still hold experience over you and magical ingredients still cause problems in your brewing, this is still far more than most others will ever know. It goes without saying that you also know the best way to use these poisons.

Artisan of Pain
(200 OP)
Pain both inflicted and received, sometimes both at the same time, is an important aspect of Shattered Hand culture. Be it piercing your body with bones, slowly roasting your enemies over an open fire or merely beating your hand with a rock until it is misshapen and useless, you know how to inflict the maximum amount of pain on any target, even yourself. Perhaps most disturbingly, you enjoy the pain inflicted to a worrying degree.

Brutal Blade
(400 OP)
You are one of the deadliest things around when wielding a blade. Your strikes seem to do just a bit more damage than normal, even able to damage spectral entities like ghosts. And whatever you slay has a habit of staying dead, despite any countermeasures against permanent death they may have.

Unseen Terror
(600 OP)

The worst threat is one you cannot see, and you are likely to be that threat for many, thanks to this. You are a master of stealth, able to move almost completely silent even in plate armor. Your footsteps leave footprints so faint most will not even register them, and as a final boon, your stealth attacks do double the damage.

[Boosted]: They will never see you coming. Even when not sneaking around, you are completely silent and leave no footprints for others to perceive. In addition, you seem to blend in with shadows, being all but invisible in them. And when sneaking about in broad daylight, you become semi-translucent and far harder for others to perceive.

Freedom At All Costs
(600 OP)
The Shattered Hand were formed from the former slaves of Ogres, who severed their own hands to escape their shackles. Fate refuses to leave you in bondage or imprisonment. Be it the magical wards holding you in place eroding from a lack of mana, the guard falling asleep with his keys in reach for you to take or just a convenient rock laying about with which you can smash your hand and slip out of your shackles. You have a far larger willingness to mutilate yourself to escape, preferring that to being a prisoner. Freedom is in your reach, you need only to grasp it.

[Boosted]: And with that, those imprisoned with you may also benefit from this perk. As long as you are trying to escape, those with you are given the same chance, inspired by your lead.

Thunderlord Perks

Discounted for Thunderlords, 100 OP perks are free

Basics of Hunting
(100 OP)
You know how to hunt and survive in the wilderness. What types of wood burn the best, which berries are safe for consumption, and how to track basic game.

Ranged Hunter
(100 OP)

A good hunter keeps some distance between them and their prey. You are a competent combatant when it comes to bows and spears, leaving most veterans a distant second in comparison.

Trophy Maker

(200 OP)

All those kills are something you'd like to display in your home or on you, and now you know how to turn things you slay into trophies. You know how to skin a kill without damaging the pelt, how to treat leather and turn it into clothing, how to carve bone into statues or talismans. If you know magic, then you can even infuse these trophies with additional effects.

Trekker

(200 OP)

Sometimes a hunt will last days or even weeks at a time, something that would leave lesser hunters exhausted. Not you, however. When it comes to traveling, you seem to have endless stamina and endurance, being as fresh and ready after a week's trek as you are after an hour. In other activities, you merely have increased stamina as a whole.

Beast Master

(400 OP)

Your fellow Orcs are hardy and reliable, but sometimes you may need sharper teeth, longer claws or beating wings. Which is why you must tame the beasts you hunt. You know how to tame beasts and other non-sapient creatures, be it through kindness or cruelty. You also know how to refine these beasts over careful breeding, ensuring your boars would, in a few generations, be far sleeker, faster and have noses surpassing blood hounds. Finally, any beasts you tame can be taken with you on your travels, where they are treated as either Followers or Companions.

Giantslayer

(600 OP)

The Thunderlords hunt the biggest game around, which often tends to be the size of buildings or mountains. Despite the size difference and rather primitive weaponry, they are still mostly successful. When facing an opponent at least twice your size, you and your allies do half more damage, and you get hunches for any weak spots to hurt your prey.

[Boosted]: Now you need not even allies to take down a giant. Not only do your attacks deal twice the damage against large targets, you always know where their weak spots are and are able to deal four times the damage if you manage to strike these weak spots.

Hunt Master
(600 OP)
You may as well be an Orc-shaped blood hound, able to sniff out the scent of prey days after they've moved through an area. Your eye is sharp enough to count the feathers on an eagle flying high up, and can track a beast through even the faintest of tracks and other signs.

[Boosted]: You may mark your target, which not only doubles whatever damage you deal to it, but also allows you to know where they are at all times. You may only mark one target at a time, and when you mark someone new, the previous mark fades away.

Shadowmoon Perks

Discounted for Shadowmoons, 100 OP perks are free

Spiritual Attunement
(100 OP)
As a result of your more peaceful nature, spirits of both the dead and of the Elements are more willing to answer your summons and offer advice. You by default can also see ghosts when they do not wish to appear, able to turn this off if you wish for the illusion of privacy.

Peace of Mind
(100 OP)
A curious effect most likely born from your clan's former reputation as the most peaceful of all Orc clans, most people tend to simply let you be in peace, unless you go around and cause havoc.

Elekk Herders
(200 OP)
While most often associated with the Draenei, the Shadowmoon also has a connection to these majestic creatures. You know how to raise and tame these elephantine creatures, understanding them to an almost unnatural degree. You also know how to harvest them for the maximum amount of reagents.

Talisman Crafter
(200 OP)
Useful tools for rituals and magic in general, talismans, totems, and other ritualistic implements are a common sight in a Shadowmoon camp. Now you too can craft these and infuse them with magic, as long as you can find the proper materials of course.

Sage Wisdom
(400 OP)
The spirits of the dead and Elements have whispered to you their secrets and granted you advice, and you in turn can share these with others. You have an aura of wisdom around you, with people willing to listen to what you have to say, and they will often even agree with your words, seeing the inherent wisdom in them.

Astrology
(600 OP)
The Shadowmoon often gleamed at the stars, looking for meaning and divining the future from them. Not only are your divination attempts more accurate when incorporating Astrology into them, you may use certain celestial events to boost your spells like Ner'zhul did with his Spell of Conjuration, though hopefully to a less destructive result.

[Boosted]: You gaze at the stars, feeling as if your eyes are fully opened for the first time in forever. Not only is your divination through Astrology extremely accurate, you may cause a celestial event to happen that boosts a single spell of yours to the point where it rivals Ner'zhul's Spell of Conjuration, without the risk of it going out of control. You may use this once every five years, with the cosmos needing time between your influences. And yet you gaze even further and have witnessed the Dark Star shining its dark light. You may enhance your spells with Void Magic, making them far more devastating than before. And through a small ritual, you may summon this Star and have it unleash its power upon all, easily destroying an entire city.

Lich Beginnings
(600 OP)

Woe upon Ner'zhul, his body destroyed, and his spirit bound inside a suit of armor. Through his actions is Necromancy so well known, and you have learned much indeed. You may raise the bodies and spirits of the dead as your servants, spread the cold and ice of the grave across the land, and even brew the plague of undeath before unleashing it on the world.

[Boosted]: Your heart no longer beats, that is if you even have a heart remaining or if you are little more than bone. Age has ceased to matter to you, and in your undeath your power has grown. Where before you could, with some effort, raise a squad of skeletons, you may now raise an army with but a wave of your hand. Rip out souls from their yet living bodies, reanimate dragons, your power has reached heights only seen with Arthas in the future.

Dragonmaw perks

Discounted for Dragonmaws, 100 OP perks are free

Glowing Eyes
(100 OP)
A curious phenomenon among the Dragonmaw, many have glowing yellow eyes, and now so do you. Your eyes glow, making you slightly more intimidating and granting you night vision on par with a cat.

Breathing Up High
(100 OP)
One should be impressed and even horrified at the heights dragons and rylakks can reach while flying in the air. Such heights will often either knock a person out, or freeze them because of the low temperatures. Not you, however. You no longer worry about the amount of oxygen in the air, as long as there is some, you will be fine. As well, you are immune to the cold found up in the air, and even that which you face on the ground.

Nelghor-shomash
(200 OP)
Cry of the Beasts is how your clan is known among Orcs, gained from your clan's relationship with both the rylakks of Draenor and the dragons of Azeroth. While the sapient genre of dragons is beyond you, the bestial ones you know rather well. You know how to train and understand them. And when it comes time to take flight, they always seem to follow your commands.

Aerial Ace

(200 OP)
As it were, aerial combat requires far more than simply having a flying mount. It requires coordination, fast reflexes and the right equipment and weapons. This resolves the first two at the very least. You and your mount move as one, each command smoothly and quickly translated into action. Just as well, you and your mount deal twice the damage with each strike while in the air.

The Power of Names
(400 OP)
The Dragonmaw do not name their mounts until they have deemed them worthy of it. When you finally name your mount, you show the world that the mount is indeed worthy of it. The named mount becomes far mightier in all aspects, making it possible for a fully grown proto-dragon to give even a Dragon Aspect grief for a few minutes. And by naming them, you have forged a telepathic bond between you two, able to communicate from continents away if need be. Should you already have a named mount, you may either have this grant the boost retroactively, or rename them to receive this boost.

Breaker of Wills
(600 OP)
Despite their queen being held hostage, the Red Dragons did not willingly serve the Dragonmaw. They needed to be broken in and tamed. While you do not yet have the experience to break in these dragons, you are more than capable of breaking in intelligent beasts and even people of weaker wills. And then after you have broken them, you may train them as you see fit, be it as mounts, troops or for some other purpose.

[Boosted]: You now have the know-how to break even the most stubborn of dragons, be it through more mundane means or through the use of magic, while normal people and beasts tend to become docile by simply being in your presence. As well, your training carries on through generations, making it instinctual for any offspring your victims have to obey your commands.

Items of Magic
(600 OP)
The Dragonmaw is most infamously known for their enslavement of the Red Dragonflight through the use of the Dragon Soul, an artifact containing some

of the power of four Dragonflights. When it comes to you, most magical artifacts tend to be far laxer with their requirements. A sword in the stone waiting for the rightful king could be pulled out by you, or a staff known for being picky with its wielders would be willing to give you a chance. There are still some artifacts, such as the previously mentioned Dragon Soul, that you could not yet safely wield without the power destroying your body in the process, but perhaps one day.

[Boosted]: Now you no longer need to worry about such things. You either ignore, or fit the requirements perfectly for, all magical artifacts you come in contact with and are guaranteed to remain safe even after using their incredible power.

Burning Blade Perks

Discounted for Burning Blades, 100 OP perks are free

Tranquil Mind
(100 OP)
A weapon should not be waved about with wild abandon, it needs focus and a clear mind. Your mind remains calm during combat, unable to feel shock, anger, or anything else that would distract you.

Basics Of The Blade
(100 OP)
All Burning Blade Orcs know how to wield a blade and so do you. Your skill with a blade, mostly with swords, leaves a good chunk of experienced veteran fighters looking like flopping greenhorns in comparison.

Expert In Greases
(200 OP)
Blazegrease is a tool used by many of the non-magical Burning Blades, rubbing it on the blade and then either igniting it before combat or letting the clashing of blades to ignite it in a display of intimidation. You know how to make this grease and how to apply it to your weapons. With time and experimentation, you could come up with different kinds of greases that could for example leave a freezing air to the weapon.

Blind Master
(200 OP)

There have been several cases of Burning Blade Orcs losing their sight, yet being able to fight and function without problems regardless. Should you ever lose your sight, or even merely blindfold yourself, you are still able to perceive the world around you. Though, you only see things in shades of black, white, and grey.

Honorbound
(400 OP)
Though more than able masters of stealth, the Burning Blade and their Blademasters value honor above all. When you have bound yourself to a code of honor and are following it, the people around you, even your opponents, treat you with some reverence, aware of your conviction and noble spirit. Your enemies also have a habit of treating you better, with most schemers often hesitating when it comes to poisoning or assassinating you.

Flameseer
(600 OP)
You are one of the Flameseers, the shamans known for their connections to the Elementals of Fire. Indeed, you have made a contract with one of these Elementals and are able to use their powers from shooting balls of flame at your foes, to igniting your blade to intimidate and burn your foes.

[Boosted]: The Elementals have whispered secrets into your mind, granting you knowledge in the ways of bladesmithing. You may use the fire of an Elemental in the process of forging blades, which leaves the final product far above its competitors in sharpness and damage. On top of this, you may then carve runes on the blade to increase its power even further.

Blademaster
(600 OP)
A vanishingly rare thing, Blademasters. While not on the level of the truly legendary members such as Lantresor or Samuro, you leave most mortals far in the dust when it comes to the matters of the blade. Your sword strikes faster than a human eye can perceive while also damaging a half more than usually. On top of that, you have developed a sixth sense for when someone is about to attack you, giving you enough time to either parry or dodge out of the way. Your natural speed has also increased, now able to out run slower horses.

[Boosted]: And now you have entered the realm of legends. Each sword swing delivers the damage of three, you may create blades of wind with a

simple swing, become a spinning whirlwind of death, and you can create mirror images to confuse your opponents. You can move fast enough to appear invisible to the naked eye, and your footsteps in general are silent to most ears, such is the control you have over your body.

Laughing Skull Perks

Discounted for Laughing Skulls, 100 OP perks are free

Good Cheer
(100 OP)
It is widely agreed that the Laughing Skulls are at best mentally unhinged and at worst completely insane. But one cannot deny that the clan is often in good cheer despite the situation. You have a hard time being angry or sad with things, taking enjoyment in whatever you are doing. Even if your sense of humor is on the level of chortling while extracting the humerus bone of your victims.

Anatomical Knowledge
(100 OP)
Speaking of, to find the humerus bone, you would need to know it is the bone in the upper arm that connects the shoulder to the elbow. You have natural understanding when it comes to the anatomy of humanoid beings. With some study and experimentation, this can be expanded to include other types of beings as well.

Cruel Assassin
(200 OP)
Your anatomical knowledge is useful for more than merely extracting certain bones. Such as where to strike for the maximum amount of blood. Your strikes always aim for arteries and other vulnerable areas, as if subconsciously wishing for as much gore as possible.

Goren Herder
(200 OP)
Kaz the Shrieker is well known for utilising her pet Goren as soldiers and weapons against her enemies. You have a knack for understanding and

domesticating these curious creatures. You will also find them to be a devastating projectile should you ever try to throw them at your foes.

Beneath The Feet Of Titans
(400 OP)
The Laughing Skull live in Gorgrond, where an eternal battle between the Breakers and the Primals rages. The only options were either to perish or to adapt, and you have done the latter. You are great at stealth, able to sneak through battlefields, crowded streets and abandoned houses without being noticed or leaving a sound.

Cackling Maniac
(600 OP)
By giving you a pair of blades, you become a cackling tornado of death. Where the Burning Blade uses skill, you use sheer wildness. Foes trying to predict your movements will come up blank, because it is instinct that guides you and not any form of thought beyond killing. In addition, your attacks leave small wounds on your enemies, making a prolonged encounter certain death through blood loss.

[Boosted]: Now this wild spirit seeps into your companions and allies as well. Those you deem as allies start to exhibit similar behavior to you, slowly turning the most disciplined army of knights into a flurry of cackling wildlings intent on destruction.

Secrets of the Evergrowth
(600 OP)
Your clan has gleaned some of the secrets of the Botani, ensuring their crops grow hearty and no one needs to go hungry. You are not only an able farmer, knowing how to tend to most types of plants, but whatever you grow does so at an increased rate, reaching maturity in half the time from usual. These arts have also given you an affinity for Nature magic. Perhaps you will be the first known Orc Druid in existence?

[Boosted]: Perhaps one should start to worry. You have gleamed a bit more than most are comfortable with. You may start to develop some plant-like features, as your connection to Nature and Life has solidified further. Not only are your Druidic arts stronger, you possess abilities similar to those of a Genesaur, able to enhance plant growth with your mere presence and to

control the living through infecting them with spores. Of course, a Genesaur will rather easily wrangle both you and your growth under its control, so do not let your ambitions grow too tall.

Stormreaver Perks

Discounted for Stormreavers, 100 OP perks are free

Necrolyte
(100 OP)
The Necrolytes were Gul'dan's failed attempt at creating necromancers, which would eventually see them sacrificed in order to create the first Death Knights. You possess a rudimentary understanding of both Necromancy and Shadow Magic, able to raise the dead and puppet them around or to cloak yourself in Shadow to provide an additional layer of protection.

Fel Omens
(100 OP)
Stormreavers were made exclusively of Warlocks, so why would you be any different? You have the basic knowledge of how to wield the Fel, be it to drain the life force from others or to summon demons. With time and effort your understanding and control over the Fel will grow, but with this you have merely taken the first step on a long road.

A Spider's Web
(200 OP)
Your abilities to scheme are only surpassed by the likes of Gul'dan, Kil'jaeden and the rest of the Shadow Council. Be it a decades-long plot to sell out your entire race to your masters, a coup to take over a clan or to merely ensure your treacherous siblings destroy each other first, you have a knack for planning things out and ensuring they go mostly to plan.

To Call Demons
(200 OP)
You have a magnetism about you, when it comes to demons. Not only will it be just a bit easier to summon them, they are also a little more cooperative. On top of this, some of the higher ranked demons among the Burning Legion will consider your summons, though asking for the likes of Mannoroth, Kil'jaeden, Archimonde or gods forbid Sargeras will see you smote on the spot.

Like A Rat
(400 OP)
As we'd come to learn, Gul'dan always had a habit of escaping at the last minute. Be it because his opponents had a larger threat to deal with, or because he was cunning enough to realise he needed to escape. And now when it seems like you are going to face certain defeat, the universe gives you an opportunity to escape. Maybe the Adventurers took a left turn so you manage to teleport to safety. Perhaps you manage to convince an enemy to join you and can escape while they face the heroes. Like a rat, you will scurry into the night to plot another day.

Shadow Council
(600 OP)
In power and knowledge, you are rivaled by the Shadow Council and surpassed by Gul'dan, but none other truly reach your power over Fel. With the help of a few others, you could resurrect a powerful demon like Mannoroth, or release a disease like the Red Pox upon your enemies. Just as well, most demons will be rather eager to answer your calls.

[Boosted]: Expect Gul'dan to plot several ways to kill you. For now, you rival him in both magic and cunning. Now you alone could resurrect an Annihilan, destroy an entire city the size of Shattrath or drain the life from a person in seconds. And as befitting of your power, even demons like Kil'jaeden or Archimonde would take note of you and would be interested in offering you boons in exchange for advancing their schemes.

Too Useful
(600 OP)
Be it for being spared by Orgrimm Doomhammer for being too useful, being turned into a magical battery for the Iron Horde, or even being given another chance by Kil'jaeden, Gul'dan had a bad habit of being spared because of his usefulness. As long as you prove yourself useful, your superiors will let you get away with far more than anyone else, some even to the point of being unreasonable. Of course, when you do cross the line, this will soften their reaction somewhat. Instead of being executed for going behind your leader's back, you could be demoted or made to serve in a far lower position. But keep testing their limits and you will face their full wrath.

[Boosted]: But say you do manage to be killed, what then? As we saw with Gul'dan, he did come back, even if it was him from another timeline. Now, when you are slain, another version of you from an alternate timeline will receive the urge to travel to your timeline. They will take about a year and upon arrival, you will possess their, now your, body. How they were before their arrival is always random, maybe instead of a wicked mastermind with a crooked back they were a noble and hardheaded paladin. This perk can be activated once per jump or every ten years, whichever comes first.

Twilight's Hammer Perks

Discounted for Twilight's Hammer, 100 OP perks are free

Unassuming Appearance
(100 OP)
The Twilight's Hammer would in time incorporate people from across Azeroth, many of whom acted as undercover agents and infiltrators. You are good at acting, to the point where you could become the star of any play if you so wished. In addition, people tend to shrug off minor things you said or show, dismissing the tentacles wrapped around your arm as just them looking wrong at your sleeve, and you did not just almost call them by their real name but merely stuttered.

Grim Resolve
(100 OP)
The Void has a rather nasty habit of driving those who wield it or are even near it to insanity. But you, be it through conviction or just sheer luck, seem to be immune to most of it. While calling you fully sane would be a lie, neither the Void nor any other power can drive you entirely mad.

Basic Of Void
(200 OP)
Your devotion to the Old Gods has allowed you to grasp the Void and begin wielding it for yourself. Drain the essence of life and magic from foes, cast barriers of shadowflame to bar your enemies from escaping, or even summon the servants of the Void and the Old Ones, although many will require additional bindings lest they decide to kill you for impudence.

Shat'Yar An'qoth
(200 OP)

The language of the Old Gods and their minions, Shat'Yar is an eldritch tongue known to drive those of weaker wills insane. Not only can you safely read and understand this foul language, but you can also use it in glyphs and runes to amplify your spellwork.

Visions of N'zoth
(400 OP)
The Old God of the deep has granted you the gift of visions. Through little effort, you may gaze into possible futures and can lock into one of these, which then reveals to you the path needed to achieve it. You may also bring others into these Visions, to drive your point home or to convince them of your deeds.

Elemental Bonds
(600 OP)
Once, the Elements served the Old Gods, before the Titans came and sealed them away. While Neptulon and Therazane are content to remain free, there are many other Elementals who wish to serve their old masters once more. You draw these Elementals like moths to a flame, easily recruiting and forming contracts with them. And together with a few others, you may induce the growth of Elementium from the ground, with the metal sprouting out like a twisted tree.

[Boosted]: You have ascended, become a being of both flesh and an element of your choice. Not only can you control this element as you will, the other Elementals are likely to defer to your will and those who try to resist you may simply twist and corrupt into Dark Elementals, slavishly devoted to you. And indeed, you may now cause the growth of Elementium by yourself, no longer needing the help of lesser beings for the task. Yet your elemental nature has opened a new pathway, increasing your abilities and affinity for Void magic, ensuring whatever horror of the Void you try to summon will come running.

Twilight Father
(600 OP)
The title taken by the former Archbishop Benedictus, the Twilight Father is the leader whose vision guides the Twilight's Hammer towards the Hour of Twilight. You have great charisma, able to subtly convince people of your views and bring them under your banner. You are more than able to run a secret death cult without being found out, while also at the same time ensuring no one will try to either backstab or usurp you. And should you take over an

already existing cult or group, you are able to reduce whatever faults or flaws it has and bring it up to your rather high standards. And yet, this conviction has also granted you access to the Light, allowing you to wield either it or the Void at a time. Indeed, you seem to be able to wield contradictory and opposing forces without them tearing you apart from the inside.

[Boosted]: But what about those who do not see things your way? Then you will make them see things the way you want them to. In layman's terms, you are now a master at brainwashing others, able to alter a person's perception or overwrite their entire personality with something more agreeable. This ability to dominate also extends to your magical abilities, allowing you to mix them together into powerful combinations. Even magics normally opposed to one another can be combined in such a manner.

Items

You receive 300 OP to use in this section only.

Clan Banner
(100 OP)
A banner depicting your clan or family; it can be placed in the ground to act as a rally point, or be worn on your back to act as a small morale booster.

Tabard
(100 OP)
A tabard worn over a shirt or piece of armor, it displays the symbol of your faction or clan, depending on your preference.

Eye of Kilrogg
(100 OP)
This magical eyeball acts more like a pet than anything. It will float around you in silent contentment and though it cannot make any sounds, you always imagine it purring when you pet it. It can go invisible, and you are able to see through it with but a thought. If it gets destroyed for whatever reason, it will reappear near you within a minute.

Trusty Axe
(100 OP)
A good quality axe, perfectly balanced and sharpened to be an effective weapon or to chop wood. Never seems to dull or chip and if it is lost or destroyed it will appear on your hip within a minute.

Spiked Helm
(100 OP)
A worn helmet with two bullhorns to the side and an optional metal spike jutting upwards. It keeps your head protected from most mundane attacks and adds to your intimidation factor.

Skull Mask
(100 OP, Free for Laughing Skull)
A mask crafted from the skull of a Ravager, it covers your facial features and doubles the effectiveness of any intimidation efforts.

Orcish Aesthetics
(100 OP)
The Orcs have a unique architecture to them, and now you can bring it with you. Any items, buildings and such can be changed to fit the more tribal aesthetic of the Orcs.

Tattoos and Warpaint
(100 / 200 OP)
Orcs often bear tattoos for various reasons, and before a battle they may apply warpaint to enhance their fierce appearances. For 100 points, this is merely cosmetic, meant to leave a more memorable impression upon others. For 200 the tattoos and warpaints you apply enhance you in some way. Perhaps you have tattooed runes on your skin to turn it as tough as iron, or maybe they have been enchanted to serve as conduits for certain types of magic.

Heritage Armor
(100 OP)
This set of armor is the very manifestation of Orcish spirit, brutal and unyielding. A mixture of metal plates and animal parts, despite it leaving several parts of you exposed, your entire body reacts as if it were covered by well forged steel armor.

The Schematics of Iron
(200 OP, Discounted for Blackrock)

In your hands, you hold something revolutionary. The schematics to all the war machines and other creations of the Iron Horde. With these in hand and a skilled smith at your side, you could rather easily outfit an entire Orc clan in a few months time.

Beast Pens

(200 OP)

Be it your loyal wolves, the rylakk that has served for decades, or even a particularly pleasant Red Dragon. You will need to house them all somewhere. The Beast Pens are a collection of vast land and stables where your pets and mounts can all live and rest when not accompanying you. Should any of your pets be slain, they will respawn here and take 24 hours to recover before they can be taken back to the field.

Pig Farm

(200 OP)

Despite the name, you can house other animals other than pigs here if you wish. A large pen with some shelters erected around the edges is where you put your livestock in, while there is a small house attached where you or any farmhands can reside should you so wish. The Farm produces food each day, with each animal either butchered or harvested for consumables. Any animals slain will respawn at next dawn.

Deep Mines

(200 OP)

This world has such wonderful metals, it would be a shame to not encounter them after leaving here. This is a set of mine tunnels going deep inside a massive mountain. In these tunnels there are a variety of metals and minerals found on both Azeroth and Draenor. The rarer the metal, the smaller deposits of it are. Any veins depleted of resources will restock overnight, ensuring you will never truly run out.

Mana Bomb

(400 OP)

Weapons of pure destruction, mana bombs utilise condensed Arcane magic to create explosions massive enough to destroy cities and destabilising local ley lines. Not only do you now have one armed and ready to be deployed, but you also have the schematics needed to create more of these as needed or desired.

The Mount System
(400 OP)
You have been given a small device shaped like an onion. By focusing on it, you may summon any mount or vehicle you own and that can be driven with a single person controlling it. The device is unbreakable, when lost it will appear in your pocket within a minute and should your mount be slain they will be stored within a pocket dimension and will be unable to be summoned for the next 24 hours.

Juggernaught
(400 OP)
A giant ship of metal and wood, this weapon of war is large enough to hold a small squad of soldiers along with the crew. It bears several large cannons perfect for destroying enemy ships and shooting down foes from the sky, and the prow has been reinforced so the ship can safely ram through enemy ships. The ship comes with a loyal and competent crew, with any who are slain being quickly replaced by the week's end.

Giant Turtle
(400 OP)
Seemingly only used during the Second War, these gigantic sea turtles have watertight canopies strapped to their backs, allowing for troop transport and espionage. Not only does this mean they are virtually invisible to beings above water, they can offer a foul surprise to any enemy ship, because their massive bulk can easily capsize most ships, or cause serious damage to the more sturdy ones.

Blackrock Forge
(400 OP, Discounted for Blackrock)
Only the best will do when it comes to the matters of metal work. This forge is large enough to have ten people working at the same time and still have enough room to move comfortably. The fire burns hot, enough to even mold Blackstone and Elementium. All things forged and enchanted here are twice as powerful, ensuring that even your poorest of grunts will wear the best.

Temple of the Damned
(400 OP, Discounted for Stormreaver)
Known as Gromboral among the Orcs, these temples were constructed from the skeletal remains of the gigantic Colossals that once roamed the lands of

Draenor. A foul presence floats in the air, for here did the warlocks and necromancers of the Horde and the Scourge perform their evil work. Not only does the mere sight of it weaken the resolve of your enemies, any dark ritual or magics performed within or around it are twice as powerful.

Sanketsu

(600 OP, Discounted for Burning Blade)

A sword resembling a cleaver in shape, Sanketsu represents the brutal yet elegant way of fighting embraced by the Burning Blade clan. Despite the brutal and rather blunt appearance, the sword truly shines only in the hands of a true warrior. It weighs only a fraction of the expected weight, its blade sharp enough to cleave through armor like butter and on it are carved several runes, lighting it on fire and making it that much more deadly.

The Kingslayers

(600 OP, Discounted for Shattered Hand)

The twin daggers Anguish and Sorrow, once wielded by Garona Halforcen by the order of Gul'dan. Tragedy follows these like carrion does with the dying. Seeped in poisons strong enough to fell an Elekk in a minute and with the ability to siphon blood from their victims, they are among the most deadly of tools an assassin could ask for.

Doomhammer

(600 OP, Discounted for Blackrock)

Passed down from father to son, until the dying Orgrim Doomhammer passed it down to Thrall, the Doomhammer is considered one of the most valuable relics of the Blackrock clan. A simple swing is strong enough to crush a human's skull, and the hammer increases the wielder's standing among Elementals, making it far easier to communicate and make contracts with them.

Gorehowl

(600 OP, Discounted for Warsong)

The legendary axe of the Hellscream family, Gorehowl bears the skull of a Goren on its top and inside it is sealed the six hearts of the mightiest of Gronn granting it untold strength. Able to slay most things with few strikes and seemingly ignoring most forms of magical protection, you will be a god of war on the battlefield with this in your hands.

The Hammer of Twilight
(600 OP, Discounted for Twilight's Hammer)
A twisted weapon created during the height of the Cataclysm. It was forged by enslaved Wildhammer dwarves and infused with the power of the Old Gods, becoming the weapon of choice for Cho'gall. Each swipe sends men flying, or fires out balls of condensed Void energy. Pour your energy into it, and you can begin to corrupt the land and your foes into servants of the Void.

The Scepter of Sargeras
(600 OP, Discounted for Shadowmoon)
The very few who survived Ner'zhul's ritual began to call this the Bane of Draenor. A demonic staff, crafted by Sargeras to serve as a beacon and a key to other worlds. It boosts the caster's ability to teleport and the creation of portals. With this you could even try to cast the Spell of Conjuration, however the results of it are not guaranteed.

The Tools of Scourge
(600 OP, Discounted with **Lich Beginnings**)
The air goes cold and whispers of the dead fill the room as these foul artifacts appear. Frostmourne is a rune covered sword, with an edge sharp enough to cleave through steel armor like it is nothing. It serves as an excellent conduit for Necromantic spells and any slain by it will have their souls fractured, with a part of it being devoured by the sword to empower it further. The Helm of Domination grants the wielder both telepathy and the power of Domination, allowing them to control the mindless undead and to slowly overwrite the minds of the living, bringing them closer to the wielder's point of view. Neither Artifact is connected to the entity known as the Jailer, and you may import pre-existing items to gain these abilities.

Headdress of the First Shaman
(600 OP)
None truly know when the practice of Shamanism was first learned by the Orcs. And none truly know who the first to learn it was, though most clans claim it was from them that Shamanism first sprouted, but it is usually little more than boasting. The headdress before you bears the visage of a wolf, the fur of it a dark brown. It boosts your Elemental powers, with even a novice being able to match Thrall in his prime. In addition, it grants you sight beyond mortal eyes, able to see spirits and even sense danger before it arrives. Most Orcs will defer to your words, for surely it is by the approval of the Elements that you wear such a relic.

The Pale Caves
(600 OP, Discounted with **The Pale**)
The Pale Orcs prefer to remain underground, where little to no light of any kind is found. This cave is large enough to house a small clan and is hard to find by those with ill intent. But it has a more active use as well, it will slowly begin to expand, spreading out tunnels and caverns under a continent. Within ten years, the cave system could expand across all of Draenor.

The Throne of Elements
(600 OP)
A holy site for most Orcs, it is here that the Elementals of Draenor convene. Though it is a mere copy, it still holds the same power as the original. Elemental spells cast here are twice as powerful, and elemental spirits of all kinds are attracted here. Should a world lack these, then this place will begin to slowly create them.

Great Hall
(600 OP, discounted with **The Warchief**)
All leaders need a base of operations, and you have one of the best. This large building of Orcish design has enough room to hold twenty people comfortably. It holds a map that showcases all of the territories you hold, which allows you to gaze into any battles happening within these territories as well as lets you issue commands to your troops, even if said battle was happening a continent away. The building boosts your troops' combat abilities as long as they remain on held territory, as well as their gains from training, the ease of recruitment as well as the maturation and even fertility of both your troops and even your citizens. All in the name of growing the Horde.

A Piece of Home
(600 OP)
Draenor had many sights of awesome scales and Outland as well, despite its crumbling nature. You receive a plot of land from either Draenor as it were, or Outland as it is. This land holds features from one of the many regions found on this world, be it the frozen tundra of Frostfire Ridge, the eternal moonlight of Shadowmoon Valley, or the mushroom jungle of the Zangar Marsh.

A Home For Orcs
(600 OP, Discounted with **The Warchief**)

Having land and people is important for any clan chief. But having somewhere to shelter from the elements and rest after a long day is also important. What you have here is a settlement the size of Garadar, with enough buildings and amenities to comfortably house a few thousand people. You may expand this over time and combine any other buildings or settlements with this.

Oshu'gun

(600 OP)

The Mountain of Spirits, Oshu'gun, is sacred ground for the Orcs, for it is here that many of their ancestors' spirits reside. Smooth and triangular, it is in truth far more than a simple mountain. It is in actuality a crashed Draenei ship. If you wish, you may have the spirits of your people enter here to rest, should you have no other place for them. Indeed, communing with spirits of the dead is far easier when done within this mountain. And deep within its center is K'ure, a weakened Naaru. Though in a severely weakened state, she is far more than willing to offer you aid in all matters.

Companions

Import Companion

(50 OP)

Each purchase allows you to import a companion. They get 600 TP to use for perks and items.

Canon Meet-Up

(Free)

Purchasing this guarantees you will meet up with one canon character under good terms. If you can convince them to join up, you can take them with you as a companion.

Loyal Companion

(100/200 OP, One 100 version free with either **Wolves For Days** or **Wolf Rider**)

Orcs are often accompanied by all manner of animal companions, from the loyal Frostwolves, the mighty boars of Durotar, to even the high-flying Rylakks of Draenor. Now you can have one as well. Choose an animal native to either Draenor, Azeroth or Outland. For 100 OP this can be a more mundane beast, while for 200 OP the beast has an ability or several that puts it above most,

such as the Basilisk's ability to petrify others, or the Rylakks with their flight and fire breath. This can be purchased multiple times.

Gronnling
(100 OP)
One day, as you sat upon your campfire, this Gronnling, starving and heavily injured, limped its way to you before collapsing. Concerned, you nursed it back to health. And now you have a loyal friend. Purple, almost black skin with blue markings and a single yellow eye. In time, as they grow, they will possibly come to rival even Gruul in both size and might.

Your Clan
(100 OP, Free with **The Warchief**)
Need much be said? You have yourself a clan of Orcs that follow you loyally. The composition of the clan is up to you, be it a mixture of hearty warriors and wise shamans, or an all female clan of warrior women.

Peon Team
(100 OP, One Free with the **Great Hall**)
You receive a group of twenty peons to use as a workforce. While most are their usual lazy, dumb and cowardly selves, they are led by a foreman who can be considered to be merely slow for an Orc. You may purchase this multiple times, each time gaining twenty peons, including an additional foreman.

Kor'kron Squad
(100 OP, One Free with **The Warchief**)
The personal bodyguards of the Horde's Warchief, through one means or another you have gained the service of fifty of these highly trained warriors. Their race, sex, appearance, and personalities are up to you, and they will remain loyal to you above anyone else. You may purchase this multiple times, each time gaining fifty more.

Succubus Trio
(100 OP, One Free with **To Call Demons**)

A trio of Succubi have come forth to serve you. Their general appearance and personalities are up to you, though they will always remain loyal to you above anyone else. Should they be banished, they will instead appear at your side. You may purchase this multiple times, each time gaining another three. They may be Incubi instead, if you prefer.

Contracted Elemental

(100 OP, One Free with **Shamanistic Origins**)

All Shaman have a contract with at least a single Elemental and now, even if you are not a Shaman yourself, you do too. What type of Elemental it is depends on you, but they are generally affable towards you and will not consider betraying you. They are currently at medium strength, easily killable by one of the Elemental Lords, but with time they can grow to rival and even surpass their lieges. This can be purchased multiple times, each time granting a new Elemental.

Arani Tuskfinder, The Kaldorei Turncoat

(100 OP)

This Night Elf Druid has seen the truth of things. The Kaldorei are but fools clinging onto dreams of the simple-minded, too stubborn to realise that it is only through submitting to the Horde, and more importantly You, that her people's future will be secured. And now she has come, submitting to you in mind and body. She offers her considerable talent for Nature magic and only wishes for you to spare as many of her people as possible.

Rexxaria, The Wandering Huntress
(100 OP, Free with **Son of Nath**)
Accompanied by her loyal animal companions, this large Mok'nathal has heard of your exploits and come to see your mettle. By proving your strength of arms but also your righteous heart, she has pledged herself to your cause, secretly having longed for a place to belong.

Garona Halforcen, The Assassin of Misery

(100 OP)

One night you woke up, feeling the edge of her blade on your throat and her glowing eyes staring down at you. Her voice quivered slightly as she spoke, “You are being watched” was all she said before disappearing, the faint wound on your neck the only proof of her visit. The next morning, one of your enemies was found dead, horribly disemboweled. She appeared to you a week later with a similar warning, and another one of your enemies was dead the very same morning. This pattern has continued on, with you realising that an assassin of great skill had developed affections towards you and is wiping out threats towards you and yours. Perhaps one day you’ll manage to actually have a proper conversation about things. But not tonight.

Terona Gorekiller, The Unliving Knightess

(100 OP)

You know of Teron’gor, later Teron Gorefiend, the treacherous Death Knight. This is not him, not quite. For one, he is a she and for another, she is more concerned in ensuring you survive rather than advancing her own position. She will speak with deference to you, but everyone else she will treat as lesser. When asking for volunteers, she will be the first to join with no questions asked. Strangely, despite no longer aging or needing sustenance, her heart yet pumps and she for the most part can appear as fully alive. Truly curious.

Draka, The Necrolord

(100 OP)

Brought from back from the death realm of Maldraxxus, Draka has been tempered by her time in the realm of Necromancy. Though still a warrior at heart, her time as the Baroness of the House of Eyes taught her subtlety. Though not too pleased were you to keep poking her, or waste her time, she is a loyal friend with sage advice should you be willing to listen.

Gorma, The Loyal Enforcer

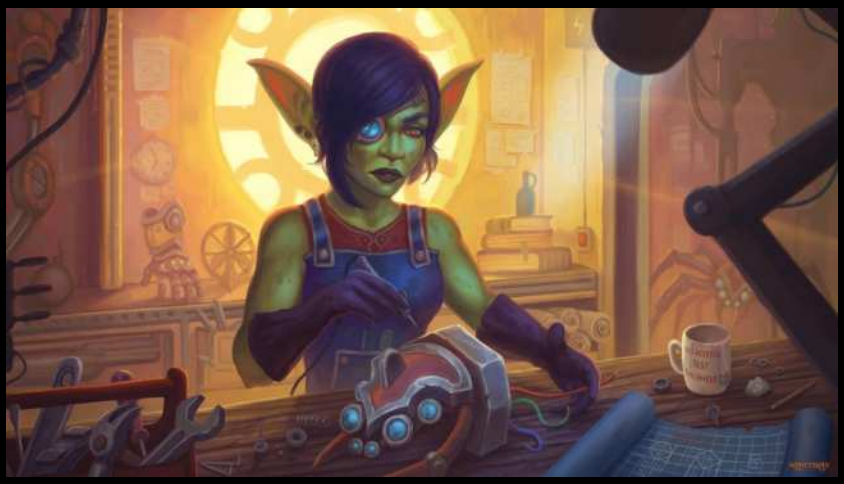
(100 OP)

Once she was weak, the runt of the litter. Then you found her and helped her. Now she is big and strong, the mightiest Ogre this side of Azeroth. Yet she wants only simple things in life. Warm food, warm bed, you being happy. And should anyone dare threaten or harm you, then she will rip them to pieces.

Relly Spruerocket, The Diligent Engineer

(100 OP)

Being a diligent and careful worker in Goblin society is just asking for trouble. Which is why when you were visiting Gadgetzan and rescued her from some thugs, she latched onto you and never let go. While certainly slower than her fellow Goblins when it comes to building, her creations always seem to rival if not even surpass Gnomes in terms of quality and effectiveness.



(https://www.deviantart.com/wawtman/art/Best-Engineer-890141497)

Marah Springhoof, The Everbright Farmer

(100 OP)

A young Tauren with a talent for tending to plants and the land, Marah is the type of person to light up any room she enters with her wide-eyed optimism and bright smile. Though she loathes to fight, the call for adventure has seen her joining up with you in the hopes of discovering new and exotic plants she could take back with her. But she would be just as content merely tending to any farmland you have, the safety and familiarity of it bringing her comfort.

(https://www.deviantart.com/palehorntea/art/Moovember-Day-3-Awed-1260006004)

Zen'tiri, The Priestess of Bethekk

(100 OP)

Tall, dark and serene, Zen'tiri prefers to let her actions speak for her, and you will rarely hear her talk more than in short sentences. She is willing to guide you in the matters of spirits and other rituals, as well as her blades should you need someone slain.

(https://www.deviantart.com/hazelgee/art/Neshoa-539409206)

Griselda Blackhand, The Timelost Daughter

(100 OP)

Of the three children of Blackhand, Griselda was the most tragic. Lacking a proper aptitude for combat, her father shunned her and would eventually order her execution when she fled with her Ogre lover. This is not her, this is her from before that breaking point. Simply relieved to be away from her father and his disregard for her, she will spend her days carving runes and doing the warpaint of your warriors, for she seems to possess some talent for the magical arts. Goodness knows how far she could go with a proper teacher.

(https://www.deviantart.com/dissunder/art/Orc-Lady-Character-Adoptable-Art-Portrait-6-1033292165)

Blondie and Stabby, The Twin Advisors

(100 OP)

A pair of twin Orcs, Blondie and Stabby, used to serve as advisors to Orgrim Doomhammer before he became the Warchief. Now they have come to serve you. Blondie is the taller of the two and gets her name from her luscious and rare blonde hair. She is an expert when it comes to battlefield strategy and quite handy with a blade. Stabby is shorter, if only by stone, and is the more sadistic of the two. She specialises in espionage and interrogation, though it is often debated if she was named Stabby because of her fondness for knives, or if that fondness came after being named.

Lantressa, Of The Blade

(100 OP, Free for Burning Blade)

A blademaster of renown and a half-draenei because of her father, Lantressa was thrown out of her clan before they descended into demon worship. Weary and feeling lonely, she has joined your Horde in the hopes of finding purpose. Though wary of any deals involving demons, she will give you the benefit of the doubt in many regards.

Gorna Angerfang, The Maw Enforcer

(100 OP, Free for Dragonmaw)

Though somewhat weary and annoyed at her clan's constant search for new nelkhar after the extinction of the rylaks, she has vowed to ensure they will not be destroyed in this search. Which is why she has come to you, hoping that by keeping you happy you will be lenient upon the Dragonmaw and perhaps even assist them in their endeavour.

Relka Bloodfyre, The Shadow of the Moon

(100 OP, Free for Shadowmoon)

Being the last sane member of a clan is hard enough, doubly so if it's as infamous as hers. Relka has indeed resigned herself to her fate, now merely wishing to spread her clan's knowledge to those willing to listen. And should you also be of the Shadowmoon clan, expect her to cling to you at all times, perhaps even propositioning you on the spot.

Thega Graveblade, The Hidden Hand

(100 OP, Free for Shattered Hand)

A mysterious Orc who rarely shows her face, Thega lacks the maimed hand so customary for her clan and is often mocked for her supposed weakness. These talks often cease after hearing her order the assassination of several key figures amongst her enemies. An assassin and spy master with few equals, Thega does all she does in the name of the Horde and you.

Jorin Deadeye, The Bleeding Heir

(100 OP, Free for Bleeding Hollow)

Her father left a bloody legacy and large shoes for her to fill, ones she is not sure she wishes to inherit. Though she too has sacrificed her eye to witness her death, she is filled with doubts about her and her clan's future, so she will seek you for guidance and counsel in many things.

Eitrigg, The Blackrock Champion

(100 OP, Free for Blackrock)

A loyal friend and a capable ally, Eitrigg is a disciplined warrior who values proper strategy over simple charges. Though rather clumsy with a hammer and useless as a blacksmith, she makes up for it with her general endurance and affinity for axes. She will give you sound advice, if you heed it is another matter entirely.

Gorgonna, The Devoted Apprentice

(100 OP, Free for Warsong)

In a different strand, Gorgonna would have risen up to the role of chieftain amongst the Warsong. This is not her, it is doubtful it ever will. In this strand, the humans managed to slay not only her parents, but her sister as well. She only managed to escape because of you. You saved her and nurtured her back to health. Then, you raised her as your own daughter or apprentice. If you nurtured her fire and hatred, or tempered it and forged her into something else, is up to you. But in either case, she puts you on a pedestal and would do anything for you.

Nazgrel, The Howling Warrior

(100 OP, Free for Frostwolf)

Though Frostwolves in general have remained distant from the Horde, Nazgrel has heard tales of your battles and wishes to test her mettle against you and perhaps even join your forces. While by no means subtle, she has an eye for strategy and especially for planning defenses. So if her skill with an axe is not of interest, perhaps her ability to outsiege even some dwarves would be to your fancy?

Thraki, The Manic Skull

(100 OP, Free for Laughing Skull)

No one is quite sure where she came from, yet there she was. Cackling as she fired arrows laced with a poison that loosened bowels at your enemies. And she never left, seemingly enjoying the chaos you bring with you. Though you are never quite sure what she says, you do appreciate her energy at the very least.

Mazkora, The Twilight Prophet

(100 OP, Free for Twilight's Hammer)

She has seen the truth, her masters will be freed by the hands of a jumping warrior not of this reality. And she has found you at last, her beloved lord. Though worrying in her fanaticism and expecting you to bring about the apocalypse, her control over the Elements and prophetic visions are a boon not easily discarded.

Marona Felhound, The Blade of Gul'dan

(100 OP, Free for Stormreaver)

Garona was the seducer and infiltrator, meant to be seen until it was time to strike. Marona on the other hand, was raised to serve as a hunting dog, able to track down a target from across the continent. And now, this half-feral Orc has joined you, be it as a gift and warning from Gul'dan, or by you earning her loyalty through some means. She is eager to hunt down your enemies, their screams of pain music to her ears.

Takra Coldtusk, The Giant Slayer

(100 OP, Free for Thunderlord)

The Thunderlord clan has all but gone extinct, with the rare few like Takra usually keeping to themselves. Though the Magnaron are long gone and the Gronn themselves few in number, Takra has made a reputation for herself as a hunter of Ettins and other Giants that wander the lands of Azeroth. She offers her spear to you in exchange for you leading her to larger prey to slay.

Scenarios

Picking Flowers

You know they are out there, the Flowerpicker Clan. Hiding in the shadows, mocking you and sneaking past the other Orcs. But you know they are real, and you will prove it to everyone, or die trying.

Your fervor could very well be born from either the need to be right, or perhaps you declared yourself a member of this clan and the years of ridicule has left you desperate to prove your claim.

It will not be easy, they have eyes and ears everywhere, they will know of your intent and will do what they can to either hide or silence you. But you must do this.

Find the Flowerpicker clan and expose them for the wider world as truth and not mere myth.

For bringing forth the truth and proving you are not completely insane, you receive the following:

[Shadows Among Us]
It was a harsh ordeal, tracking them down from the shadows. At every point you had to question if they were real or merely pretenders. But now you need not worry about it repeating. You have a sixth sense for weaseling out infiltrators, spies and those trying to hide. You catch every contradiction, every micro-expression, and you will call them out on this. And people around you, they will listen.

[The Legends Are True!]
Until your revelation, the Flowerpicker clan had been nothing but a legend among the Orcs. A figment of imagination, used to frighten children. Yet now, they are real. And in future worlds, you may decide that any legend that has been told, is actually real.

[Grave Flower]
You found this flower with onion-shaped red petals in your pocket. Should you plant it in the ground, it will begin to multiply and produce more of them. If you give this to an enemy, a sense of horror fills them and they will flee. Half the time, a Flowerpicker Orc will appear and cut them down from behind. Should your last flower be lost, another will spawn at dawn.

Exile's Reach

You have been called on for a mission. It has been a few days since an expedition led by Warlord Thunderwalker last reported in. They were located on a small set of isles someways away from Zandalar.

A search and rescue team led by Warlord Breka Grimaxe has been formed, with you as her second in command. You receive a day to put your things in order and to stock up on any supplies, before your ship departs from Orgrimmar.
While on the way, your ship is caught up in a storm, leaving your crew stranded on the same isle as the previous expedition. To complicate matters further, an Alliance crew led by Captain Amanda Garrick has also been shipwrecked, for apparently an expedition of theirs as well had disappeared in these parts.

Though you could simply fight the other crew, it would be perhaps better to work together to solve this problem.

Through several trials, saving the few expedition members that yet live, including the children of both Breka and Amanda, and combatting Ogres, Quilboar and Harpies, you come to learn of a foul ritual to resurrect an evil dragon named Ravnyr.

You must attack Darkmaul Citadel, be it only with your own crew or with the help of the Alliance, and fight your way to the top. There Gor'groth, the leader of the Ogres, is funneling souls to the corpse of Ravnyr. If you are quick enough, you stop the ritual before Ravnyr returns to life. But should she return, expect a tough fight, a dragon is still a threat even in as weak of a state as she is.

For surviving the events of Exile's Reach and making it back to Orgrimmar, you receive the following:

[Against the Clock]
It certainly was convenient that the Ogres were about to finish their ritual only when you had arrived. And now, this seems to occur in the future as well. Be it to stop an evil ritual, the self-destruction of a base or the murder of a loved one, the perpetrators always seem to take their time, ensuring you will always arrive in time to try and stop them. Even when escaping, you'll always have enough time to make a last minute escape.

[Shuja Grimaxe]
Your presence left her speechless when she realised you had accompanied her mother on this mission. She had been a fan of your previous exploits, and this was no different. Wide-eyed, with a need to prove herself and a staunch belief in the mission of the Horde, Shuja shows some promise in the practice of Shamanism, though with a competent teacher at her side she could go far indeed. Were you to offer to teach her yourself, she would leap at the chance and perhaps even give a kiss on the cheek as thanks.

The Ballad Of The Red Orc

Broxigar the Red stands as one of the most legendary Orcs amongst his own people, but also those of the Night Elves. For he not only slew thousands of demons, but also saved Azeroth by holding back the Burning Legion long enough for his comrades to seal off the Well of Eternity. Yet even more impressive was the wound he left on the thigh of Sargeras and even though

this would eventually lead to his death, it was also a feat achieved by very few mortals.

Unfortunately, in this strand of time, Broxigar never traveled back in time. Be it because he died earlier, because he went somewhere else. Instead, it is you who has been brought here.

Queen Azshara has turned the Well of Eternity into a portal, allowing the demons of the Burning Legion to invade. A resistance has formed, but they are unfortunately outnumbered one hundred to one.

This is why you are here. They need a champion, a warrior. They need a slayer of demons. The demigod Cenarius will give you an axe, light as a feather and stronger than steel. Then your mission is simple. Slay as many demons as you can, push them back to the other side of the Well of Eternity, and ensure the portal is permanently closed. And should Sargeras make his appearance, you may attempt to wound him as Broxigar would, though it will most likely cost you your life. Should you die in such a way, you will awaken in the modern times, bearing a scar from the killing blow.

For protecting Azeroth and pushing back the Legion, you receive the following:

[The Demon Slayer]
Your form was covered in the blood of demons, standing upon mountains made of corpses. And now, the only thing they truly fear is you. Your presence frightens all demons, the weakest of them possibly even dying from fright. As well, you only take a quarter of the damage they inflict while dealing back double the damage entirely.

[Axe of Cenarius]
A gift from the demigod Cenarius, this axe is crafted from an oak tree and enhanced by druidic magics, making it light as a feather and stronger than any mortal blade. Not only does it cleave men in steel armor in two, it seems to almost yearn for the death of demons, ensuring you always deal more damage against them. As you earned it by right of arms, none will think it strange for you to have it.

Should you have managed to wound Sargeras and leave your mark in legend, you receive this:

[A True Legend]

There are many who boast of great deeds, only for it all to be little more than tall tales. But you, you are the genuine article. All tales told of you are taken as fact, and your very appearance will calm the minds of others, for they know a Legend walks in their midst. Of course, this has another benefit. The Capstone booster found here, **The Warchief**, and others found later on your journey, are discounted. And should you have purchased **The Warchief** beforehand, you receive half of its cost back.

Atop The Frozen Throne

(Requires **Bound In Ice**)

Ner'zhul was haunted by tragedy for decades, each decision leading both him and his people down an ever darker path, eventually culminating in the destruction of Draenor and his own imprisonment as a spirit within a suit of armor in the frozen lands of Northrend.

Yet it would seem that in this strand of time, Ner'zhul was never shattered. Perhaps he perished during the Spell of Conjuration, perhaps his soul was simply destroyed. Instead, you have taken his place.

Immobile and alone, your form robbed from you. Yet all is not lost, for you wield the power Ner'zhul did while in this state. Call out the mages too curious for their own good, those who would fear the hand of death. Raise the dead around your throne and begin the extermination of all life on your continent.

Yet perhaps more importantly, you must gain a new body. By default, it is Arthas Menethil whom you must take over, be it by taking the same route as Ner'zhul did or by devising a plan of your own.

Should you have taken ***I Will Give Anything Or Pay Any Price*** then, Jaina Proudmoore will come and find you, hoping that with your assistance she may be able to stop Arthas on his Light-fueled rampage. Though her mind remains too strong for you, you are able to influence her thoughts, twisting them from merely stopping Arthas, into slaying him so you may possess his corpse, then the two of you can rule Lordaeron in eternal peace.

Whatever the path you choose, upon taking over the body of Arthas, you still have some other objectives you may pursue if you wish.

The first, perhaps born out of the lingering thoughts of Arthas, is to claim the kingdom of Lordaeron for the Scourge as well as recruiting Jaina Proudmoore. You must ensure that the people of Lordaeron keep their free wills, but whether they remain alive or live in undeath, is up to you.

The second, is the conquest of Quel'thalas. The High Elves were the somewhat distant allies of Lordaeron and could prove a threat should they be left to their own devices.

Thirdly, this time through receiving a vision you become aware of an old civilization on the continent of Kalimdor, the Night Elves. Be it their connection to Nature or their primordial stature and prowess in comparison to the High Elves, you wish to conquer them as well.

Through taking over the body of Arthas and ascending as Lich King, you receive the following:

[The Lich King]
The monarch of the dead and terror of the living. Your body may function as normal, but you no longer age, no longer breathe. 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 the perk **Lich Beginnings** in its boosted form and will be refunded the points if you had purchased it already. In addition, you receive the **Tools of Scourge** item and are refunded any points used if bought before.

Should you have faced Arthas under the effects of **I Will Give Anything Or Pay Any Price,** then you have found your body to be extremely resistant to Light and other Holy magics.

[Northrend]
The frozen continent that once served as your prison, now stands as your kingdom. From the Borean Tundra to the Grizzly Hills. From the ruins of Zul'Drak to the mighty Icecrown Citadel, you now rule it all and can bring it and the frozen winds blowing through it to future worlds.

[The Scourge]

Your undead hordes, an army that grows with each enemy slain. While mostly made of mindless fodder, your forces include elite Death Knights, Necromancers and a few Val'kyr who may steal the souls of the dead from the afterlife for you to do with as you will.

Should you have made a bargain with Jaina to defeat Arthas, you receive the following:

[Jaina, The Lich Queen]
(Cannot be taken with **Jaina, The Baroness of Arcane**)
Though she no longer holds a connection to you, the time spent under your influence has left her changed. Her body now far paler than before, her eyes burning a cold blue and now untouched by age, she has come to see you as a worthy monarch and wishes for the people of Lordaeron to serve you. Her control over Ice magic has increased, able to conjure a kingdom-covering ice storm in seconds.

For taking over the kingdom of Lordaeron, you receive the following:

[Lordaeron]
The lands of Lordaeron bow to you, the once lush kingdom now slowly overtaken by plague. The humans, those who yet remain alive, appear as a paler sort and through their submission to you are able to manifest similar abilities and strength compared to Death Knights, while remaining yet alive.

[Jaina, The Baroness of Arcane]
(Cannot be taken with **Jaina, The Lich Queen**)
The childhood friend and fiancée of Arthas, Jaina remained stubborn for a long while. Yet through subtle magic and convincing arguments you managed to get her to see things your way. By submitting to you, her skin has become pale as snow and her talent for Ice magic has become far smoother than before. Giving her the title of Baroness, she oversees the lands of Lordaeron in your stead, her presence a calm yet stern reminder to her subjects.

For taking over the kingdom of Quel'thalas, you receive the following:

[Quel'thalas]

The kingdom appears far more silent now, the verdant forests are twisted and dark, home to spiders, giant bats and ghosts. Through the willful acts of king Anasterian, the Sun Well was destroyed before it could fall into your hands. Yet the High Elves have connected themselves to you as a new source of mana. Strangely, this does not seem to actually weaken you in any way. The connection to you has left the once fair Elves far darker in color, their skins a dark shade of purple and their eyes a shade of red. This new connection has also given them a large affinity for Death magic, and indeed many of your Necromancers are bound to hail from amongst the now named Death Elves.

[Alleria, Vereesa and Sylvanas, The Baronesses of Death]

In your taking of Silvermoon you destroyed most of the leadership amongst the High Elves, leaving only the three Windrunner sisters as viable candidates for the title of Baron. Yet each made a compelling enough argument that while alone it was incomplete, when put together it made sense. So instead you decided that the three will share the title and watch over Quel'thalas in your name. Though the three will bicker about many things, they will work together to ensure the Shala'dorei live up to the potential and the gift you have granted them.

For taking over the lands of Darnassus, you receive the following:

[Darnassus]

What little active lands the Night Elves actively held have been overtaken by frost, turning the once lush forests into places of sombre quiet. The Kaldorei themselves have changed because of your conquest. Their once purple skins now turned shades of grey and white, an aura of frost surrounding them all. Now the Frost Elves, or Aldorei, focus much more on the practices of Shamanism and the control of this Ice you have granted them. In a further strange occurrence, the Dryads have been changed, warped into beings of ice and crystal. Far larger than before, they will let you and your forces ride on their backs into battle.

[Tyrande Whisperwind, The Baroness of Ice]

So thorough and brutal was your conquest, that Elune herself begged that Tyrande and her people surrender, so they may be spared. And now, as her skin has gone pale and her once green hair becomes blue, Tyrande has

accepted the title of Baroness, carefully making sure her people do not attract your ire.

Stormreaver's Fate

Gul'dan is a name that will live in infamy among the Orcs until their kind fails. Yet he was not always a monster, once he was but a runt, bullied and tormented by his clan for being born weak.

Bitterness and hatred poisoned his heart, which allowed Kil'jaeden to worm his way into the Orc's mind and permanently turn him into the monster known across worlds.

But it need not be so. Upon your travels, you will come across an unconscious Gul'dan, just kicked out of his clan. While killing him is so very tempting, you must resist. Instead, you must nurture him back to health.

And then, you must guide him. Turn him away from the dark path laid out before him. While becoming a warrior is beyond him, he possesses an extraordinary talent for magic of any kind.

Though the Legion may have its eye upon Draenor, it is a worry for another day. You need only to ensure neither yourself nor your new apprentice fall under their sway in any form.

Should you have managed to redeem Gul'dan and avert a massive disaster, you receive the following:

[Fate Denied]

Prophecies and Fate, two insidious concepts often seen as unbreakable by most beings. Not so for you. Though the world itself will fight you, it is more than possible to change even the direst of fates, you just need to fight for it.

[Gul'dan, The Redeemed]

Though still scrawny by Orc standards, her skin has a far healthier gloss to it and a spark in her eyes has been lit, the kind that she had lacked before. She now joins you, her beloved teacher and mentor, on your adventures across the multiverse, bringing with her a mastery of magic rarely seen.

The Tragedy of Ner’zhul

If there ever was someone who deserved pity and justice, it was Ner’zhul. Manipulated by Gul’dan, Kil’jaeden and nearly every other powerful figure in his life, he would eventually doom Draenor itself and many of the Orcish people.

But it is not too late, not for you. You have been brought to the time before Ner’zhul’s descent began. In a day's time, Gul’dan will arrive, telling false tales of Ogres destroying his clan. It is false, he committed his evil act himself.

He will throw the Throne of Elements into chaos and begin to manipulate Ner’zhul into forming the Horde.

You must stop this, entirely. Expose Gul’dan’s lies, ensure the Throne of Elements remains undisturbed and prevent the corruption of the Orcs and more importantly Ner’zhul at the hands of the Burning Legion.

For preventing a major tragedy, you receive the following:

[Sensing Betrayal]

You may as well be a bloodhound when it comes to sniffing out lies, spies, and betrayal. Each lie has some obvious inconsistency, spies leave their reports out in the open for you to find and betrayer cannot keep their emotions properly in check.

[Tragedy Prevention]

A form of foresight, perhaps, attuned towards tragedies. By interacting with a person, you are able to see any future tragedies that they are involved in and how to either prevent them, or to ensure they will come to pass.

[Ner’zhul and Rulkhan, The Spiritual Duo]

Ner’zhul feels light for the first time in some time. Grateful for your help, she has decided to accompany you on your adventures across the multiverse. Joining her is the spirit of her wife, Rulkhan, just as glad to see her wife safe from the machinations of the Legion.

The First War

Through The Dark Portal

You wake up on the eve of the Horde's invasion of Azeroth. You have been granted command over a small section of the Horde's army, and you must secure a foothold in the Black Morass, now known as the Blasted Lands, to ensure further Horde forces can safely cross the Dark Portal.

Further conquests may await in the imminent future, but a firm foundation is needed for any other action to not spell imminent doom.

You have secured a figurative beach head for the Horde and receive the following:

[Foothold Beyond...]

The Horde will come, and it will conquer, it will entrench, and it will not retreat. Now your hold on any territory is much more difficult to uproot, no matter what methods are used the enemies will find it almost impossible to remove you from the territory you claimed. They will run into bad luck, constant hindrances and make mistakes, even such things as bad intel or sheer arrogance will get in the way. Truly, everything that could go wrong will go wrong for those who wish to push you away from your rightful land!

[Orgram, The Doomhammer]

In a different strand it would have been her that led the charge beyond the Dark Portal, but in this one she instead merely serves as your second-in-command. Curt and honorable, she will prioritise the safety of your people over anything else, even if she has to sacrifice her own for it.

Path 1: The Storm of Burning Wings

Having secured a foothold in the Black Morass, your next objective will be to march north and west, your destination the Kingdom of Stormwind. The Swamp of Sorrows, Brightwood, Redrige Mountains, Westfall and Elwyn Forest, you must conquer them all and ensure your people are deeply entrenched and harder to remove than lice from a dog. Whether you allow the humans to remain or wipe them out completely is up to you, but when all of this has been conquered, you must head for the city of Stormwind itself.

Sack the city and then Stormwind Keep itself. Though some humans will no doubt escape, you care not for them, for you have a greater price: King Llane Wryn I. He has holed up within the Keep with some of his greatest knights, willing to battle to the bitter end.

By your hand the human king must die or, if you wish to spare him, be made to kneel and surrender his crown and the Kingdom of Stormwind be either razed or conquered. You have three years to manage all of this, before Stormwind's allies actually begin to muster and more combat ensues.

The First War comes to an end as Stormwind falls and you receive the following:

[Hail to the King]
The order for King Llane's death came from you, perhaps you even fulfilled it yourself. Whatever the cause of his death, your very being has grown a distaste for figures of authority not yourself. Be it your weapons, your spells, or your perks, all are far more effective against authority figures, the higher on the hierarchy the greater the effect. Conversely, this also means they will all do far less towards you. A mighty conqueror with their trusty axe will find their weapons bouncing off your robes, while a god-king known for their supernatural persuasion may as well be a bumbling and stuttering fool. The King is Dead, Long Live the Warchief.

[Garona Halforcen, The Loyal Blade]
Gul'dan saw the way you had risen to the task and wished to keep an eye on you, so he has sent Garona to act as his spy and assassin should you go out of line. Or that was his plan; in truth the mixture of seeing King Llane killed and your very presence, the brainwashing inflicted upon Garona has faltered and altered itself. Now she only takes orders from you, convinced you will not abandon her or force her to slay any more friends of hers.

Should Stormwind Keep and much of the former kingdom's lands be left intact, you receive the following:

[The Lands of Stormwind]
Stormwind Keep becomes your new capital, its position allowing for greater defense as well as access to the sea and wider ocean. The lands you conquered in your wake prove themselves quite fertile, capable of feeding the Horde thrice over with careful planning, with this fertility spreading to others

lands you conquer. Any humans remaining alive in your territory will be cowed in by the presence of your forces, serving you in the hopes of avoiding your wrath. Perhaps through time, prosperity and good leadership they will come to view you just as, if not more so, as their rightful ruler than King Llane ever was.

Path 2: The Strangling Jungle

Perhaps instead of Stormwind, you wish to conquer the lands of the Gurubashi instead, or perhaps the conquest of Stormwind was not enough, and you wish to expand your people's reach further still.

Though the Gurubashi are far fewer and disorganised compared to the humans, they know Stranglethorn Vale like the backs of their hands and will make each step painful. Not to mention the wildlife and even the plants will prove a challenge, danger lurking everywhere.
With the lead of the Bleeding Hollow, conquest will be possible but hard fought. Should the Gurubashi feel desperate enough, they may try to summon Hakkar the Soulflayer and that would spell disaster for both the Horde as well as the rest of the world.

South you will march, all the way to Zul'Gurub and beyond still, until the entire jungle is under your heel and control. You have three years to conquer the Vale before the humans of Stormwind may start thinking you vulnerable.

The Orc-Troll War comes to an end as you stand atop the ziggurat of Zul'Gurub, granting you the following:

[Marching On...]

After the long and dangerous march across Stranglethorn, you and your troops have adapted to all manner of changes in the environment. Be it on an icy tundra, a scorching desert, a humid jungle or a flat plane, you and your forces adapt to it instantly, just as good at surviving and fighting there as someone who has lived there for their entire lives.

[Lukou, The Loa of Renewal]

During the long battles, some of your troops reported a mysterious force healing them of their deep wounds. Later on, a beautiful Troll woman approached you, for Lukou the Loa had decided that your Horde was the best

for the world, having come to see it as rotten and stagnant. Though it pains her to see all of this life ended, it is all in the name of Renewal through Violence.

Should Zul'Gurub and the Stranglethorn Vale yet stand mostly intact, you receive the following:

[The Strangling Vale]
The lands conquered from the Black Morass to where Booty Bay might one day stand, you rule over this jungle with Zul'Gurub as your capital. This land as well as any others you may conquer will prove themselves extremely hostile to any enemy invaders, whittling their forces down before even a single battle. Conversely, any allied forces you may have will find their travel smooth as they trek across your lands. Any Trolls remaining on your lands will be disheartened by their decisive defeat and will grant you little trouble. Though, the presence of Lukou may in time soothe their pride, and they may see you as a proper ruler.

Path 3: Refusing the Future

Something about Blackhand's and Gul'dan's insistence on fighting the humans has set you on edge, especially after seeing the bloodthirsty monsters your people had become. No, you will not spread further, you and yours will remain in the Black Morass and build a home here.

No doubt there will be opposition, most of all from Blackhand and his masters, though no doubt the Gurubashi and the humans may try to cause trouble as well.

No matter, you will hold this land and prevent your people from further disgrace, hopefully turning them into something more peaceful.

As the three years of turtling in and reshaping the Orcs once again comes to a close, you gain the following:

[Calming The Beast]
Goodness knows how long it took for you to calm the minds and blood of the demon-blooded Orcs. Though no pacifists, they are more than able to think without the bloodlust clouding their minds. You are able to bring back those driven to madness, be it a feral Worgen or a blood-raging Orc.

[Geyah, The Greatmother]
The news of the Horde's change has reached Nagrand and curious to see if her remaining son, daughter-in-law, and grandchild have survived, Geyah has departed her village and crossed over to Azeroth. Impressed by your work, she has decided to stay and advise you in the running of this new Horde. Though slightly past her prime, Geyah is a font of wisdom and motherly affection, both of which she readily offers to you.

Should you have managed to keep the lands of Black Morass intact from enemy attacks, you receive the following:

[The New Hordelands]
Though the name itself is up to you, this land now spanning across the Black Morass and to the mouth of the Swamp of Sorrows is where your Horde has made its home. Your fervor in defending it has seeped the land and the buildings with it, giving all structures here and all other territories a massive boost to their durability, with this boost increasing as you claim more land and erect more buildings.

The Second War

Tides of Change
They are coming, the humans, the elves, the dwarves, and the gnomes. They will fight you and try to destroy you. Hold on and do not falter.

Your goal is simple, hold onto the grounds you've conquered during **The First War** and last for five years without being forced back through the Dark Portal. Though you could also conquer further lands and deal with your enemies, for this you need to only concern yourself with keeping what you already have.

For yet standing strong on Azeroth and protecting your territories, you receive the following:

[Times Change]
It was not easy, holding back the tide of enemies seeking your destruction, but you made it to the other side alive, snatching victory from the jaws of certain defeat. Now there will always be a chance for victory, no matter how dire the

situation. Even if Destiny itself has decreed your defeat, you will say Nay and fight on. There is always a chance to change things, you just need to pursue it.

[Varok Saurfang, The Steel Commander]
By default the third-in-command after Orgram, Varok is a far more open sort. Though the demon blood clouds her mind in the haze of combat, she strives to conduct herself and her forces in an honorable manner, even if that sometimes leads to a tactically less sensible outcome.

The Dance of Dragons

In the coming days, Zuluhed the Whacked, chieftain of the Dragonmaw clan, will approach you, speaking of visions showing massive flying reptiles and an artifact that could perhaps control them.

Intrigued, you accompany the chieftain and his forces to a cave within the Redridge Mountain. This artifact is protected by a Red Dragon called Orastraz, and he will no doubt turn hostile, forcing you to fight and slay him.

Then you will claim this Artifact, the Dragon Soul. And upon doing so, you will soon be confronted by Alexstraza, the queen of the Red Dragonflight. And it is here, where you must make your choice.

Path 1: Enslavement
You utilise the power of the Dragon Soul to enslave both Alexstraza and much of her flight, ensuring your soldiers will have Dragons as their mounts.

Though it will take some time to break them in and train them as mounts, they will prove devastating at the hands of the Dragonmaw, now more than enraptured to receive new nelghor to ride upon.

Should you manage to keep Alexstraza and her flight in bondage until **The Second War** comes to an end, you will receive the following:

[Dragon Slayer]
You have shattered one of the pillars of Dragonkind, your very being now infused with contempt towards their kind. Your attacks and abilities have become extremely effective against dragons of all kinds and those with

dragonblood in them. Even a mundane steel sword will pierce the scales of a Wyrm with little difficulty.

[Alexstraza, The Queen of Chains]
The once proud dragon queen has been reduced to a shadow of her former self, chains and a saddle fitted to her back so you ride her. The sight of her flight being reduced to such a state has left her meek, following your orders in the hopes that you will be kind to them. Suffice to say, the members of her flight you have enslaved will also follow you on your journey.

Path 2: Destruction
Perhaps her words managed to convince you, or maybe you were loath to enslave such magnificent beings, but when she confronted you, instead of enslaving her you declared your intentions to destroy the Dragon Soul.

While the Red Dragonflight was joyous at the declaration, the Dragonmaw, already salivating at the chance to ride the Dragons, become enraged and they will turn mostly traitor.

Should you manage to destroy the Dragon Soul and put an end to the Dragonmaw Rebellion, you receive the following:

[United Front]
Your reaction to the Dragonmaw was a powerful message to your forces: get in line or be punished. Though your followers may disagree with you, they will never get out of line and try to go behind your back or even betray you, such is the respect and fear you inspire.

[Aristraza, The Ruby Princess]
Thankful for destroying the Dragon Soul and preventing the enslavement of her people, Alexstraza has left in your care an egg, that will soon hatch into a ruby whelpling, who will quickly grow into an adult. Aristraza is rather fond of you and will in time grow to rival her mother in size and power. Any children she has will grow just as quickly, and the very thought of betraying you seems to make any of them ill.

Path 3: Freedom

Yet a third path is open as well, though it may be the hardest. Some of the power of the Dragonflights was infused within the Dragon Soul, robbing them of it. You could simply unravel the Artifact, releasing the powers sealed inside and allowing the Dragonflights freedom.

This will not be easy. Deathwing was a capable craftsman, and his fellow Aspects are unable to tell what was used in its creation. You must travel to the Titan facility of Uldaman and, with the help of its Keeper Archaedes, unmake the Dragon Soul.

Should you manage to undo one of the greatest mistakes of Dragonkind, then you receive the following:

[Dragon Friend]
It was a noble deed, releasing the power of the Dragonflights. Through this act, you have cemented yourself as a friend to all dragons. Here and in future worlds, all Dragons have a favorable and friendly disposition towards you. They will be all rather willing to hear you out, perhaps even letting you take some of their lesser trinkets from their hoards, should they be of the inclination. Even hostile ones will be more sad and devastated rather than angry for facing you, to the point where they could legitimately cease their rampage or even defect to your side.

[Alexstraza, The Bonded Advisor]
Something strange happened as you unraveled the Dragon Soul, a bond formed between you and Alexstraza. You are able to communicate through it, and you can subtly influence her without her realising it, over time even reshaping her morals and thoughts. She happily gives out advice in the matters of leadership and may even allow you to ride on her back.

Bonus Task: Wings of Death

Woe be upon all, for Deathwing has deemed you either a threat to his plans or someone far more fitting to serve as his pawn. He will come for you personally, not clad in an armor of Elementium, but of Adamantium, his breath molten magma and his very presence shakes the land. Gather your forces and prepare yourself, for now you fight for your very life.

As Deathwing falls from the skies dead, and a cheer rings out across the lands, you receive an upgrade to a perk:

[Dragon Slayer] -> [Dragon Bane]: You are the very bane of all dragons, your mere presence weakening them in all aspects. Their attacks bounce harmlessly off of you and any defenses they may lay you will destroy with a single punch.

[United Front] -> [United We Stand]: The effects of **United Front** are boosted the larger your forces grow. Even Gul'dan would hesitate for days before committing any form of treachery if you held all of Kalimdor.

[Dragon Friend] -> [Dragon Heart]: Now all Dragons treat you like a dear friend, willing to take a lot more abuse before they will even begin to think you were simply using them. Your words hold massive weight to them, and you will often be called to settle disputes between them.

Taking of Khaz Modan

The Dwarves and the Gnomes play a large part in the formation of the Alliance and will prove a threat in the coming days should steps not be taken to deal with them.

Path 1: Blood On The Snow

It is too great a risk to leave them be, so before they can attack you, you must attack them. A decisive blow, removing them from the board entirely.

Scour Khaz Modan of all Gnomes and Dwarves, burn their lands, slaughter their people and conquer their holds. Sack Ironforge and Gnomeregan, leave nothing behind but ash and the screaming of ghosts.

With the final small one slain and Khaz Modan yours, you receive the following:

[Broken Iron]

Ironforge, Gnomeregan, perhaps even Grim Batol. All cities built within mountains, all virtually impossible to siege. Yet you did it, you managed to crack them open like eggs. You and your forces are a terror during sieges, your armaments chipping at the doors and walls, your enemies committing fatal mistakes and their rations and equipment decaying far faster than normal. You are coming and they can only delay you.

[Hammer of the Underworld]
Forged from the weapons and armor of fallen dwarves and gnomes, this brutish weapon oozes malice. Those with weaker wills flee at the mere mention of it, all armor crumbles to dust at its strike, and with a cry you may summon the tormented souls of the dead to attack your foes.

[Eimear Bronzebeard, The Hollow Queen]
Her people, gone. Her husband and daughter, dead. Yet in a cruel twist of fate, you spared her. Now clad in rags and her once pristine crown now more of a collar and a mark of shame, you keep her as a reminder and as a curiosity, the last remnant of a people now gone.

[Khaz Modan, The Broken Mountains]
The people may be gone, but their creations yet linger, even if in a broken state. Through renovation, you can restore Ironforge and Gnomeregan to their former glory. The tall mountains and the biting cold will keep most invaders at bay, and the land itself is littered with Titan ruins and their artifacts, waiting for those curious to explore and find them.

Path 2: The Pact of Stone
Yet, would it not be more beneficial to recruit the hardy folks instead? Their technologies could benefit the Horde greatly, and certainly it would be easier to sue for peace instead of destruction.

Through genuine diplomacy and some subterfuge, you must get the Dwarves of Ironforge, and the Wildhammers if you can, along with the Gnomes of Gnomeregan to fully join the Horde.

When the Horde's flag fly proudly over the cities of Gnomeregan and Ironforge, you receive the following:

[Forging Iron]
Your newest members have contributed not only in man power but in their ingenuity and skill of arms. All things created by you and yours, be it a humble sword or a ship rivaling the Exodar, are of a superior quality and in general better compared to their contemporaries. Not only that, but you and yours learn things far faster when it comes to the matters of craftsmanship and science.

[Automaton Workshop]
You receive a joint gift from king Magni and High Tinker Mekkatorque, a workshop meant for the creation of automatons and golems of all shapes and sizes. Not only does it bear all the necessary tools to make them, it also holds several books guiding you through the creation of all models seen on Azeroth thus far, with them updating as you travel to further worlds.

[Moira Bronzebeard, The Princess-in-love]
It was a bit of a shock, being proposed by the princess of Ironforge. Apparently you had unknowingly managed to woo Moira through simply being yourself and has declared she will marry you and serve as your queen, or some other title.

[Khas Modan, The Glorious Realm]
Through your efforts of diplomacy, Khaz Modan nears a second golden age. Trade flows from Ironforge to other parts of your empire. The gnomes push their imagination and ingenuity ever forward, creating ever more wondrous machines of metal and steam. Even Grim Batol has been reclaimed, now a glorious city of the Dwarves once more.

Path 3: Shaping Mountains
But what if senseless slaughter feels too dull and diplomacy too demeaning? Then you select the third option, conquest.

Arm your forces once more, this time you will not mindlessly slaughter your foes, instead you will subjugate them. Break their wills, shatter their thrones. By the time you are done, both the Gnomes and the Dwarves must bow before you.

Though their cities have seen far better days, they yet live and stand, with you receiving the following:

[Taskmaster]
You have turned Khaz Modan and the homes of the dwarves into your forges, reducing the proud people and their crafts to your laborers. Those working beneath your rule and under your command, serve at the utmost of their effort, and produce far better results than normal, be it crafting your weapons and armor at the forges, mining the depths for materials, serving you wine, or anything you decide to make them do really. And they will obey your orders

and laws without rebellion or resistance, in fear of your lash, and the pain and suffering it can bring them. This extends as far as you wish it to go, potentially throughout your territories and realms, and your entire servant class, making them produce their best results under whomever you wish.

[Chainrattle Mines]
Dig deep, dig far. Khaz Modan's enslaved workforce now take to the mines like never before, with them driven to go deeper than they ever normally would have, and many once-warriors pick up the pickaxe and join the mining force. These dozens of new mines produce massive amounts of raw materials, gold and iron yes, but also rarer materials like adamantine, thorium, and even elementium, are found more often. Not to mention wondrous jewels and crystals. The disposition of these mines and their great wealth, mean you will gain consistently high yields, to put to whatever purpose you so please.

[Eimear and Moira, The Tarnished Royalty]
After the thorough beating the Horde gave to the Ironforge-Gnomeregan alliance, you took Eimear and Moira as your servants, meant to dissuade any attempts at rebellion and as a final black eye to the now destitute Magni. If you put them to work or merely keep them around as decorations is up to you.

[Khaz Modan, The Land of Chains]
A melancholic air hangs above the land. Ironforge, once a proud capital to a proud people, now rings day and night with the forges of the Dwarves, ever creating whatever you and your forces need. Gnomeregan fares little better, its once unbound creativity now shaped by your desires of further conquest.

Problems Of Humankind

Be it the conquest of Stormwind, worries of you heading north from Stranglethorn, or even the whisperings of the Legion, word comes to you about the talks of Alliance between the human kingdoms and of the destruction of the Horde.

You cannot, will not, allow this to stand. It is very doubtful the humans will accept peace of any kind, so you must take hostile action.

Path 1: The Knives In The Dark

Sending out your forces could result in massive casualties, so why not make the humans fight amongst themselves?

Through sabotage, broken communication, assassination and rumor mongering, you must sow discord, mistrust and even violence amongst the humans, ensuring they are never able to trust one another nor willing to ally themselves against you, ensuring your Horde may remain in peace from them.

When the bonds of trust and seeds of discord have been sown, you receive the following:

[Unity Denied]
While the logistics of your endeavor might have at first been rather chaotic, you have managed to refine them to the point of perfection. Your enemies seem to be almost allergic to any sort of unity amongst themselves, old grudges flare up in meetings, a shove will become a fight, prejudices are inflamed, not even a world ending threat like yourself can get them to properly work together. The larger and more complex the coalition against you, the more numerous the cracks and the faster they will shatter. Which only amplifies the horror they feel when they see the Horde, united and smooth like a well oiled machine.

[Alterac, The Mountain Hold]
By far the weakest and tiniest of the seven human kingdoms, Alterac has seen the way its fellow kingdoms squabble like children amongst one another and has decided to throw its lot in with you. Though small in territory, the kingdom stands within the Alterac Mountains, and it offers a good vantage point to observe the rest of the human kingdoms.

Path 2: The Doom of Men
Yet perhaps you yearn for the battlefield? Perhaps you wish to test your forces against a proper foe, like the Draenei were? You will wait for them to gather, for their Alliance to form.

Then you will fight. You will carve a bloody path across the human lands, perhaps even a second Path of Glory. Shatter their walls and will, show men true terror in your wake. The Horde is the future, show this Alliance the truth.

When the last city burns and the humans have been broken, you receive the following:

[Lok-Narash!]
To Arms, you commanded your forces, and they did, eager for such a massive battle. You and your forces grow in power and number the more active enemy factions you have. You will always be evenly matched with your foes and should enough of them gather, you will even surpass them.

[Lordaeron, The Fallen Land]
Abandoned by the remaining few humans, Lordaeron has become a land of the dead, beasts, and Orcs. The capital itself stands mostly intact, with the throne room having been converted into a war room and a brutish throne has been placed for you to sit on, overlooking a map of Azeroth as a whole.

Path 3: Shackled Hope
The humans have so much land, so many people underutilised. It is maddening to see such waste. You will show them how it is really done.

Before the humans have time to prepare, you must strike quickly and without hesitation. You must conquer the lands of the Alliance, and bring them to heel. Ensure the Humans are not wiped out, but merely subjugated, for they can be quite useful in the days to come.

When the last king of men falls and their capitals fly the Horde's flag, you receive the following:

[The Joy of Servitude]
They will struggle first, serving under their new underlords. But in time they and many others will come to enjoy serving you. Those you have conquered and enslaved start to quickly accept their situations and even come to enjoy it, with ironically the most stubborn lot being the first ones to fully cave in.

[Arathor, The Land of Fools]
You've conquered the remaining human lands and in a further mockery of their new status, you have named their new lands after their once great Empire. The humans are rather downbeat, preferring to do as commanded and not cause trouble, for they know your forces will deal out punishments immediately.

[Katherine Proudmoore, The Chained Admiral]
During your war, Daelin Proudmoore became a thorn in your side. Was it any wonder then, that you decided not only to enslave his daughter and wife, but to also force the latter to hunt him down and kill him, or face the ultimate destruction of her people? Suffice to say, Katherine does her due diligence to ensure you remain happy with her and won't direct your wrath towards her daughter or people at large.

Side Mission 1: Flashes of Light

Orcs are well aware that the Light can be used offensively thanks to the Draenei. Unfortunately, humans are realizing this fact as well. Led by the Archbishop Alonsus Faol and Sir Anduin Lothar of Stormwind, the first Paladins of the Alliance will soon be revealed, proving themselves a game changer in the wars to come.

You cannot let this stand. Be it by eliminating the key figures in this endeavour, or by creating Paladins amongst your own forces, you must ensure the Light will not be the downfall of your people this time either.

Whether you merely snuffed out the Light of Men, or kindled that of the Orcs, you receive the following

[The Light Provides]
You were exposed to the light in one way or another in great amounts during this ordeal and have been changed by it. You now wield the Light, able to teach it to others. Neither you nor those you teach of the Light need to have any faith in it and though you may take away the Light from those you gave it to, you yourself will never lose it. This also allows access to other Holy or Light powers in the future, though you will have to actually learn how to wield them.

Side Mission 2: The Wayward Elf

While the Elves of Quel'thalas have decided to leave the humans to their devices and force them to face the Horde alone, Alleria Windrunner has defied this and will head down to join the Alliance.

While slaying her would be the easier thing, she is a capable Farstrider with hundreds of years of experience and could be an asset to the Horde. Invite her for talks, perhaps even presenting her the head of Zul'jin, the chieftain of the Amani and a scourge upon the High Elves, to her as a peace offering.

Whatever means you use, should you have managed to recruit Alleria for the Horde, you receive the following:

[Trueshot Aura]
Alleria's proficiency in archery has already paid dividends to you. Both yourself and any allies within 100 meters, are far more accurate than before with both ranged and melee attacks. Even someone cursed to always miss can hit the side of a barn.

[Alleria Windrunner, The Horde Archer]
Something in your words managed to convince her to join, perhaps seeing you wipe out an enemy of her people showed you could be a valuable ally. Now she wears the colors and symbol of the Horde with pride, fighting alongside the rest of your forces. In the coming days she will come to believe it is only under the Horde that there can be true peace and should it ever come down to it, she will begrudgingly choose you over her people.

Under A Silver Moon

Up in the very tip of the Eastern Kingdoms, lies the realm of Quel'Thalas, the home of the High Elves. Though their involvement has been minimal, there have been those who would seek to ally themselves with the Alliance and see to the Horde's destruction.

Whatever your decisions were before, you being so close to their kingdom has put the Elves on high alert. It will not take long for them to send out small groups of Farstriders to harass your forces, if not even mobilise their entire army.

Path 1: The Fall of Blood
The forests of Quel'thalas are known for their red leaves. And now, the ground will run just as red. The Elves need not even throw the first stone, you will come for them instead.

Burn their settlements, slaughter their people and perhaps even destroy their forest. Should Alleria have joined you before, then she will set upon this task with a heavy heart, justifying it as her people inviting it upon themselves.

When all is said and done, however, she will need a shoulder to lean on and some time away from combat, such things are grim business indeed.

As the Sunwell grows dim and the last High Elf lay dying, you receive the following:

[Blood for Blood]
You paid the ally of your enemies with total extermination. Those who have harmed or wronged you and yours will face your wrath three times over until whatever grudge you declare has been properly satisfied. In this task you and yours become empowered, the boost becoming larger the more horrendous and numerous the wrongs committed. It will fade after either the subject has been slain, or you deem the grudge sufficiently settled.

[Quel'Thalas, The Forest of Ghosts]
The once vibrant leaves grow dark, the sky becomes cloudy and the singing of birds fades away. Silvermoon, the jewel of the north, now stands mostly in ruin, its brilliant tall towers torn down. Where the Sunwell once was, now holds a dark pool that seems to swallow light itself within.

Path 2: A Horde of Silver
You saw the grace and agility of Alleria, then deemed her kind would be a great asset to the Horde. So instead of delivering death, why not make peace?

Should you have recruited Alleria, then you already have an in for negotiations, as her word alone carries some weight in High Elf society. Should she manage to persuade her sisters and if you had slain Zul'jin before, then the Quel'dorei would be rather eager to break bread with you.

When the agreements have been and Quel'Thalas flies the flag of the Horde, you receive the following:

[Ban'dinoriel]
The Sunwell shines ever bright, and now its protection extends to your lands as well. The Arcane barrier, nearly invisible to the naked eye, shields you and yours from any kind of scrying not done by you. It also suppresses or even nullifies all Magics and powers of any hostile forces that enter, those stronger

than you will have at least a fourth of their powers suppressed while those weaker than you are all but powerless entirely.

[Quel'Thalas, The Kingdom of Amber]
The kingdom and the forest around it seems far more vibrant than before. Though still somewhat pompous, the High Elves are more than willing to share their knowledge on magic to you and your people, and in time a massive portal network will bloom across your lands.

If you had recruited Alleria previously, then her sisters have decided to join you as well:

[Vereesa and Sylvanas, The Curious Hunters]
The remaining two Windrunner sisters saw how committed and loyal their older sister was to you and your cause and have become curious about it all. Vereesa will chatter your ear off as the two of you get to know one another, while Sylvanas will remain more aloof, observing you from a distance. In time, however, both wear the colors of the Horde on the regular, just like their sister does.

Path 3: The Setting Sun
The Elves sneer at your kin, deeming you barbaric brutes meant for extermination. You will humble them, permanently showing them the supremacy of the Horde.

March north, towards Silvermoon City. Conquer land as you, humble the Quel'dorei. And when you finally reach Silvermoon, claim the Sunwell and the Arcane energy within for yourself.

As Silvermoon finally surrenders, you bathe in the waters of the Sunwell, its light now a twisted dark thing, granting you the following:

[Arcane Power]
By bathing in the waters of The Sunwell, you have become a living font of Arcane power, greater by far than the best Archmages of Dalaran, and of course, the entire Sunstrider bloodline. You yourself may now act as a focus point for the Elves, if you feel generous enough to do so, and feed their addiction for magic without any negatives to yourself. You may also cut them off at will, overload them, or twist them into fallen and wretched things. The

Elves are bound to you, whether they like it or not, and with time and practice, you may learn to form these bonds with others, and establish a similar 'relationship' with them.

[The Twisted Well]
The Sunwell has been turned, twisted, to your purpose. Now, it enslaves the minds of The High Elves to your will, and yours alone. Whether this devotion is an insanity further brought by extensive alteration of their minds and selves, or an inbuilt loyalty that they cannot be rid of, no matter how begrudging it may be, is up to you. But they can no more turn against you than the dust can resist the wind. And what is more, anyone else connected to the Well, elf or not, becomes the same. If they are connected magically, or drink of its waters? Whatever else may happen to them, they become yours to do with as you please.

[Kael'thana Sunstrider, The Eclipse Princess]
When you slew her father, Anasterian Sunstrider, in front of her, it proved to her one undeniable truth. You could not be stopped. You could not be beaten. And the only way she could spare her people more pain and suffering, was to kneel. So she did. She surrendered, and pledged herself to the Horde, to you, in the hopes of your mercy. Now the sun on Elvenkind has set, but they survive, and Kael'thana works tirelessly to make certain that they continue to do so, and be worthy of your mercy. And she will do whatever it takes, and whatever you wish, to earn her people mercy and favor in your sight.

[Quel'Thalas, The Shaded Woods]
An air of gloom has settled over these lands. Life yet continues here, but now it has been twisted to your purposes. The beasts of the forest grow more fearsome, the trees twisted and the people subservient. Silvermoon stands yes, but its people cower before their Orcish conquerors.

On The Broken Shores

You will forget taking this, until the moment it happens. For one reason or another, you let Gul'dan live, though you may have banished both him and his Warlocks from the Horde.

Whatever the case may be, he has amassed a force of Orcs and perhaps other races if Orcs offer slim pickings, and has set sail towards the Broken Shore, where the Tomb of Sargeras lies. His goal? The Eye of Sargeras and

the power it holds within. Destiny itself will ensure he will reach the Tomb and open it.

From there, you have a short window of time to stop him from claiming the Eye for himself. Should he do so, he will be twice as strong as you were at your peak, and even the combined forces of the Horde and the Alliance couldn't guarantee any success.

However, be it before he reaches the Eye or after a long and grueling battle, you are presented with a choice. Either claim the Eye for yourself, or seal it away once more.

Regardless of any other choice, you watch as Gul'dan's flesh disintegrates, leaving only a skeleton with you receiving the following:

[Skull of Gul'dan]
The somewhat malformed skull of Gul'dan, some of his Fel power yet lingers within. Though most notably boosting Fel and other Demonic magics, it also boosts magics of other types to a lesser degree. It is also able to drain the mana and lifeforce of others, storing it for later use at the holder's leisure.

Should your lust for power over take you, and you claim the eye, you receive the following:

[Avatar of the Titan]
The Eye crumbles into dust and the demonic influence disappears from the Isles as the Fel energy is channeled into you. All of your powers have their effects and output permanently doubled on top of any other boosts you have. You may select if this actually affects all of your powers, or if some are exempt.

Should you instead reject the Eye and the power it offers, you receive the following:

[The Burning Horde]
As the Tomb's doors are sealed shut, some of the Fel power drifts into you, granting you a revelation. Not only do you now know how to summon all manner of demons, you are able to create them from your own mana at a great cost, but they will be independent of the Burning Legion and of the

Twisting Nether. At first, you are able to only create Imps, but as your experience grows you are able to create far more powerful ones, with an increasingly smaller mana cost.

The demons take their morality from you and are either unwilling or unable to see anything you do as evil or cruel. Whatever corruption they may release only affects those you desire, and others are able to summon these demons once you have created them. After your departure from Azeroth, this will grow to encompass the demons of other realities as well.

The Homeworld Beckons

Despite its current size, the Horde on Azeroth does not contain all of the Orcs. Many were left on Draenor for various reasons as the Horde fought for a new home. And now, it is time to bring them through as well.

Venture beyond the Dark Portal to Draenor, find the Orcs left behind and bring them to Azeroth. Be it by force, diplomacy, or some other way, the Orcs and the Hordes' time on Draenor has gone, now Azeroth is their home.

As the last of the Orcs cross the Dark Portal back to Azeroth and you feel a weight lift off your shoulders, you receive the following:

[Stand As One]

All of Orckind now follows you. As long as people remain under your command or rule, they remain immune to mind-altering abilities, magics or effects, even the charisma of others is lessened. The secondary effect of this is the sheer appeal of your faction the larger it is, making it that much easier to recruit amongst outsiders and allies.

[The Dark Portal]

The sign of your kind's dominance, the Dark Portal looms over the Black Morass as a warning to any foolish enough to try and attack you. Able to connect to other planes of existence, for the duration of this jump it will be locked onto Outland, or to the Draenor of another time should you take either the **Warlords of Draenor** or the **Iron Tide** scenario.

The Third War

Kalimdor Calls

Depending on your choices, you either awaken as the Warchief and ruler of the Eastern Kingdoms, or as the leader of the ragtag Orcs freed from their internment camps.
Indeed, you have taken Thrall's place in the events to come; perhaps he never survived to adulthood, perhaps he was never born, or his parents survived their assassination attempt, and he was raised in a happy family.

Nonetheless, you must venture to the continent of Kalimdor, depending on the Horde taking with you an expedition or the entirety of your people.

The journey and continent itself will hold several dangers and wonders, but to complete this you need to only reach the continent, build a permanent settlement there and hold it for the next three years to consider this complete.

For securing a foothold on Kalimdor and ensuring the Horde will survive, you receive the following:

[It Came To Me In A Dream]
In all likelihood no one outside of yourself had any idea what lay beyond the sea, yet many still chose to follow you, such was the conviction and belief you had in the vision granted to you. Now, as long as you truly believe something, people under you and even total strangers will believe in it as well, far more willing to take a risk should you lead them forward.

[Gromma Hellscream, The Warsong Chieftess]
Depending on whom you ask, Gromma is either a traitor far worse than Ner'zhul, or an honorable warrior who brought glory to Orckind. While ashamed of being enslaved to Mannoroth, Gromma cares very little what others think as long as she can participate in worthy fights and ensure the prosperity of her people and clan, even if that may clash with your own vision at times.

[Jumpmar]
While the name could use some work, this city is the size of Orgrimmar and is by default located in what would one day be called Durotar, though you may choose to settle somewhere else. The city can house a large amount of

people, holds several amenities, and a portal room connects your new city to any other major settlement you may hold in the current world-cluster.

Darkspear Islands

On the way, you may decide to stop at a series of islands. Here the Darkspear tribe of trolls makes their home. Soon after making landfall, you come across the tribe's leader, Sen'jin. From him, you learn of the threats plaguing his tribe.

Not only have humans from Kul Tiras arrived on the islands and are causing trouble for the Trolls, but a large tribe of Murlocs have begun to capture Trolls under the command of the Naga Sea Witch Zar'jira.

It will soon become rather clear that the Trolls cannot remain on the island, not only because of these threats but also because of the active volcano seemingly ready to erupt.

Your goal is therefore to evacuate as many Trolls to your ships as you can before the Volcano erupts or either the humans or the murlocs wipe them out.
If you managed to ensure the Darkspear tribe will not go extinct, you receive the following:

[Troll Regeneration]

Whatever Loa watched over the Darkspear has seen your kind deed and gifted you this. You possess a similar regenerative ability as most Trolls, able to heal from most non-lethal wounds.

[Vol'jin, The Shadowhunter]

Thankful for saving her tribe and intrigued by your people, Vol'jin has decided to join you and your Horde. A calm and cautious sort, she wields strange shadow magic in tandem with her glaives, becoming a deadly foe at range and in melee.

[Darkspear Tribe]

You saved them from certain doom, so now you get to take this Troll tribe with you. A random mixture of civilians and warriors, their ranks hold spearthrowers, shadowhunters, witch doctors and even a few druids.

Bonus Task: Saving Sen'jin

Should things go as planned, then Sen'jin will meet his end at the hands of murlocs. But it doesn't have to be that way.

Make sure Sen'jin survives these ordeals and slay Zar'jira at the same time, ensuring she cannot return to haunt the Darkspear or you in the future.

For saving Sen'jin and putting an end to Zar'jira, you receive the following:

[Sen'jin, The Darkspear Chieftain]
Though she had been prepared for death, her unexpected survival has left her very thankful for your aid. Not only has this earned you acclaim among her tribe and the affections of her daughter, Sen'jin herself is a Witch Doctor with years of experience and will gladly offer both her magic and her experience to you.

Mulgore Rumble

Upon reaching Kalimdor and building a settlement, you will undoubtedly come across the Tauren, cow-like folk with a connection to the spirits of the land and currently being hunted down by a large horde of Centaur.

The Tauren could prove a valuable ally with their bulk and connections to nature. Then again, perhaps the Centaur would offer far more in terms of numbers and sheer ferocity.

Path 1: Tauren Defence

The Centaur are too savage and uncontrollable, so instead you ally with the Tauren.

Destroy the Centaur and secure Mulgore so the Tauren may finally have a home for themselves after being hunted for so long.

For helping the Tauren win against their ancient enemies, you receive the following:

[Tauren Might]
You find yourself growing taller, and your physical might increasing, matching a Tauren in both. Not only this, but you are nearly unstoppable when you

decide to charge ahead, trampling foes, sending objects flying and even going through stone walls.

[Cairne Bloodhoof, The Tauren Chief]
Though appearing lumbering and slow, Cairne merely likes to take her time assessing every action before doing anything. Calm and wise, she is often most in touch with Spirits of all manner, though seeing her people harmed can ignite even her long fuse.

[Mulgore, The Land of Plains]
Large grass plains, lumbering kodo packs and what will one day be Thunder Bluff standing upon some of the many bluffs dotting the landscape. Here the Tauren make their home and from here they march to join you in battle. Be it chieftains wielding massive totems, the shamans bringing forth the fury of the elements, or the priests of the Earthmother wielding the Light of their goddess, they will not hesitate to aid their friends and allies.

Path 2: Centaur Offence
Why would you side with the Tauren? Clearly they are weak for having been driven to this point. Instead, you will ally with the Centaur.

Help your new cloven allies finally wipe out the Tauren for good, then ensure this clan is the only remaining on the plains of Mulgore, either by wiping out the other clans or absorbing them to yours.

For having settled the ancient conflict in favor of the centaur, you receive the following:

[The Khan of Khans]
Your visage takes on a fierce quality, frightening your enemies. You are a terror while mounted on any animal, dealing far more damage than on foot. And by default, primitive civilizations view you in both awe and fear.

[Kheli, The Khan of Jumper]
Among the centaur who fought alongside you, Kheli made the greatest of impressions, and so you named her the Khan of the clan. Though not the

sharpest of beings, she compensates for it with her zealous belief in you and her frenzied will in battle.

[Mulgore, The Land of Centaur]
Though the grass plains remain, the sun seems to glare down harshly, as if An'she herself tries to punish you for slaughtering her children. The centaur nonetheless continue on, conquering as they go. And when you call, the battlefield trembles as the hordes descend upon your enemies. For while the centaurs individually are of little might, together they are a scourge upon all who threaten their Khan of Khans.

Path 3: Lord of the Plains
Bah, why ally with one of them, when you could conquer both?

Indeed, instead, you will gather your forces and grind their wills down until both have surrendered and accepted your right to rule.

For conquering the plains of Mulgore and the people fighting over it, you receive the following:

[Terror of the Plains]
You now bear the strength and size of a Tauren and the speed and endurance of a Centaur. Most will freeze upon seeing you charge at them, their minds unable to accept that something your size moves so fast.

[Magartha Grimtotem, The Queen of Plains]
Though most Tauren resisted until the very end, Magartha saw the strength you wielded and decided to ally with you instead. For her service, you rewarded her the rulership over both the Tauren and the Centaur. Though initially trying to scheme her way into more power, you persuaded her to think otherwise. She is now content to merely rule over Mulgore, while training her people into as brutal and efficient fighters as she can.

[Mulgore, The Land of War]
The green grass of the plains has been permanently dyed orange from the blood spilled by the people there. The land itself seems to drive those inhabiting it into an explosive rage and a lust for blood. Magartha rules with an iron fist and has molded her subjects into a terrible force, which will happily march into any battle you direct them towards.

Of Elves and Demons

Traveling further west in search of wood, you stumble upon a grove protected by the demigod Cenarius and his Night Elven allies. At the same time, you feel an old calling from deep within the woods. A pool full of Mannoroth's Blood, once more tempting you and your people to drink from it.

Will you make peace with the Night Elves and destroy this demonic source, or will you give in to the temptation and allow the demon blood to corrupt you once more?

Path 1: Aiding the Forest

Your people once served the demons, never again. You will ally with the Night Elves and stamp out this demonic rot.

Scour Ashenvale of all demons and corrupted blood. No doubt you will eventually face a familiar demon, for Mannoroth himself will try to intervene and stamp you out. While it is unlikely you can permanently slay him, defeating him and sending him back to Twisting Nether is still possible to do.

For once and for all severing your ties to the Burning Legion and saving Ashenvale, you receive the following:

[Elven Grace]

Your body becomes more agile and flexible, oftentimes rivaling most Elves. In addition, your deeds defending the forest have left an aura about you. Now, most wildlife and even sentient plants are friendly towards you, only turning hostile if you attack them first.

[Tyrande, Shandris and Maiev, The Kaldorei Delegation]

In an effort to improve relations between your peoples, these three have joined up with you to learn and to teach. Tyrande enjoys the talk of spirits and faith, preaching the teachings of Elune. Shandris focuses on more militant affairs and will often train your archers and marksmen. Maiev, though, has invited herself along, for she is still suspicious of you and will make sure to always be within seeing distance if she can.

[Darnassus, The Forest Renewed]

The home of the Night Elves blooms with life and vigor, as if sensing a time of change approaching. The giant Ancients and the Night Elves themselves welcome you and the Horde openly and once a jump or every 100 years, a new world tree sapling will appear which you can then take and plant somewhere else.

Path 2: Back for Blood

Though it pains you, you would deal with the devil you know rather than the one you don't.

You must consume the blood of Mannoroth and have a major part of your armies do the same. Then you must destroy Cenarius and wipe out the Night Elves, so only your Horde remains a proper power on Kalimdor.

Though your actions have carved a path of blood, you have secured your people's place on Kalimdor, granting you the following:

[Power of Demons]

Your body has mutated further. Not only are you more powerful than any Orc, with a skin of dark green, bright red or smoky grey, your soul has changed. When you die, your soul is sent to the Twisting Nether where you can either then possess the body of another, or wait until your own body has reformed. Should you be slain in the Twisting Nether, then your death is final.

[Mannoroth, The Demon General]

Pleased with your efforts and intrigued by the powers you have shown, Mannoroth has decided to follow you along for now. In physical might there are few who can match her and in strategic thinking no mortal can truly outsmart her, though her pride can get in the way. Of course, your influence will in time erode her loyalty to the Burning Legion, finding you to be a far worthier master to serve.

[Well of Chaos]

A massive well, once a pond of pure water, now it only holds foul demon blood. While for you, it does nothing, anyone else who drinks from it, is empowered to the levels shown by Grommash Hellscream during his clash with Cenarius. All who partake from it, are shackled to your will, with any insanity or madness caused by it able to be controlled by you.

Path 3: Master of the Forests

Once more, why should you ally with either side? Mannoroth only brought pain to your people, and these Night Elves looked down upon simply for not being elves.

No, there will be no submission, no peace. Only conquest. Wipe out Mannoroth's forces, then turn your attention to the Elves. Break their prides and wills, show them the might of the Horde.

As the songs of conquest fade and the Night Elves submit, you receive the following:

[Pridebreaker]

The Elves were a proud people. Arrogant, people. And you brought them low. Showing them their true worth, which was beneath the heel of your boot, wasn't much at all. You have a talent for stripping the prideful of their pride, the narcissistic and arrogant of their egos, and teaching humility, your every victory over them proving the point. The method can be from anything as simple as beating them in a contest, to as harsh as striking a lash against their skin. But the lesson will quickly sink in, and strip them of their delusions of grandiosity. You can stop at the extreme and reduce them to someone of a well-adjusted nature, or go all the way, until they haven't a hint of self-worth left in their bodies.

[Cenaria, The Broken Demigod]

Something in her broke, when you defeated her. You had no need for demon blood, or the usage of hordes. You alone took her down. And now, she has submitted. Seeing her favored people conquered demoralised her even further, any thoughts of resistance quickly snuffed out. Now she is your harbinger, her warning clear "Submit peacefully, or be broken like I was".

[Darnassus, The Weeping Forest]

The verdant and peaceful lands are now covered in constant rain fall, supposedly the tears of Elune at the fate of her children. Indeed, the Kaldorei have been remodeled. The Sentinels now actively patrol your borders, the Druids who were spared now twist nature as you will, and the Wardens root out any dissenters and traitors from your ranks.

Theramore Calling

One day, your scouts bring strange news. Humans have arrived in Dustwallow Marsh and are making a settlement there. Curious, you send spies to gain more information.

You come to learn that they are refugees from Lordaeron. Perhaps they are survivors from your rampage, or perhaps the Lich King and his Scourge have ravaged their lands.

Whatever the case may be, you will have to deal with them one way or another. If for nothing else, then to ensure they cannot turn hostile first.

Path 1: A Velvet Glove

Hasn't there been enough bloodshed between your peoples? Are they not here to start over like you?

No, violence will not be the answer this time. Instead, you will open diplomacy with them and make peace. Hopefully even recruiting them for the Horde. Kalimdor has enough dangers that a lone settlement or even a city will not last for long.

For making peace with the humans and proving the Horde is not all that bad, you receive the following:

[Arcane Insight]

Through your friendship, you have been granted access to the library of Jaina Proudmoore and the Arcane knowledge within. Though by no means a master yet, you understand the basics of Arcane magic and now bear an affinity for both it and magics requiring Intellect.

[Jaina Proudmoore, The Lady of Theramore]

Her heart was heavy as she led her people here, the tragedies of Lordaeron a burden on her very soul. But thanks to your arrival, some of that has been lifted. Somewhat over her head and perhaps harboring a slight crush, she will defer to you with any advice concerning rulership.

[Theramore, A Pearl of Hope]
While Dustwallow itself remains rather hostile, Theramore is quite secure, thanks in large part to your Horde. While the people will remain wary of Orcs for some time still, they will yet bear arms should you call for them.

Path 2: An Iron Fist
It is disgusting, seeing humans try to act as if their hands were not covered in atrocities of their own.

You will not treat with them, for that would imply they were your equal. They are not. They rounded your people in camps and treated you like slaves.

Turnabout is fair play. Gather your forces and march to Theramore, it is time the humans knew what it meant to be in shackles.

As Theramore falls under your heel and the wills of men are broken, you receive the following:

[Breaker of Men]
Humans, as a rule of thumb, are a stubborn lot, often almost rivaling Dwarves in that regard. How fortunate, then, that you are an enemy to such. Your presence drains the will to fight from humans, most often surrendering upon hearing your arrival. You are also more than capable of training these people into different roles. Be it a slave, a craftsman, a gladiator, or something else.

[Jaina, A Willing Servant]
The last blow to the humans was the willing submission of their lady Jaina. Though done as a way to spare her people further suffering, her servitude to you has in a way freed her. No longer bound by duties of rulership, she now works with gusto as your maid, ensuring you remain satisfied and will not harm her people. Or so she claims.

[Theramore, The Swamp Citadel]
In a short amount of time, you have changed this small settlement into a citadel armed to the teeth. The people are grim faced, knowing full well that displeasing their new overlord could lead to trouble for all of them.

Path 3: A Bloodied Axe
What nonsense, there will be no coexistence with humans.

No, this calls for action. Muster your armies and carve a bloody path among their ranks. You will not stop until Theramore is a burning ruin and her people are all corpses.

You have snuffed out the flame of men from Kalimdor, yet a pair of burning eyes has noticed you, granting you the following:

[Doomsday]
You are not one for subtleties, or perhaps you wish to drive your foes to paranoia before you slay them. Nonetheless, your foes develop a creeping chill in their spines as you begin your march. A sense of dread envelops them, for they unconsciously know their doom comes, though they know not where or when.

[Onyxia, The Obsidian Matriarch]
It was certainly amusing, seeing humans near her lair, only for them to be wiped out. Now she has come and offers an alliance with you. Curiously, your presence seems to lessen the Whispers within her mind to a mere flickering thought, and therefore she often spends her days near your vicinity, treasuring every moment of peace.

[Onyxia's Lair]
Though Theramore lies in ruins, your new ally has offered her lair and the lands surrounding it as a base of operations. Though currently there is little in the way of structures, the Marsh offers ample covering and sufficient defenses against any invaders, not to mention the Dragonkin who now serve you along with Onyxia herself.

Hyjal Aflame
There is no sugarcoating this, war is coming. The likes of which the world has not seen in hundreds of years.

The Burning Legion desires Azeroth, and they are heading for Mount Hyjal to claim the second Well of Eternity that lies below Nordrassil. Should the Legion claim it, then all of Azeroth is doomed.

To escalate even further, one of the leaders of the Legion, Archimonde, will be summoned to lead this attack, and he will prove himself a dangerous foe indeed.

And to top off this, Arthas Menethil, the Deathknight and future Lich King, leads the Scourge to aid the Legion in their endeavor.

Summon what allies you have, muster all of your forces, and prepare to fight for your life. The Well cannot fall into Legion hands. Defeat or slay Archimonde and either drive back or put Arthas to rest, the onslaught will not cease otherwise.

Through whatever means you have secured victory and ensured the Legion will not invade in full for the next few years, you receive the following:

[Nordrassil, The World Tree]
You receive a copy of Nordrassil. Through a ritual, you may turn yourself and your people immortal for as long as the tree remains intact. You may call forth the Sprites residing within it to do your bidding.

[World of Warcraft]
You've bled for this world and it has seen your efforts. Before entering new worlds, you may import races, magics, and even lore into that world. What is included, if it is combined with something else, if they merely appear one day or something, are all determined by you. Finally, you have developed an affinity for all types of magic and other forces found on Azeroth. You will have to study them to truly master them, but you have been given an incredible boon nonetheless.

[Draka and Go'el, The Frostwolf Emissaries]
Word has reached the rest of the world of your victory and caused an influx of travelers seeking to join the Horde. Amongst them are the mate and daughter of the Frostwolf Chieftain Durotan. Go'el desires to learn more of the variety of Orcs and felt that the Horde was the best place to start. Her mother has joined

her on this quest, not only to keep her daughter safe, but to also see more of the world after remaining in Alterac Valley for so long.

The Siege of Orgrimmar

It all happened so fast. One moment the Vale of Eternal Blossom held a tentative yet tense peace, then an explosion and most of the Vale became consumed by the Sha.

In his madness, Garrosh Hellscream has stolen the Heart of Y'shaarj and unleashed the Sha of Pride upon Pandaria. Before anything else, you must calm the situation in the Vale. Deal with the Sha of Pride and the rest should begin to fade and weaken, then you will join your allies and begin to siege Orgrimmar.

You find yourself aboard a ship and battered by cannon fire from the shore. Make landfall and clear them out so the rest of your forces can safely land. Then you will have to defeat Warlord Zaela and her proto-dragon mount Galakras.

The gates of Orgrimmar are protected by a scorpion-shaped machine, The Iron Juggernaut. Though heavily armed, it will crumble under sufficient force. Reaching the city itself, you find it mostly full of Orcs, with many non-Orcs either enslaved, imprisoned or executed.

Fight your way down to Ragefire Chasm, now emptied of all Warlocks and converted into a secret bunker by Garrosh.

You must slay his forces, including General Nazgrim, Garrosh's second-in-command Malkorok and the architect of his many machines and weaponry, the goblin Blackfuse.

The last obstacle between you and Hellscream are the nine mantid Paragon, who have sworn themselves to him. Make quick work of these foes and enter the Inner Sanctum, where upon a giant throne, sits Garrosh. And above him, chained up, is the still beating Heart of Y'shaarj.

You must defeat Garrosh, either slay him directly or imprison him so he may be judged by the peoples of Azeroth as a whole. It will prove challenging, for

he will begin to drain the power out of the Heart, becoming more powerful and growing in size.

Should you have brought down the mad Warchief and put an end to his True Horde, then you receive the following:

[A Bigger Threat]
Despite the war between the Alliance and the Horde, both sides agreed upon a ceasefire while dealing with Garrosh and his followers. When there is a much larger threat at large, such as a mad Warchief or a resurgent Evil God, your enemies will be open for a ceasefire until this threat is dealt with. And while fighting such a foe, all of you fight in perfect synchrony.

[Gorehowl, The Tarnished Legacy]
Garrosh tossed the weapon of his father aside as he revitalised the Heart, leaving it stuck to the ground in the chamber where the Heart was once sealed. You took it before departing for the Siege, carrying it as a symbol of how far Garrosh had fallen. The axe has lost its luster, now appearing dull yet in truth it retains its cutting edge. Perhaps bearing a grudge against Garrosh, the blade appears to do twice as much damage when used against Orcs of any kind.

[Gamon, The Hero of Orgrimmar]
You did not think much when you untied this massive Tauren from her binds. What you could not have predicted was her becoming a force of nature as she grasped an axe and began to cut down Garrosh' forces. Though Garrosh has been defeated, her rage still simmers, and so she has joined up with you, hoping you will help her calm this rage and perhaps in time allow her to trust Orcs once more.

The Defence of Orgrimmar

Traitors, one and all. After all Garrosh had done to bring about victory for the Horde, he is to be rewarded with betrayal by all but the most loyal of Orcs?! Disgusting vermin. Even now, the traitorous parts of the Horde are planning to siege Orgrimmar with the aid of the filthy Alliance.

The city will not fall, you will ensure this. Arm the defences, kick the guards into high gear. The invaders are not allowed to reach the Inner Sanctum, where your Warchief works tirelessly to master the Heart of Y'Shaarj.

No doubt many of the so-called "heroes" of the Horde will lead the charge against you, slay or imprison them as you will.

Hold out long enough, and Thrall himself will arrive to challenge you. Empowered by the Elements and even manifesting remnants of the power he wielded as the Earthwarder, you will face a challenging but not unbeatable foe.

When the last of the traitor leaders lay defeated and your enemies broken, you receive the following:

[Here I Stand]
Orgrimmar still stands, despite the armies thrown at it. You may challenge your foes to come and get you from whatever fortress or city you make your dwelling in. Those of weaker might will cower instead of accepting your challenge, while those of equal or greater might will always plan a straightforward head on attack, though they will find their attacks dealing only half the damage against your defenses and forces while doing so.

[Iron Juggernaut]
An experimental weapon created by Siegecrafter Blackfuse, this weapon takes on the shape of a gigantic scorpion with saw blades, flamethrowers, and even missile launchers. It can be set to attack targets by itself, or be ridden by a humanoid as a mobile weapons platform.

[Aysa Cloudsinger, The Failed Savior]
She truly thought she could sneak in and save her precious Ji. Well, you showed the error in her thinking. Before she could even react, your guards had already captured her, and you forced her to watch as you executed Ji Firepaw for treason. Now you keep her around as something resembling a pet, forced to endure humiliation and watch as you go about your grim business.

The Iron Tide

Garrosh escaped, spirited away by a Bronze Dragon to an alternate timeline of Draenor. And now his armies, the Iron Horde, have surged forth from the Dark Portal.

Not only has Nethergarde Keep been destroyed, but the forces that have entered Azeroth are merely the tip of the spear.

So a call has been sent forth. Begrudgingly, the forces of the Alliance and the Horde have thrown their lot together and are planning on a full force assault through the Portal.
It will prove successful, with the destruction of the Dark Portal on this other Draenor shutting down the Iron Horde's plans of conquest. However, the cost in lives lost will prove a detriment for any further plans.

And so it is that you must rely on the help of the natives if you wish to defeat the Iron Horde. Gifted land by the Frostwolf chieftain Durotan, you must build a full force garrison and plan your moves.

Recruit agents, both from the people of Azeroth and those of Draenor. Then, plan your assaults upon the Iron Horde, disrupt their supply lines and slay their leadership.

No doubt, should you weaken them, Gul'dan will attempt to take over, offering the blood of demons once more. No matter, you will just have to slay him as well.

When the Iron Horde lay in ruin and Azeroth is safe from their menace, you receive the following:

[Warlord of Draenor]
You've done it then, laid down the plans of Garrosh, Gul'dan and others seeking the destruction of Draenor and Azeroth both. Granted the title of Warlord, all treat with you with the respect such a title entails. Even the most arrogant of commanders will treat you like an equal on the battlefield.

[Frostwall]
Your Garrison has become more of a fortress than anything. Not only does it hold several buildings, including a tavern for the weary travelers, a menagerie where to place your mounts and pets, a smithy, an enchanter, and many other such amenities. Not only can you combine any other buildings and properties

you own with this, any construction done within only takes a few hours and requires only a fraction of the normal materials.

[The Followers]
You've met a colorful cast of people while waging your war against the Iron Horde. Many of them were recruited as followers and soldiers. And now they come with you, able to be summoned to your location and oftentimes spending time within Frostwall before you send them on missions. From the noble Lantresor to the cunning Talonpriest Ishaal, all will be happy to answer your call.

Warlords of Draenor

Either you were there when Garrosh and Kairoz traveled through time and space to the Nagrand of another time, or you were already there; you will either way going to meet Garrosh upon his arrival and join him on his conquest, helping him create the Iron Horde.

It will not be easy, the clans are scattered and Gul'dan with his demonic masters is scheming away, intent on bringing about the original Horde.

You will no doubt have to travel across the continent and either through force or by words convince the Orc clans to join the Iron Horde. And of course when the Orcs are united, there is still the matter of several other cultures and empires across Draenor.

But to complete this base scenario, you need only to recruit some of the clans and construct a fortress as a base of operations.

For helping Garrosh unite the Orcs of Draenor and bringing about the Iron Horde, you receive the following:

[*"Claim Your Destiny."*]
You have developed an accurate and precise Sixth Sense for any offers of help, empowerment and such when it comes to accomplishing your goals, if such will help or hamper you and by how much on either side. The same applies for Items or actions that you undertake on your journey towards your goals. This Perk does not offer any help when any of the mentioned come

unconnected to the immediate goal that the Jumper is after so random happenings in peaceful times won't be the source of the feeling, but when on the path towards one's *Destiny* this Perk is second to none.

[The Iron Horde]
You fought for it, you bled for it. And now, you own it. The Iron Horde in its entirety shall follow you on your journeys. All of the territory, all of the people, all of the technology. And in the future, when you sate your lust for conquest, you may attach the lands you conquer to this item.

[Garrosh Hellscream, The Timelost Conqueror]
It was certainly exhilarating, to fight and carve a Horde worthy of the Orc people. And she has in large part you to thank for this. Indeed, you are one of the few she will gladly call a friend and, should you feel as such, perhaps even her mate. Whatever you decide upon, she will still follow you on your adventures as you assert Orcish dominance over all other beings.

Recruitment Drive

The Iron Horde requires the Orc clans to give it substance. While by default Garrosh would have decided to approach the Warsong first amongst all, he has decided to leave the final decision to you.

Recruit as many clans as you can or desire, with their forces absorbed into **[The Iron Horde]** item.

Clan: Warsong

As stated previously, Garrosh would approach the Warsong first, both for nostalgia and to stop his father from consuming the blood of Mannoroth.

Though you will need proof to convince Grommash and his clan of your intentions, such as by showing visions of your past, they are by far the easiest to recruit.

By bringing the Warsong into the Iron Horde, you receive the following:

[The Iron Horde]

From the Warsong you gain several musicians able to boost the morale of your forces while on the battlefield, along with several skilled warriors and savage wolf riders.

[Grommash Hellscream, The Warlord]
Though still somewhat unsure of you, Grommash has been enticed by your promises of war unlike any seen on Draenor before. She quite eagerly musters her forces for the Iron Horde and will be among the first to lead any battle.

Clan: Blackrock
Of the myriad of clans, the Blackrocks are the most skilled with their hands and would be essential for quickly arming your forces.

Should you have certain schematics to entice the artisan spirit common to them, recruiting the Blackrocks will be a breeze. Though, Blackhand himself could just as well be enticed by the chance to truly test his tactical prowess.

By bringing the Blackrock into the Iron Horde, you receive the following:

[The Iron Horde]
Clan Blackrock adds their skilled blacksmiths and their forges to your usage, along with several extremely disciplined warriors. Let them work properly, and the smiths will produce numerous war machines outmatching any Goblin creation.

[Blackhand, The Blackrock Chieftain]
Though her fist may be encased within stone, her heart burns with fire. Not only does the chance to truly flex her clan's affinity for craftsmanship excite her, the thought of war has lifted her from a minor slump. She will lead your forces well, each move calculated to perfection.

Clan: Bleeding Hollow
Your journey takes you to the Tanaan Jungle, the most hostile of regions. The Bleeding Hollow make their home here, savage warriors who practice obscure blood magics.

The best chance to recruit them will be through their leader Kilrogg, who seeks his glorious end through battle. He predicts you will not grant it, but you could bring it to him.

Prove your strength and will to him, and he will gladly join, with his clan right alongside him.

By bringing the Bleeding Hollow into the Iron Horde, you receive the following:

[The Iron Horde]
The Bleeding Hollow brings forth their blood shamans and dire orcs, offering to turn others into the latter at your degree. Yet more importantly, they have granted you a site of land where you can build a fortress rivaling Hellfire Citadel in size and might.

[Kilrogg Deadeye, The Bleeding Hollow Chieftain]
The sight of your forces leaves her in awe, knowing full well that war and her glorious end looms in the distant horizon. Yet, a small part of her feels discontent. Must she truly face death, when she would rather stand by your side until the very end?

Clan: Shattered Hand
The tales of your conquest and deeds have brought this clan to your doorsteps, saving you the trouble of tracking them down.

Kargath, their chieftain, will care little for words. He will demand proof of your cause and will challenge you to combat.

Humbling him in combat and perhaps even offering to bring about the final end or submission of his former Ogre captors will see him and his clan submit.

By bringing the Shattered Hand into the Iron Horde, you receive the following:

[The Iron Horde]
A vast network of spies and assassins are now at your disposal, the Shattered Hand being able to infiltrate some of the most tightly secured places of the

Draenei if needed. So too do they offer their extensive knowledge in poisons and torture, should you ever desire to bring pain to your foes.

[Kargath Bladefist, The Shattered Hand]
She bears a new set of scars after the beating you gave her, these ones yet fresh and aching. She savors the feeling as she continues to improve herself, desiring to challenge you to another match in the near future.

Clan: Thunderlord
You have been invited to Grom'gar, the home and stronghold of the Thunderlord clan.

Their chieftain, Fenris Wolfbrother, wishes to test your mettle before he decides if you are worthy of following. You, him and the ten of his best hunters will arm themselves and go out to hunt a mighty Gronn.

Should you impress him during this hunt, then he will decide to join the Iron Horde, foreseeing even more glorious hunts such as this.

By bringing the Thunderlords into the Iron Horde, you receive the following:

[The Iron Horde]
Though bearing forth warriors and hunters alike, it is in truth their beasts that truly shine. Fierce rylakks and broken Gronn both ready for your war effort and should you have the facilities, you could even fit them with armor and additional weaponry.

[Fenra Wolfsister, The Thunderlord Chieftain]
You truly did impress her during your hunt, enough for her to consider you worthy of serving and perhaps even taking on as a mate. She and her loyal rylakk partner Chilltongue will lead raids against any enemy settlements, and she will often go out to hunt the most impressive game to bring back as trophies to you.

Clan: Burning Blade

The Burning Blade holds the traditions of the Blade Masters as sacred and would prove a worthy addition to the Iron Horde. Unfortunately, the current chieftain, Dharl, is of a cowardly sort and will not answer any summons.

Traveling to Hallvalor in Nagrand, you will come to learn his grandsons are no different, though his daughter seems rather interested in your cause.

So perhaps it is time to remove Dharl from the equation and let someone younger take over.

By bringing the Burning Blade into the Iron Horde, you receive the following:

[The Iron Horde]
Not only does the clan bring their fierce warriors to the table, but their fabled Blademasters and their Flameseers as well, with the latter perhaps even willing to enchant some of your weaponry with their secret runic arts.

[Azuka Bladefury, The Burning Blade Chieftain]
The youngest chieftain you've met thus far, Azuka feels she has a lot to prove, to herself, her clan and even you for supporting her claim. Despite her young age, she is already a terror with the blade and will be more than eager to carve your foes to bits.

Clan: Shadowmoon
A peaceful lot, the Shadowmoon are respected by all for their deep connection to the spirits and the stars.

It is unlikely that they will join you willingly, so force or threats of it may be necessary. Ner'zhul will quickly cave in to save his clan, but his mate Rulkan will no doubt lead a splinter group away, who will prove a thorn in your side if left to their own devices no doubt.

By bringing the Shadowmoon into the Iron Horde, you receive the following:

[The Iron Horde]

The mystical might and knowledge of the Shadowmoon clan is now in your service. Be it the Astromancers with their divination, the Shamans with their connections to the Elements, or even the ever-increasing amount of Void users born out of Ner'zhul's desperation to remain useful to you.

[Ner'zhul, The Shadowmoon Chieftain]
She is… conflicted. On one hand, her beloved mate fled, and her clan has thrown away much of their traditions in their service to you, not to mention her own fear of your wrath. On the other hand, she enjoys it. The power granted by the Void, the thought of being more than a mere chieftain. Sometimes she is not quite sure who she is anymore. Perhaps you hold the answers she seeks?

Clan: Laughing Skull
Highly violent and undoubtedly completely insane, the Laughing Skull make their home in Gorgrond, caught between the Breakers and the Primals in their eternal war.

Unfortunately, the Laughing Skull will prove hard to recruit, with their leader Kaz finding the entire Iron Horde business annoying and sees it as stomping on their freedom. You will have to improvise and think on your feet with this clan.

By bringing the Laughing Skull into the Iron Horde, you receive the following:

[The Iron Horde]
Though a small clan, they bring forth their warriors, many of whom could give the Shattered Hand a run for their money when it comes to stealth and sheer brutality. In a surprising twist, they also offer some of their knowledge in the matters of farming, ensuring your Horde will not die out due to a lack of food.

[Kaz, The Laughing Skull Chieftain]
The Shrieker earns her title, her shouting often setting the ears ringing as she throws both fire and her Goren pets at her foes. Though not the most pleased at being forced to submit, Kaz seems oddly loyal to you, even if she sometimes makes jokes about wearing your skull as her new mask after your death.

Clan: Frostwolf
The major clan of Frostfire Ridge, the Frostwolves will no doubt prove to be the most challenging of the lot to recruit.

Their chieftain Durotan will no doubt reject any offers to join outright, seeing your cause as both foolish and wasteful. So it comes down to violence and force with them.

By bringing the Frostwolves into the Iron Horde, you receive the following:

[The Iron Horde]
Though humbled, the clan offers you many of their seasoned warriors, as well as several shamans and their fabled wolf riders, just as if not even more dangerous than those of the Warsong clan.

[Durotan, The Frostwolf Chieftain]
Though thoroughly defeated and forced to submit, Durotan yet retains her pride and wisdom despite her young age. Out of all of the Chieftains, she will be the voice of reason and caution. But perhaps if you throw her into enough battles, her control over the blood lust inherent in Orcs will falter, and she too may come to enjoy battle for its own sake.

Clan: Dragonmaw
Though the clan exists on this Draenor as well, Garrosh had many loyalists among the clan back on Azeroth, and he wishes to get them back.

Be it through the Dark Portal or some other means, you must get Warlord Zaela and her forces to Draenor and then help her gain control of the local variant of the clan.

By bringing the Dragonmaw into the Iron Horde, you receive the following:

[The Iron Horde]

Not only does the Dragonmaw bring with them what gear from their time with the Horde they could gather, but they also ride into battle the rylakks of Draenor, as well as several proto-dragons from Northrend.

[Zaela, The Dragonmaw Chieftain]
Zaela was devoted to Garrosh and his cause back on Azeroth, and now she has extended this devotion to you. Eager to please, she will take to any mission or command you give with zealous glee.

Primal Fury

Though a shadow of their former selves, the Primals, plantoid beings spawned from the gigantic Sporemounds in the ancient days of Draenor, still plague large parts of the world, intent on transforming all of it into a plant hive mind.

They are a threat that cannot be allowed to remain. The biggest threat among the Primals are the almost demigod-like Genesaur, who often rule over their lesser kin.

You must hunt down these Genesaur and burn each one down. Wipe out any other Primals you find as well, to ensure they cannot regrow their numbers ever again.

For bringing about the final end of the Primals, you receive the following:

[Plant Slayer]
Damned if it wasn't a pain to slay the Genesaur, their massive bulk and tough carapace proving a challenge to all weapons. But you did it, and made sure they could not release any spores to spread further. Your attacks deal twice the damage to any sentient plants or fungus while taking only a quarter of any dealt back and also preventing them from splitting off or releasing spores.

[The Seed]
You found this large seed inside the remains of the last Genesaur you slew. Should you plant it, it will sprout into a small tree within the day and turn the surrounding lands extremely fertile. Should you nurture it further, it will in time grow up to become an Ancient, bearing features of the land it was planted in, though thankfully lacking the ability to infect other beings with spores.

[Popo, The Last Podling]
Well, this is a sad sight. You found Popo weeping over the corpses of his fellow Podlings and something about the sight stopped you from slaying him as well. Now he rides on your shoulder, still somewhat morose yet desiring to see the world.

Breaking Mountains

The Breakers were born from the remains of Gron, the living mountain created by the titan Aggramar. Just as Gron fought the Evergrowth and its Sporemounds, so too do the Breakers fight the Primals, seeking to turn all of Draenor into a desolate desert.

Just as with the Primals, the Breakers too must be eliminated, or at the very least contained. Though mostly disorganised, it is agreed that the Magnaron are the greatest of threats, both for their size and the instinctual authority they seem to wield over their lesser kind.

Put down these mighty beings, along with several of their lesser descendants, and put an end to this ancient war once and for all.

For rendering the Breakers a permanent non-threat, you receive the following:

[Fists As Stone]
Goodness knows how many hits it took to pierce the stone-like hide of the Magnaron. Because of your extensive hunting, your fists and weapons have become extremely durable. Your fists are like stones, able to pulverize a man's head with a single punch, while even a rapier could block a greatsword with no difficulty and then pierce through most mortal armor.

[The Crystal]
The eye of the last Magnaron you slew transformed into this crystal, smoother than most glass and the color of amber. Were you to bury it underground, you would witness several mineral veins sprouting overnight, some of them as rare

as the vaunted Adamantium. Were you to regularly enrich the ground through magic, the crystal will in time form into a Stone giant.

[Goril, The Lone Goren]
You found this small Goren scavenging through the contents of a mine cart. For whatever reason, it has imprinted on you, remaining close by and purring like a cat should you pet it. Expect several offerings in the form of shiny stones and metals.

Birds of A Feather

The Arakkoa were once a mighty empire, before infighting saw it destroyed. Now their people have been separated into two, the arrogant High Arakkoa seeking to reclaim their lost glory and the Cursed Arakkoa struggling to retain their sanity under the Curse of Sethe.

The two factions have remained in a stalemate for centuries, with no end in sight to the fighting. Perhaps it is time for you to step in and to either recruit one of the groups, or wipe them both out.

Path 1: The Higher They Are
While their disregard for things that cannot fly grates on your nerves, the High Arakkoa do seem to offer a variety of advantages, such as their inherent ability to fly, their solar magic as well as their recently scavenged Apexis technology.

It will be a simple matter to gain their allegiance. Aid them in excavating the Apexis ruins and help them wipe out the Cursed Arakkoa entirely.

By bringing the High Arakkoa into the Iron Horde, you receive the following:

[The Iron Horde]
As a proof of their allegiance, the Arakkoa have granted you many of their warriors, including several Sages, Bladewings and even Apexis Guardians. Though the greatest weapon in their arsenal, is the Breath of Rukhmar, a weapon capable of harnessing Light to incinerate all in its path.

[Rukhmar, The Goddess of the Sun]
Though a grim task, she is relieved the Cursed Arakkoa have been dealt with. And she is truly thankful for helping her worshippers, so now she accompanies you on your travels. Shining as bright as the sun she embodies, with a flap of her wings she can just as easily bring warmth to her allies, and burning flames to her enemies.

Path 2: The Harder They Fall
Why would you side with the High ones, who do not even attempt to hide their disgust? No, the Corrupted may be far feebler in body and lesser in numbers, but they are far more cunning and their knowledge of Shadow magic could prove useful.

Tear down the High Arakkoa from their Spires, either by slaying them or casting them to the same pools that the Cursed themselves were transformed in. Rukhmar may take issue with this, so be prepared to fight her as well.

By bringing the Cursed Arakkoa into the Iron Horde, you receive the following:

[The Iron Horde]
Thankful for helping them reach peace, the Arakkoa have granted you several of their fighters, including the elite Talon Guard, several Talon Priests, some Ravenspeakers and even the consort of Anzu, Ka'alu, has joined your forces.

[Anzu, The Raven Goddess]
Once bound in shadow, Anzu has finally returned to the material side of the world. Though yet deformed, the Curse of Sethe has ceased to drive her deeper into madness. Invigorated, she now joins her people in serving you, and she brings the long Shadows and the quiet Void with her.

Path 3: Flock Together
Why bother choosing either side? Clearly, both lack the leadership to truly get things done.

Indeed, you will conquer both and force the Arakkoa into a single cohesive whole for the good of the Iron Horde and Draenor itself. Within the swamps below the spires you will find the Cursed and in the spires you find the High.

By bringing the Arakkoa as a whole into the Iron Horde, you receive the following:

[The Iron Horde]
Something seems to have happened to the Arakkoa. They have all twisted, turned into something resembling a mixture of both states, all have wings and all bear more raven-like visages. Not to mention, all of them now seem to rather fervently follow your commands, bearing a combination of both Light and Shadow magic, along with a mixture of deadly talons and blades of wind.

[Ankhmar, The Goddess of the Arakkoa]
The combined state of the Arakkoa reflects upon their goddess, now a combination of Anzu and Rukhmar. Bearing feathers of flame and feathers as dark as the abyss, Ankhmar is clueless about most things, and anything you say to her is treated as gospel.

Path 4: Total Eclipse
For all their squabbling, for all their posturing, it is clear that the Arakkoa are long past their prime. And so, as you contemplate further, a shadowy voice speaks to you.

It offers you power in exchange for wiping out the Arakkoa entirely. You hear hissing as it speaks, and can almost imagine the coiling of a snake ready to strike. Sethe has offered you a deal, perhaps you should take it?

For wiping out the Arakkoa and honoring your bargain with Sethe, you receive the following:

[Blood of Sethe]
Power courses through you, possibly changing your form to include serpent scales and bright feathers. You are immune to all poisons, bar those crafted by gods. With a thought you wrap the wind around yourself, granting you flight. And with a small blood sacrifice you may create curses of all kinds, with a larger blood sacrifice allowing for larger and more powerful curses.

[Sethe, The Serpent Goddess]
She lives once more, this time unbothered by her ancient enemies Rukhmar and Anzu. Though still cold of blood, she finally knows the warmth of the sun

and the warmth of a hearth. This has naturally made her far more calm and relaxed, though any who dare to annoy her will still come to regret it. Anyone except you, for she has grown somewhat fond of you, for bringing her back to life, if nothing else.

[Sethekk Hollow]
This fetid spawn holds several pools of near-boiling blood, the blood of Sethe. Any who touch it receive the Curse of Sethe, which inflicts visions of pure darkness and twists the body into a lesser and broken form of itself, with the physical changes becoming hereditary. Some will outright die, those of weaker wills go insane, but those of stronger stock will retain their former selves, if only held within a broken frame.

Downfall of the Draenei

The Draenei and the Orcs have always held a tentative peace between one another. Unfortunately, your dreams of conquest will not allow for peace with the Light worshipping Draenei.

While their ultimate fate is up to you, Garrosh has commanded that the Draenei be rendered a non-threat one way or another.

Path 1: Pave the Road

There is no hesitation, only certainty of death. The Draenei are a problem that needs to be entirely removed.

So it is that you gather what forces you have and begin the march. From the eastern side of Nagrand, to the entirety of Talador and all the way to Shadowmoon Valley, you will carve a bloody path of destruction.

As the last Draenei city burns and the ground turns red with blood, you receive the following:

[Devoid of Light]
The greatest weapon of the Draenei was no doubt their connection to the Light. Yet it was rendered all but useless against your armies. You are all but immune to the Light and other Holy magics, with even a full blast from a Naaru only leaving you singed. You may toggle this off for certain effects if you wish.

[Path of Glory]
A gruesome memento to your gory slaughter, all of the skeletons of the Draenei were paved into a massive road, for now only extending from the Dark Portal to Hellfire Citadel. Each foe slain will have their remains added to this. Traveling on it increases the blood lust of you and your allies, while your enemies will become demoralised the further they go, the sight of their future a devastating blow to morale.

Path 2: Shackled Light
Yet don't Draenei also possess a lot of things the Iron Horde could benefit from? Peace itself is still impossible, but instead of a war of destruction, you will wage a war of conquest.

By the time you are through, the majority of the Draenei must be conquered, with all of their major cities flying your banners now. Though you will have to deal with Velen in some manner, the old prophet will no doubt prove a cunning foe.

By bringing the Draenei into the Iron Horde, you receive the following:

[The Iron Horde]
Not only do you control the cities of Auchindoun, Shattrath and Karabor, the Draenei themselves have bent to your will. Be it Vindicators, Paladins, Priests, or their myriad of war machines, you have gained an advantage over many of your foes.

[Yrel and Samaara, The Draenei Sisters]
During your campaign, Yrel proved herself a tenacious foe and a thorn in your side. It was not until you discovered her sister and said sister's subsequent capture, that Yrel became manageable. Indeed, you manage to turn one of the Draenei's champions into your own attack dog by threatening the life of Samaara, whom you put to work as a servant.

Ogre Trouble
The other superpower on Draenor, the Gorian ogre empire, is a threat to the Iron Horde because of its mere presence.

Though Ogres as a rule are some of the dumbest creatures imaginable, they are often led by Sorcerers who put even some of the most dedicated mages to shame with their intellect, and Imperator Mar'gok is no exception.

Path 1: No Layers Remaining

There is a lot of bad blood between the Ogres and your people, too much to even think of allying with them.

No, the Gorian Empire has stood for long enough. Like the shamans of old with the city of Goria, you will destroy the Empire and ensure not even ash remains.

As Highmaul falls, and you stand over Mar'Gok's corpse, you receive the following:

[Arcane Basics]

Many of the Ogre leadership were mages of some renown, masters of the Arcane in their own right. And through your combat, you have gleaned the very basics of it. You know the basic spells of Arcane magic and can control it rather well.

[The Three Runestones]

Claimed from Mar'Gok's own throne room, these three massive runestones hum with ancient power. The Rune of Displacement grants your spells control over spacetime, such as a spell preventing the target from moving beyond a certain distance before teleporting back. The Rune of Fortification strengthens your spells, lengthening their effects and increasing their power. And the Rune of Replication duplicates your spells up to three times, ensuring a magic bolt hits three targets instead of just one. You may attune up to two of these Runestones at a time.

[Highmaul]

Despite the pounding your forces gave to the fortress and capital of Goria, it still stands intact enough for you to take it over. By design far larger to accommodate Ogres and Ogron, it is large enough to house thousands of Orcs with room to spare. It has an arena designed for gladiatorial battle, and will work as an excellent source of revenue or recruitment for you.

Path 2: Better With Two Heads
The brawn of the Ogres could be useful for the Iron Horde, even if you will have to crush some skulls for them to follow you.

Though a mere shadow of its former glory, the Gorian Empire still maintains several strongholds across Draenor, each one with a garrison strong enough to endure continuous assaults for months at a time.

But one way to weaken them morale wise is to take Highmaul and defeat Imperator Mar'Gok. Whatever you do, it will surely be a tale worthy of song.

By bringing the Ogres into the Iron Horde, you receive the following:

[The Iron Horde]
The bulk of the Ogres are massive brutes, capable of devastating human regiments in small groups, but several of their sorcerers and magi have also taken to the battlefield and even some Ogron have been spotted here and there, most accompanying an important sorcerer.

[Mar'Gok, The Former Imperator]
It stung her pride fiercely, being forced to surrender utterly to a mere Orc. But recognising the doom of her people approaching, she bent her heads, if only reluctantly. Since Goria has been absorbed into the Iron Horde, the latter can be treated as the former if by proxy only, meaning its success is that of Goria itself. Therefore, she has vowed to ensure it will never fall, and the best way to do that is by lending her support to you. And so she bears her full Arcane might to keep you alive, with her only desire to remain the ruler of Highmaul and perhaps a spot as one of your advisors.

Should you have recruited all of the Clans and resolved several problems plaguing Draenor, you receive the following item:

[Draenor, The Homeworld]
You receive Draenor in entirety, even the lands not seen so far. When imported to future settings, you may decide what gets brought over, be it the entire world existing on the orbit of another, the continents rising from the sea, or merely some of the structures and wildlife appearing suddenly.

Fixing What Kairoz Broke

Kairozdormu was the Bronze Dragon who took Garrosh to the Alternate Draenor and was quickly slain by the former Warchieft.

You've arrived a little after the Dragon was slain, by default appearing in Frostfire Ridge near the home of the Frostwolves. Your mission is rather simple, in concept at the very least. You must prevent both Gul'dan and Garrosh from conquering Draenor and opening a portal to Azeroth.

Form a coalition of Orc clans and create a Horde of your own. It will be a race against time as Garrosh will quickly begin to form the Iron Horde, so you must be quicker. Clans such as the Frostwolves, Shadowmoon, Laughing Skulls could be quickly persuaded to join you, while other clans will either join Garrosh or require a lot of persuasion before joining you.

Should you so wish, you may also ally with the Draenei, though you can also use them as a further excuse for forming this Counter Horde of yours, or simply ignore them entirely.

And then, you will fight. Across all of Draenor, you must destroy the Iron Horde. When their last remaining bastion is the Hellfire Citadel, Gul'dan shall take over and corrupt much of the remaining Orcs using Fel magic and demon blood. It will make little difference, as you still must bring them down permanently.

When the last of the Iron Horde falls and Draenor is secured, you receive the following:

[The Coalition]
War is an excellent way to forge bonds and the clans you brought together have bonded well indeed. Whatever clans you have united, as well as the lands you've conquered, shall henceforth follow you along to future worlds, with any other empires or such combined with this item, should you want to.

[Gul'dana, The Enslaved Warlock]
This was not her destiny she thought, as you clamped a collar around her neck, robbing her of any magical ability until it is removed. She will try to manipulate you and others, desperate to be free once more. But you will not budge, you will not rest until she has been broken permanently and her loyalty turned ironclad. Until then, she remains something of a jester, with children often mocking her and your followers sneering at her in disgust.

[Garrosha, Warchief-No-More]
She was not expecting such an outcome, to be so thoroughly defeated. Now she serves as your attack dog, though she snarls and grits her teeth, she will execute any who dare to defy you. You proved yourself the superior Orc and she will ensure your vision will be spread in full.

Should you have forged an alliance with the Draenei, then you additionally receive this:

[Yrel and Samaara, Emissaries of Karabor]
As proof of your alliance, Velen sent Yrel and her sister Samaara as advisors and emissaries to you. The excitable Yrel shows promise in the art of combat and the wielding of light, with her more than eager to show you how to use the latter. Samaara on the other hand is of a more calmer stock, preferring to focus on agriculture and will lend your people her expertise at will.

End Point

The Time has come for you to say your goodbyes and continue on your adventure.

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

Notes

- **All companions can have their genders flipped if you prefer, and all backstories given are more as a narrative idea and can be changed at your leisure.**
- **Remember, the Horni is a truly dangerous thing.**

- [Frostwall] Is basically the Garrison from WoD fully upgraded with every available building on it (No plot limit here, Blizzard)
- [The Followers] grants you access to all Neutral and Horde-exclusive Followers shown in WoD.
- The boosted form of the Hellscream perk takes some of your opponent's power and grants it to your baseline. Your opponent does not need to be stronger in everything compared to you. If you are a dud with magic but strong enough to lift mountains and defeat Dumbledore, you would gain some of his magical potential, for he is still greater in that. And this only applies to your baseline, so items that boost your attributes are ignored for this effect.
- To those of you wondering, Kaz might be either making a joke, or just trying to flirt in her own, very disturbing, way.