

World Of Warcraft Jumpchain

By Manyfist

Welcome to Azeroth a land of adventure. You'll be dropped into the world of Warcraft, an IP owned by Blizzard Entertainment. When you arrive you'll begin at the beginning of the World of Warcraft, the MMO which this jumpchain is based off of, which takes place a few years after the events of Warcraft 3.

To survive your Journey, you'll be awarded +1000cp.

Those unfamiliar with Warcraft, should know that it begins with Warcraft I, obviously. WC1 was a simple RTS game that was originally supposed to be based on the popular tabletop franchise Warhammer Fantasy, but they didn't get IP holder to sign off and Blizzard made Warcraft I instead. The plot of it is pretty simple to understand, it was Orcs vs Humans. However if you look more in depth you'll see there's much more to it than meets the eye.

The Orcs you see weren't from the world of the Humans, instead they were from Draenor which they lived a simple nomadic lifestyle and had a warrior culture. It's there where the orcs were corrupted by the Burning Legion, a collection of demons from another dimension called "Twisting Nether". The Orcs became little more than pawns for the Burning Legion, perfect foot soldiers for invasion against the world of Azeroth, where the Humans live. As you can tell, Warcraft is a high fantasy setting with multiple fantasy races, magic, and epic adventures.

The Burning Legion has always had its sights set on Azeroth, but its agents can't exist outside the Twisting Nether unless summoned. This is why they used the Orcs, and they gathered them into a massive warparty called "The Horde". A Dark Portal was opened so the Horde could invade Azeroth and connected the world of Draenor to Azeroth. The humans initially caught off guard quickly formed a counter to the Horde, called "The Alliance". Internal squabbling between various kingdoms were put to rest to fight off the green tide.

Eventually the Horde was pushed back, but the Burning Legion wasn't going to let go of their dreams of conquest that easily. A counter surge happened and fighting at the sight of the Dark Portal, eventually lead to its collapse and the destruction of Draenor. What remains of the planet is collectively called "The Outlands", but the portal's collapse and destruction of the Dark Portal stranded the surviving Horde. This leads to a young human taught Orc, named Thrall to eventually bring together the Horde under his leadership. The New Horde is one shaped by the kindness and wisdom of its leader, Thrall. Wishing to bring back the old ways before the corruption, Thrall successfully unshackles the Orcs from the shackles of the Burning Legion. At the cost of his best friend, Grom Hellscream.

Eventually the Burning Legion returns again, this time lead by one the top leaders of the Burning Legion, Archimonde. This last ditch effort was extremely successful as Archimonde eventually assaulting the World Tree, a tree that was center of the Night Elves entire civilization as well a massive source of magic. It ended however with destruction of Archimonde, at the cost of the World Tree. No need to worry because the Night Elves had seeds to grow a new World Tree, but they were no longer immortal

The last piece of the story is Prince Arthas who was turned into an undead Death Knight upon taking up a sword called "Frostmourne". For you see there was a being that was created by the Burning Legion to control the undead, for yet another attempt to take over Azeroth, it is called "The Lich King". Imprisoned in a brick of ice, and unable to move. The Lich King damaged itself to find a body, by pushing the Sword Frostmourne and enslaving Prince Arthas to its will. Arthas took his new marching orders all the way to Quel'thas the capital of the High Elves. There he sacked the city, killed and then enslaved Ranger General Sylvanas Windrunner, whom was the greatest warrior of the High Elves, as a banshee. His goal however was resurrection of Lich King's most loyal subject, Kel'thuzad. How? By using the Sun Well, a giant source of arcane energy which fed the magical addiction of the High Elves. Corrupting this source of energy was like taking away crack from an addict. Needless to say it's not pretty. Eventually Arthas became the new Lich King, but was so drained of power he slept on his Frozen Throne.

World of Warcraft begins a few years after this. The Orcs have since collaborated with Trolls, Tauren (Minotaurs), and even allied themselves with the Forsaken. The Forsaken are undead who've freed themselves from the will of the Lich King. They're lead by former Ranger General, now Queen Sylvanas. The Humans have also collaborated with different races to form the new Alliance, these races are Night Elves, Gnomes, and Dwarves. The tension between the two factions are intense, but besides skirmishes between the two superpowers, a dangerous cold war developed between the two. Your journey will see this cold war turn hot, and multiple world shaking threats will happen during your stay.

The world of Azeroth is divided into several continents. The two main continents are Eastern Kingdoms (Lordaeron, Khaz Modan, and Azeroth) & Kalimdor. In the middle there's a giant hurricane called "The Malestrom". In the far north is Northrend, a continent of Ice & Snow. To the far south is Pandarea which is covered in mist. Located somewhere else but connected to Azeroth via the Dark Portal is the Outlands, the Outlands are all that remains of Draenor the homeworld of the Orcs. In ages past there use to be only one supercontinent, but the Night Elves dabbling in the arcane magics invited the Burning Legion. In their struggle to keep the demons out, it sundered the supercontinent and created the Malestrom.

Factions & Races

You get to choose between multiple races, including races that shouldn't be part of your faction. The only limitation would be which faction they belong to at the start. Through hardwork and dedication maybe you can join the opposing faction, like being a Draeni who hangs out with orcs and trolls in the Horde. It's free reign after this.

ALLIANCE

Humans: Humans are among the youngest races on Azeroth, but their valor, optimism and versatility have led them to build some of the world's greatest kingdoms, dominating the continents of Lordaeron and Azeroth. With life spans generally shorter than the other races, humans strive all the harder to achieve great heights in empire building, exploration, and magical study. Their aggressive and inquisitive nature lead the human nations to become active and influential in the world. Such was the case prior to the orcs' original invasion through the Dark Portal. Human kingdoms suffered greatly in the three wars against forces of the demonic Burning Legion's creating, The Horde in the first two, and The Scourge in the third. Humans value virtue, honor, and courage, though like all races, they also pursue power and wealth.

Humans have spent generations battling dark forces and have lost some of their greatest kingdoms to them. This loss embitters humans, and they have a view of diplomacy that does not favor negotiations. Aided by belief in the Holy Light, humans have fought hard and endured much during the wars against the Horde, the Scourge and the Burning Legion. Years of war have tempered human resolve, tempering them and giving them a determined nature.

Humans come from many backgrounds and show great physical variety among all the races. Humans' skin ranges from dark to light and may have tones of other colors. Their eyes are blue, brown, green, gray, or hazel. Human hair is brown, black, blond, or red. Men often grow short beards and women commonly wear their hair long.

Humans are 5-6 feet tall and weigh about 180 pounds, with men noticeably taller and heavier than women. The physique of humans is more muscular and sturdy than of elves, but much more slender than that of dwarves. The color and hue of human skin is varied, ranging from a fair pink, to tanned, to a very dark brown. Hair becomes gray or white with sickness or age. Human eyes have been known to glow like those of the naturally magical elves if he or she is wielding powerful magic.

- Racial Ability: Versatile - Both your damage and healing are increased slightly.
- Capital – Stormwind City: Located north of Elwynn Forest on the Eastern Kingdom's northwest coast. It's the largest human city in Azeroth, this settlement is home to fair number of High Elves, Ironforge Dwarfs, and handful of Night Elves & Gnomes.

Dwarves: Great change has come to the enduring halls of Ironforge. Obsessed with the workings of the Titans, the dwarves retrieved their creators' mystical tablets from the fabled city of Ulduar. Activating one such tablet, King Magni Bronzebeard fell prey to a terrible curse that fused his statue-like form into the diamond heart of Ironforge itself. To compound this tragedy, Magni's estranged daughter, Moira, arrived claiming her father's throne for herself and for her infant Dark Iron son. To avert civil war, the dwarves created the Council of Three Hammers, an uneasy coalition that would share power amongst the three clans.

Dwarves are 4-5 feet tall and stout to varying degrees. The males always have beards, typically a long wild beard sometimes with hair to match. Female dwarves are also short as well as stout albeit to a lesser degree. Females rarely have appear to have beards, although there are instances of bearded female dwarves. Female dwarves who sported strong beards are considered a sign of beauty among some.

- Racial Ability: Stoneflesh - Dwarves can recall their ancestors being made of stone and metal, through this racial memory you can tap into your race's natural form before the Curse of Flesh for at least half a minute. When activated you gain increased ability to take more hits before becoming seriously hurt, but movement is slowed by half.
- Capital – Ironforge: Ancestral home of the Bronzebeard Dwarves nestled in the mountain of Khaz Modan in the Eastern Kingdoms. It is said to be the most elaborate of the Alliance cities.

Gnomes: A race of diminutive beings, gnomes have made their mark on Azeroth through the application of a collective intelligence and ambition overshadowing that of their larger peers. The clever, spunky, and oftentimes eccentric gnomes present a unique paradox among the civilized races of Azeroth. Brilliant inventors with an irrepressibly cheerful disposition, this race has suffered treachery, displacement, and near-genocide. It is their remarkable optimism in the face of such calamity that symbolizes the truly unshakable spirit of the gnomes.

Gnomes are approximately 3 feet tall, slight and nifty. They somewhat resemble dwarves, but are even shorter, not as stocky, and have large heads in proportion to their bodies. They have large noses and ruddy skin, their ears are large and rounded, and their hair color varies wildly, some even having pink or green hair. They have four fingers (three fingers, one thumb) on each hand, and five-toed feet.

- Racial Ability: Escape Artist - Gnomes are natural escape artists because of this racial ability by activating this any movement hampering effect no longer affects and for at least half a minute you can't be slowed or immobilized again.
- Capital – Ironforge/Tinker Town: Originally from Gnomeregan which was abandoned after subterranean humanoids, Troggs, invaded and took over. They're no reside in Ironforge thanks to genericity of their cousins the Dwarves.

Night Elves: The night elves, or kaldorei ("Children of the Stars" in their native tongue of Darnassian), are a powerful and mystical race whose origin extends back to ancient times. The founders of a magical and advanced civilization which at its peak spanned the breadth of Ancient Kalimdor, the night elves came into a horrific conflict with the Burning Legion and achieved a pyrrhic victory that sundered Kalimdor's landmass into the continents of the present age.

The devastation wrought by their conceit caused the kaldorei to abandon the ways of arcane magic entirely, and craft a radically different society centered on the worship of Elune, harmony with the natural world and its denizens and Druidism. Night elves are approximately 7 feet tall; they are lithe and athletic. They have prominent eyebrows and very long ears. Males have elaborate facial hair. Females have facial tattoos. Night elves have skin colored subtle shades of purple ranging from dark to light, and from almost blue to bright pink. Their hair ranges from blue, green, dark violet, white or black. Night Elves eyes glow silver, or more rarely Amber which is seen as sign of greatness among Night Elves.

- Racial Ability: Shadowmeld - When standing still in shadows, at night, or in low light environments you're nearly invisible to all senses.
- Capital – Darnassus: This city is actually built on top of the second World Tree, Teldrassil, which is located off the coast of northern Kalimdor. With its elegant bridges, beautiful groves, and leaf covered pathways that dot the city's landscape it's a testament to the Night Elves reverence of nature.

Worgen: Behind the formidable Greymane Wall, a terrible curse has spread throughout the isolated human nation of Gilneas, transforming many of its stalwart citizens into nightmarish beasts known as worgen. The origins of this curse have been fiercely debated, but only recently has the startling truth come to light. Worgen grow thick hair, possess feral canine appearance and their height is 7 feet.

- Racial Ability: Shifting - When you shift between human and your worgen form your physical abilities increase in comparison to a normal human.
- Capital – Darnassus: Originally from the city state of Gilneas, they were isolationist whom were suffering from a plague that turned those infected into Worgen/Werewolves. After the Forsaken invaded they were allowed to take refuge in Darnassus.

Draenei: Empowered by the Holy Light and the undying strength of their convictions, the draenei lead the charge against the demonic Burning Legion in Outland. Though some draenei were sent back to Outland to revitalize their former civilization, the majority have vowed to stay and uphold their sacred commitment to the Alliance. Driven by a powerful vision, the immortal prophet Velen believes that a great war between the Darkness and the Light is fast approaching.

As one of Velen's chosen, you must stand bravely against the Shadow to ensure that your people are ready for the war to come. Draenei are 7-8 feet tall. Draenei males have tendrils coming out of their chin and a fan-like forehead plate which rises and overlaps other forehead plates behind it. Male draenei have large tails which are held erect by developed muscle structure.

The female of the species exhibits marked differences: rather than the forehead plates featured on the male, they have vaguely horn-shaped cranial extensions that extend over the upper cranium and end on either side of the crown. Female cranial tendrils are thinner and sprout behind the ear, typically long enough to reach the shoulders. Female draenei tails are shorter and have a lower muscle density. In both genders, the hooves are relatively large.

- Racial Ability: Gift of the Naaru - By activating this racial ability you tap into The Light, a sigil appears above your head related to one the Naaru who taught your ancestors this ability, healing your ally periodically for at least half a minute.
- Capital – Exodar: This city is a former dimensional ship satellite structure of the dimensional fortress known as Tempest Keep, which crashed into Azeroth. Located in the westernmost part of Azurmyst Isle. The capital contains large amount of technological wonders such as magic enchanted wires that transport holy energy throughout the ship to power various systems.

BOTH

Pandarens: Couched in myth and legend, rarely seen and even more rarely understood, the enigmatic pandaren have long been a mystery to the other races of Azeroth. The noble history of the pandaren people stretches back thousands of years, well before the empires of man and before even the sundering of the world. You were born on the Wandering Isle, a land on top the giant sea turtle Shen-zin Su. When the great turtle is threatened, and their whole wandering homeland is in jeopardy of being swallowed by the sea, players will have to accelerate their training and spring into action. During your time on the turtle, you encounter the Alliance and Horde.

Before your training was finished, you have to make the most important decision your lives: Which of the two factions will you support. Pandaren are humanoid bears, generally between 5 and 6 feet tall, and covered in fur from head to toe. Every pandaren has two colors of fur; one is always white but the other color ranges from black to brown to red. They have paws for hands and feet, with four fingers, a thumb and three toes. Each digit is tipped with a black claw. They refer to their hands directly as paws. While the species has a tail, there are two distinct forms.

- Racial Ability: Quaking Palm - Strike your enemy with lightning speed, immobilizing one enemy in front of you for at least half a minute.
- Capital – None: Instead you can choose any Capital City you wish.

HORDE

Orcs: Originally hailing from the harsh, alien world of Draenor, the orcs were once a noble shamanistic people cultivating a mighty tribal society that was centered on survival, regulating themselves through ritualized combat and personal honor. Betrayed by one of their spiritual leaders and delivered into the hands of the Burning Legion, the orc clans fell deep into demonic enslavement and were led into Azeroth as an unholy vanguard of the Legion meant to destroy everything in their path.

Yet, the shamanistic tradition of the orcs managed to rekindle from the ashes, and a young shaman by the name of Thrall arose to become a living symbol of his people's true identity in their

darkest hour, causing many of the orcs to rise up against their demon masters and break free from their control. An orc's face would be described by some races of Azeroth as monstrous, their hideousness comparable to that of trolls. Orcs have large heavy jaws from which protrude sharp, tusk-like teeth, heavy brows, a broad and flat snout-like nose, and pointed ears. The number, size and position of orcish tusks and teeth are particularly variable.

- Racial Ability: Blood Fury - Tap in the demonic blood rage that is in your genetic memory, increasing your damage and decreasing any damage dealt to you for at least half a minute.
- Capital – Ogrimmar: Founded in the valleys and caverns of northern Durotar on the continent Kalimdor. Named after Thrall's mentor & friend Warchief Ogrim Doomhammer, Ogrimmar is a fortress with stout walls, massive gates, and tall towers.

Trolls: During Thrall's exodus from Lordaeron, the Horde rescued the Darkspear tribe of jungle trolls from the mysterious Sea Witch. The Darkspear tribe owed Thrall and the orcs a great debt and so allied themselves with the Horde in gratitude. Their relationship with the noble orcs and tauren has begun to change the Darkspear trolls' savage natures. Darkspear trolls, however, deny their dark legacy. The Horde has taught them camaraderie, restraint and, to a lesser extent, kindness. Trolls are often tall, lanky, and muscular. They have both elven and orc-like characteristics with their fierce fangs and long ears. Their long arms, strong legs and quick reflexes make them adept hunters. Trolls have only two fingers and a thumb on their hands, and they have only two toes on each foot.

- Racial Ability: Troll Regeneration - Trolls have remarkable healing ability, allowing you to have a weak regeneration. This allows you to recover from wounds at twice the rate as a normal human. Additionally this allows you to recover from dismemberment, as long the wound wasn't cauterized by fire or acid, trolls have ability to place their severed limb back in place by holding it to the stump for a brief period. This doesn't work with beheading.
- Capital – Ogrimmar: Originally from Echo Islands, it was Thrall who allowed them to stay with the Orcs in Ogrimmar.

Tauren: The peaceful tauren, known in their own tongue as the shu'halo—have long dwelled in Kalimdor, striving to preserve the balance of nature at the behest of their goddess, the Earth Mother. Tauren have very large bulk and weight. They have long tails, bipedal hooves, and only three fingers per hand. Both males and females have horns of varying size and shape. Tauren are large, muscular humanoids with bull-like heads. Tauren are mostly muscle, having incredibly developed physiques and brawny frames most suitable for combat. Soft, downy fur (usually quite short) covers the tauren body, with manes growing along head and neck, the lengths of the arms, and the shins. Coloration can range from solid black to blond and even to white, or mottled pelts with a range of spots and different colors.

- Racial Ability: Warstomp - Stomp your hoof on the ground, stunning all enemies in immediate area for at least half a minute. This ability is taxing on you and you're unable to use this ability again for at most two minutes afterward.
- Capital – Thunder Bluff: Located in the northern part of Mulgore on the continent of Kalimdor. The entire city is built on bluffs several hundred feet above the surrounding landscape, and is accessible by elevators on the southwestern and northeastern sides.

Forsaken: Death offered no escape for the scores of humans killed during the Lich King's campaign to scour the living from Lordaeron. Instead, the kingdoms fallen were risen into undeath as Scourge minions and forced to wage an unholy war against everything and everyone that they once held dear. Forsaken, unsurprisingly, look like dead people. Their skin is gray and rotting, showing bone and flesh in

places. Their pupil-less eyes glow with dim, white ghostlight. Their muscles are withered, making them scrawny. Their movements are slow but jagged. Forsaken hardly ever smile (unless their lips have rotted away - in which case they can appear to be smiling all the time). Necromantic magic keeps them somewhat preserved, but natural decay still proceeds, just slower than normal.

- **Racial Abilities: Will of The Forsaken** – As a Forsaken you have incredible will, all stemming from you and your queen's breakout from the control of the Lich King. Because of your unique situation of being dead and broken out of the Lich King's control, all attempts to make you lose control of your own actions fail against you, when you call upon a surge of willpower which will leave you drained and unable to call upon it for at most two minutes after using it.
- **Capital – Undercity:** Located in Trisfal Glades, at the northern edge of the Eastern Kingdoms. This city is not above grounds, but underneath the ruins of Lodaeron, using the royal crypts as a central hub for the Forsaken. Most of whom are former citizens of Lodaeron.

Blood Elves: The past few years have seen unprecedented changes within the eternal land of Quel'Thalas. The blood elves, following the will of their crazed leader, Kael'thas Sunstrider, channeled dangerous, chaotic magicks to transform their sacred Sunwell into a gateway of unspeakable evil. Now, the blood elf regent, Lor'themar Theron, sees a new hope on the horizon for his people. As one of the remaining blood elves, you must fight to protect Quel'Thalas and help redeem the soul of your ancient people.

- **Racial Ability: Arcane Torrent** - Use your mastery of arcane arts and silence all enemies in immediate areas around you for at least half a minute. This ability is taxing on you and you're unable to use this ability again for at most two minutes afterword.
- **Capital – Silvermoon City:** Located in the Northeastern part of the Eversong Woods within the kingdom of Quel'Thalas, at the northernmost tip of the Eastern Kingdoms. The breathtaking capital rivals the Dwarven capital as the world's oldest, still standing, capital. This capital was rebuilt after devastation by Prince Arthas, the city remains a beacon of culture.

- Goblins: The wise and cunning goblins of Kezan have lived in relative peace for generations. Though some of their race sided with the marauding orcs during the Second War, most goblins remained neutral throughout the various conflicts of the Alliance and Horde. Ruled over by corrupt yet highly affluent Trade Princes, the goblins created a virtual paradise for themselves throughout the islands of the South Seas. Their fantastic feats of engineering and vast trade fleets helped make their island capital of Kezan one of the great technological wonders of the world. And now, as the elements themselves rise up in anger across the world, forced to flee however for the Blightwater Cartel they were tricked into slavery to another Cartel by their own Trade Prince. These survivors were rescued by when their slave ship was destroyed in crossfire between Horde and Alliance ships only to be stranded in the Lost Isles.

Eventually rescued by Thrall and welcomed into the Horde and made their home in Orgrimmar. Goblins are slight and wiry, averaging 4 feet in height and weighing between 30 and 50 pounds. They have long, sharp noses, chins and ears, and green skin. Their arms are long and slender and their four fingers (three fingers, one thumb) are dextrous.

- **Racial Ability: Rocket Belt** - You carry rockets in your belt that allows you to double your distance jumped or double jump. Also you can fire them all at once. This ability is taxing on your supply of rockets and you're unable to use this ability again for at most two minutes afterword.
- **Capital – Orgrimmar:** Originally from Kezan, these small time cartel of goblins were living it big. Until Deathwing awoke from underneath their island, and sank it into the ocean. The survivors were enslaved by their own Prince, but were saved from slavery by a naval battle between

Alliance & Horde. They eventually were accepted into the fold of the Horde, and reside in their shantytowns in Ogrimmar.

Companions

Looking for Party (50cp+) - So you want your friends to come with you? Well you're in luck, Azeroth could always use more heroes. You're able to import a companion, or perhaps you'd like a new companion? Each companion cost 50cp. For each companion you bring, they get a cumulative 100cp, up to 800cp for each individual. This option also allows you to import less than 8 companions, and still receive the same benefits. All imports must be from same faction (IE if you're Orc, you can't have a Human buddy.)

Looking for Guild (400cp) - Is 8 companions not enough? Perhaps you would like to bring in that elusive 9th, or maybe that illustrious 100th companion? You can import any number of companions past the 8 companions from Looking for Party. So if you wish to import your mass of little girls then go ahead. Every companion you import gets a race, class, and a set of uncommon gear. The catch is that before you can have a guild, you must have a full party. **TO TAKE THIS YOU MUST HAVE 8 COMPANIONS IMPORTED WITH LOOKING FOR PARTY.**

Canon Companion (300cp) – Perhaps you wish to take someone who's canon in the universe? Choose between these few, you're able to buy this multiple times. You're able to choose any canon character except the Dragon Aspects, Sargeras, Kil'jaden, and anyone who's dead at the start the Jump, as they are tied to Azeroth so much they're unable to leave with you even if you wanted them to, or they consider you so beneath them friendship is impossible. Former Dragon Aspects, with exception of Deathwing are fine, because there's nothing holding them to Azeroth.

Classes

In World of Warcraft Jumpchain everyone has a class and normally when someone picks a class they have the option to choose a specialization. You must pick one. Each class has a set of weapons they work best with, as well armor that you will only find here that has the optimal stats. You're able to use other weapons, but you'll have to adapt them to the abilities. So their effectiveness might take a hit at first as you figure out how to work say a staff into backstab, however as a Jumper it shouldn't take you long.

Because your unique situation you're no longer bound by the normal rules that would bind someone if you were a native of this universe. That means you can be a Night Elf Paladin or Orc Monk despite the events that would've unlocked them not having occurred yet. You can choose your class and one specialization for free or pick up another class, again for free. However you can only choose one or the other.

Death Knight

Armor - Plate

Weapons - Polearms, One-handed, Off-hand or Two-handed Sword, Axe and Mace

Resource: Runic Energy

When the Lich King's control of his death knights was broken, his former champions sought revenge for the horrors committed under his command. After their vengeance was won, the death knights found themselves without a cause and without a home. One by one they trickled into the land of the living in search of a new purpose. A thousand atrocities are etched in the eyes of every death knight, and foes who gaze into them too long will feel the warmth pulled from their bodies, replaced with cold steel.

- Unholy Blight: Summon a vile swarm of unholy insects around you, they bite and sting any enemies in immediate area around you spreading Blood Frost Plague. This disease is a supernatural disease that causes the targets blood to freeze and burst through their skin for at least half a minute.

- Runeblade Master: When Ner'zhul was transformed into the Lich King by Kil'jaeden, his disembodied spirit was shackled to a magical suit of armor as well as the runeblade, Frostmourne, and trapped within an icy tomb called the Frozen Throne. The Lich King in his long years trapped in ice learned the creation of such weapons.

You have been passed on this knowledge by Instructor Razuvius, the most feared of the death knight trainers of the Scourge. By using special runeforge inside Acherus and other Ebon Blade strongholds you can reforge any melee weapon into a Runeblade.

By doing so you imbue it with three rune types, and bestows a kind of life upon the blade itself. Though not very intelligent, the runeblade has a strong survival instinct. When you reforge a blade, and each time you visit a runeforge you can change the enchantment. Choose one the following each time. After the Jump, you will have a runeforge installed in your Warehouse. These are corrupted Paladin seals.

- Rune of Cinderglacier - Affixes your rune weapon with a rune of Cinderglacier, a powerful Shadowfrost enchantment that has a chance each strike to increase the effect of any Frost or Shadow spells and abilities for at least half a minute.
- Rune of the Fallen Crusader - Affixes your rune weapon with the rune of Fallen Crusader, a powerful enchantment that has a chance each strike to increase your strength for 30 seconds and healing you.
- Rune of Lichbane - Affixes your rune weapon with the rune of Lichbane, a powerful enchantment that adds extra Fire Damage to each strike which is increased when you strike an undead target.
- Rune of Razorice - Affixes your rune weapon with the rune of Razorice, a powerful enchantment that adds extra Frost damage to each strike and adding a Frost vulnerability that increases the damage taken by the target from Frost damage.
- Rune of Spellshattering - Affixes your rune weapon with the rune of Spellshattering, a powerful enchant that deflects a portion of any magic targeting you directly and reducing any silence effects by half.

- Presences - The Lich King has gave you the ability to channel the runes through your armor, giving you beneficial results. These are the result of his former Paladin training, corrupting it to his unholy purposes. Only One Presence Maybe Active At One Time, Switching Takes No Time But You Can Only Switch Presences Twice Before Becoming Tired.

- **Blood Presence:** Activating this causes your armor to glow with crimson colored Blood runes of defense. The runes shield you from harm by reducing damage taken and increased ability to take more hits before becoming seriously hurt.
- **Frost Presence:** Activating this causes your armor to glow with frosty blue colored Frost runes. The runes on your armor chill the very air causing everything around you to freeze over, allowing you to walk on water and other liquids, additionally it increases all Frost ability effects and range of your abilities by 10yds.
- **Unholy Presence:** Activating this causes your armor to glow with sickly green colored unholy runes. The runes on your armor infuses you with unholy energy, these runes increases your walking/running speed, agility, and attack speed.

- **Undeath** - You died, and were reanimated under the Lich King's command. Freed from your slavery your mind has been scarred by this, and you've become highly resistant to attacks against the mind. As well you gain the perks of being undead. As you are dead you no longer need to breathe, and the unholy magic that has bound your soul to your body has kept it from decaying. This magic prevents you from healing naturally, but any regeneration you have is slower than it should be as your body tries to repair dead flesh. Your muscles no longer produce lactic acid, making fatigue a memory of the past. However the magic that binds your soul is imperfect, physical stimuli are dulled. Your sense of touch, emotional capacity, and response to pain are numb. This is why Holy damage damages you, it allows you to feel and doing so it causes you realize you are dead, therefore damaging you accordingly. Shadow damage does the opposite. Being around those that channel Holy energy, causes your sense of touch, and pain. You have the irresistible urge to cause pain, causing pain allows you to feel alive, lessening the effects of Holy magic.

Specializations

Blood (150cp) - A dark guardian who manipulates and corrupts life energy to sustain yourself in the face of an enemy onslaught.

- **Vampiric Strike:** Death Knights are taught to utilize the runes on their runeblade, by channeling your life force through the blade certain effects happen. This spell uses the magic in the Blood runes they burn brightly and become highly visible. These crimson runes react to each hit. It absorbs the victims life energy healing you per strike, as the blood or similar fluid is drawn to the sword and thus you.

- **Bone Shield:** As a Death Knight formerly under the control of The Scourge, you were taught not to waste vital resources. These resources being the body of the fallen enemy and allies. By casting this spell you draw forward the bones of the fallen. These bones will whirl around you at high speeds blocking any attack, physical or magical, from damaging you fully. Each casting of this is only good for six attacks. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterward.

- **Blood Boil:** Your instinctual understanding of the necromantic arts of magic allows you to affect the living as well the dead. The training you received while under the command of The Lich King, before you and your fellow Death Knights of the Ebon Blade broke free, allowed you limited command over the blood of the living. By casting this spell on a living target, which the target feels as if their blood is boiling over as if it was fire in their veins. The average target would double over in pain, clawing at their veins. This effect lasts only momentarily.

- Vampiric Blood: You have mastery of the blood in your own system, while it is dark and dead you're able to use your magic to revitalize it once again. Your heart begins to beat again, and circulation resumes for at least a minute. However this time it's different, you have through ritual engraved your own black heart with a Blood Rune. This gives you increased health for the duration and you are treated as a living breathing being for the duration allowing you to be healed normally by Holy magic, and temporarily negate all the drawbacks of Undeath. However you thirst for the blood of the living while this spell is in effect. No you do not burn or sparkle in sunlight. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterword.

Frost (150cp) - An icy harbinger of doom, channeling runic power and delivering vicious weapon strikes.

- Frost Strike: Death Knights are taught to utilize the runes on their runeblade, by channeling your life force through the blade certain effects happen. This spell uses the magic in the Frost runes they glow brightly and become highly visible. These chilling runes react to each hit. It absorbs the ambient heat of the surrounding area, freezing everything it touches causing additional Frost damage and slowing the target as the frost saps the strength.

- Howling Blast: By inhaling you chill the air in your lungs using your magic, and exhaling dealing Frost damage to enemies in front of you. The gale of freezing air that comes from you deals more damage to those foolish enough to stand close to you than those that are further away.

- Remorseless Winter: Chill the very air around you causing the temperature to drop severely in a span of ten seconds causing all enemies around you to be frozen in place for at least half a minute. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterword.

- Icy Touch: You reach out and leech the very heat around the target briefly causing weak amount of Shadowfrost damage, but applies Frost Fever. Frost Fever is a magical disease that does periodic Shadowfrost damage for minimum of half a minute, those infected by your Frost Fever are overcome by chills that reduces the targets speed by half for as long they suffer from the disease.

Unholy (150cp) - A master of death and decay, spreading infection and controlling undead minions to do your bidding.

- Create Undead: You have a natural but limited knowledge of Necromancy, allowing you to raise the recently deceased as undead slaves to your will. Depending on the source material at hand, aka corpses, you can create small selection of undead. Once an undead is destroyed, you can't resurrect the same corpse again.

Zombies require only one corpse, they are the weakest undead you can raise. However you can control a fair number of them around 10 or so. They are slow, weak, and go down quickly. They have no intelligence beyond the simple commands you give them verbally. Without your guidance they wonder around and attack any living thing they see.

Ghouls require only one corpse initially as it's nothing more than a normal zombie, however once it consumes at least 3 other corpses it transforms into a Ghoul. Ghouls are as intelligent as a dog. They are far stronger, faster, and agile than normal zombie. Additionally they can heal themselves by eating the freshly dead. Compared to a normal human they are slightly stronger, but faster and more agile. They are known to leap great distances with ease. Without your guidance they gather in large groups that utilize ambush tactics. However they put a bigger strain on you and you're only able to control 5 Ghouls.

Finally you can create a Gargoyle. To create a gargoyle you need at least 5 corpses, couple handful of mud and grave dirt, and at enough stone to cover the corpses. By placing the materials on top the corpse, you can start a simple ritual that lasts at least half a minute to pour your necrotic energies into the gargoyle to be. When the ritual is complete you have a gargoyle, a vicious creature of living stone that delights in flaying it's master's enemies alive. Their stone like skin is hard to injure and any injury sustained can be healed by the gargoyle turning into a statue.

However they are more vulnerable while in this state as they are unable to move or perceive the world around them. Gargoyles have a child like level of intelligence, but without your guidance they go on terrorizing any living thing they come across. You can only command one of these creatures.

You can only command up to 10 zombies, mixing undead is simple. 1 Gargoyle = 5 Ghouls = 10 zombies. Creating more undead than you can command will set the older undead under your control free.

- Desecrate: Your mastery of that which is decay is noteworthy, with this you're able to lay down a decay field of 10yd radius around you. Any enemy that is in the field starts to decay as well. This causes periodic Shadow damage for a minute and a half. Additionally enemy's ability to move out of the desecrated area is slowed halving their agility and speed as the field saps their ability to flee easily.

- Death Pact: The Lich King has trained you well in the necromantic ways, you rip away all the necromantic energy from all your undead that you have created and are under your control. By doing this they crumble into piles of unable ash, but their sacrifice is not in vain. The energy reinvigorates you healing you up to half of your health back instantly. This spell is taxing on your magic and you're unable to use this spell again for at most half an hour afterword.

Druid

Armor - Leather

Weapons - Staff, Dagger, One-handed or Two-handed Mace, Fist weapon, Polearm and held in off-hand items excluding shields and weapons.

Resource: Stamina & Mana

Druids harness the vast powers of nature to preserve balance and protect life. With experience, druids can unleash nature's raw energy against their enemies, raining celestial fury on them from a great distance, or ensnaring them in unrelenting cyclones. Druids can also direct this power to heal wounds to allies. They are deeply in tune with the animal spirits of Azeroth. As master shapeshifters, druids can take on the forms of a variety of beasts, morphing into them with ease.

This flexibility allows them to fill different roles during their adventures, tearing enemies to shreds one minute and surveying the battlefield from the sky the next. These keepers of the natural order are among the most versatile heroes in Azeroth, and they must be prepared to adjust to new challenges on a moment's notice.

- Catform: Change into a Big Cat or Feline like beast. This form your natural agility and reflexes are increased and gives you the ability to prowl. Prowling is a near invisible state of stealth that as long you don't make quick and sudden movements. When you come up on a target while prowling you have option to pounce on your target and maul his or her face until you are pushed off this does increased Physical damage.

- Bearform: Change into a Bear or Ursine like beast. This form your natural strength, ability to take more hits before becoming seriously hurt, and regeneration is increased. This gives you the ability to charge. Charge allows you to run at great speeds towards a target with increased momentum when you hit the target while charging knocking most people over.

- Travel Forms: Druids are known for their abilities to turn into a storm crow when needing to get somewhere fast, with this you can turn into a bird of prey, or a similar type of beast. In this form you can fly at Great speeds.

- Natural Insight: Through training and resolve you've come to understand your role in nature and the balance of magic and how it relate to the balance of nature. This training has given deeper connection to that of nature which no others except your fellow Druids can understand. For this you become part of the natural balance, allowing you to cast Nature & Arcane spells with less mana and use your beast form abilities with less fatigue.

Specializations

Balance (150cp) - Can take on the form of a powerful Moonkin, balancing the power of Arcane and Nature magic to destroy enemies at a distance.

- Eclipse: Druids were taught by Cenarius of the balance of all things, the ultimate expression of this balance is that of Solar and Lunar eclipses. The duality of the eclipses are not lost upon you as a Druid, and by aligning yourself to one of the two your magic changes accordingly, and when you can view the Sun or White Lady (largest moon) in the sky your magic changes accordingly. Additionally your magic is increased slightly while these celestial objects are visible in the sky. During an Eclipse your magic increases dramatically.

- Moonfire (Night)/Sunfire (Day): Call down a beam of moonlight or sunlight which burns your target in your line of sight and causing the target to suffer for additional periodic damage afterwards for at least half a minute. This deals Arcane (Night)/Nature (Day) damage.

- Starfall (Night)/Typhoon (Day): By focusing your power over nature you summon up a small meteor shower or a small typhoon over a large area centered on you that deals periodic Arcane (Night)/Nature (Day) damage for at least half a minute.

- Moonkin: Elune has given you the gift to turn into her most holy animal, the Moonkin. This form are combination of an owl, a bear, with horns or antlers of some sorts. Because this is most blessed form your magical (Non-Physical) damage and increased ability to take more hits before becoming seriously hurt.

Feral (150cp) - Takes on the form of a great cat or bear to deal damage with bleeds and bites.

- Bleeds: With this you're able to dig deeper with your claws and teeth causing the opponent to bleed out more, you deal additional periodic Physical damage for at least half a minute when you attack with claws, teeth, horns and other natural weaponry.
- Faerie Fire: Send out small wisps that reduce armor of a target within line of sight by a bit, as well these wisps highlight the target which prevents the target from going invisible or going into stealth for at least five minutes.
- Skull Bash: You charge and skull bash the target, interrupting spellcasting and preventing any similar spell being cast for at least half a minute.
- Sharp Claws: Compared to the normal type of beast you take the form of your claws are extra sharp increasing your chance to deal more damage and have easier time penetrating armor.

Restoration (150cp) - Uses heal-over-time Nature spells to keep allies alive.

- Healing Touch: Cenarius taught the druids of the younger races how to use their magic to heal, by calling upon this knowledge handed down to you, a slight touch upon a friendly living person can heal the lightest wounds.
- Regrowth: Call upon your knowledge of nature how the lizard who loses its tail to a predator and grows it back. By tapping into this on slight touch of a friendly living person you can heal light wounds and it will continue healing for a few minutes after. It however won't regrow limbs but will cure broken bones and sprained muscles.
- Nature's Cure: Call upon your knowledge of natural herbal medicine and how it works for sicknesses. By applying this to your magic you can rely on your magic to cure malevolent magical effects, this dispels two of them per casting of this spell.
- Genesis: Just like how winter eventually becomes spring, the old make way for the young this magic is yours. Using this spell on Regrowth the healing that happens over a few minutes now takes place instantly.

Hunter

Armor - Mail

Weapons - Bow, Gun, Crossbow

Resource: Stamina & Mana

From an early age the call of the wild draws some adventurers from the comfort of their homes into the unforgiving primal world outside. Those who endure become hunters. Masters of their environment, they are able to slip like ghosts through the trees and lay traps in the paths of their enemies. These expert marksmen drop foes dead in their tracks with flawless shots from a bow or rifle. Thanks to their pinpoint timing, hunters are able to fire their ranged weapons quickly – even at enemies who close to melee range with them. The art of survival is central to the isolated life of a hunter. Hunters track beasts with ease and enhance their own abilities by attuning themselves to the feral aspects of the Iron Hawk. Hunters are known for the lifelong bonds they form with animals of the wild, training great hawks, cats, bears, and many other beasts to fight alongside them.

- Beastmaster: You are the Alpha of the natural world, as the Alpha of your pack you require subordinates. By locking eyes with a beast you can command them to follow you becoming part of your pack. This is not an instant and without it's danger as the beast's spirit pushes back even a natural pack animal resists subordination.

This causes the beast to receive your actions as aggression triggering their fight response. If the animal is attacked and injured the effect immediately breaks, but if you survive the beasts attack for at least ten seconds you break that beast's spirit. Your spirit is bound to theirs, and because of this you can only have two pets out at the same time. When you release a pet they will remain loyal and will not attack you, however they will not help you either instead opt to run away.

- Hunter's Mark: You are a master tracker and no track is hidden from you. However despite all your skill tracking something that does not want to be found is tricky. This is where your hunter mark comes in, this magic is something that you were taught by one the legendary Elven Rangers or Wardens, it's an invisible red arrow that you can see as clear as day but no one else can. This magic is easy to cast and extremely useful as it also slightly highlights optimal spots for your shots to be aimed at allowing you to cause more injury and hit more often than you would otherwise.

- Aspect of Iron Hawk: The Iron Hawk is legendary for its sight and defense, by taking on this aspect you mark yourself with a feather you take on this aspect of the legendary Iron Hawk. Your eyesight is increased to that not unlike that of a hawk's allowing you to see vast distances in clear precise images. Additionally you are tougher to injure as the iron feathers of the Iron Hawk grants you this defense.

- Basic Traps: You have the understanding of creating basic traps out your environment like a pitfall trap, leg-hold traps, body-gripping traps, dead falls and snares. Additionally you have the knowledge to create magical traps like Frost Trap & Immolation trap. Frost traps freeze one target that walks over it for at least a minute, but any damage caused to the trapped target will break the ice. Immolation trap catches on fire when a target walks over it and latches on to the targets foot causing Fire damage periodically for at least half a minute. These magical traps are invisible to others once they are set and on the ground.

Specialization

Beast Mastery (150cp) - A master of the wild whom can tame a wide variety of beasts to assist in combat.

- **Bestial Wrath:** Your connection to your pets is on a level that you can trigger their flight or fight response at will and by prodding this with your magic the beast becomes enraged. They become stronger, faster, and hit harder while enraged. However at the same time you also take on some this rage as feedback, allowing you to attack faster.

- **Dire Beast:** By using a ritual only taught by your pet's spirit you unlock their full potential. There is no materials needed except for yourself and your pets, by mixing your blood together and infusing it with your magic followed by applying the blood to the pet. They become larger, tougher, meaner versions of themselves. Appearances tend to have a feral, prehistoric, or even demonic appearance.

- **Kindred Spirits:** Life is hard for a hunter's pet(s) and sometimes they die either of old age or in battle. With his ability your pet no longer ages instead lives as long as you do, additionally you have the ability to revive your fallen pet(s) should they fall in battle.

Reviving your pet(s) requires a long uninterrupted time to complete and when it's done the pet requires a few days of rest to recuperate. This spell is taxing on your magic and you're unable to use this spell again for at most half an hour afterword.

- **Feign Death:** There are many animals that you know that can fake being dead, you have studied the notion that dead animals are not as appetizing as a fresh one. At the tip of your hat, you're able to fake your own death from the smells of disease and decay that would fool even your best friend. Your heart slows down, and you enter a form of suspended animation. However you remain aware of everything around you. When you feel that the time is necessary, you're able to get up as quick as a snake, and strike at anyone foolish enough to turn their back to a dead opponent.

Marksman (150cp) - A master archer or sharpshooter who excels in bringing down enemies from afar.

- **Sniper Training:** You have mastered the art of waiting, waiting for that perfect shot. Should you stand still for three seconds, any damage you do with a ranged weapon is increased for six seconds. Moving for than a few inches disturbs this focus, requiring you to refocus yourself again.

- **Chimera Shot:** Chimeras are creatures that appear to be two beasts fused together and by applying this principle you apply it to your ranged weapon. This magic imbues your shot with the ability to split into two shots striking at two different targets with Frost or Nature damage. Affected by Sniper ability. This spell is taxing on your magic and you're unable to use this spell again for at most ten seconds afterword.

- **Powershot:** With this ability when you mark a target with your Hunter's Mark, and study your target for at least half a minute you unleash a powerful shot. This shot does damage to all enemies between your prey and you, piercing through them before striking the prey for greater amounts of damage. This spell is taxing on your magic and you're unable to use this spell again for at most five minutes afterword. Affected by Sniper ability.

- Barrage: There's times when one shot that's carefully aimed isn't going to take down your prey. Or perhaps, there is multiple prey and every single one of them is dangerous in their own right. This is when a barrage of gunfire or hail of arrows is needed. When you use this ability for at least five seconds your gun requires no reloading and holding down the trigger, your bow/crossbow requires just pulling back the draw or trigger. While doing so your weapon unleashes a volley of shots to all enemies in front of you, dealing increased amount of Physical damage. Closer they are to you, more damage your projectiles become. The key aspect of this however is the ability to use this on the move, allowing you to unleash a hail of projectiles while hopping from cover to cover. However your magic is unable to handle this much strain, and you're unable to use this again for at least half a minute.

Survival (150cp) - A rugged tracker who favors using animal venom, explosives and traps as deadly weapons.

- Serpent Sting: In nature the cobra is known for its deadly venom as it breaks apart its prey allowing it to swallow it whole with only a single bite. You however are no cobra, but something more dangerous. The same principle can be applied to your ranged attacks, envenoming your prey struck by your shot dealing periodic Nature damage for at least half a minute.

- Wyvern Sting: The stinging tail of a Wyvern is the perfect defensive and offensive weapon, but it's the venom in that tail that is the real danger. The venom is magically applied to your ranged attacks when your prey is shot by you they immediately fall asleep for at least half a minute. Just like real Wyvern venom it does not slowly eat away the target that job is for the claws. Should the prey be startled awake the venom reaches the brain causing Nature damage this often leads to your opponent having a stroke. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterword.

- Master Trapper: You can make better traps than the basics, with this ability there's very little you can't do when it comes down to making traps. For example you can create a Vortex Trap that spring the target in the air causing them to crash to the ground. Additionally you know how to create a trap launcher that allows you to launch your traps you create anywhere within line of sight.

- Explosive Shot: Volcanoes are naturally explosive causing large amount of destruction and is the ultimate expression of destructive might. By using your magic you've learned to emulate that destruction on a smaller scale, but no less awesome. When your prey is struck by an Explosive shot they take periodic Fire damage for at least half a minute before the Explosive Shot explodes, and dealing Fire damage to your prey and all your enemies in the prey's immediate area. This spell is taxing on your magic and you're unable to use this spell again for at most a ten seconds afterword.

Mage

Armor - Cloth

Weapons - Staff, Wand, Dagger, One-handed Sword and held in off-hand items excluding shields and weapons

Resource: Mana

Students gifted with a keen intellect and unwavering discipline may walk the path of the mage. The arcane magic available to magi is both great and dangerous, and thus is revealed only to the most devoted practitioners. Mages demolish their foes with arcane incantations. To avoid interference with their spellcasting, magi wear only cloth armor. To keep enemies at bay, magi can summon bursts of fire to incinerate distant targets and cause entire areas to erupt, setting groups of foes ablaze. Masters of ice that tear into flesh and limit movement. Should enemies manage to survive this assault, the mage can shrink them into harmless sheep in the blink of an eye.

- Frostfire Bolt - Your magic is intuitive allowing you to create spells with two dynamically opposing magic schools that is Fire and Frost. Great for taking on enemies that are immune or resistant to one type of damage or the other.

- Blink - With this spell you transcend the boundaries of your environment, slipping from the physical universe into another dimension entirely. This allows you to teleport a short distance in an instant, before you materialize again. You're able to cast this in rapid succession without any noticeable strain on your magic. It's a very efficient way to travel short distances.

- Polymorph - Call upon your arcane might to turn your opponent into a Sheep. It heals the target while they are polymorphed, however any damage the polymorphed target receives automatically ends the polymorph. Other cute non-threatening animals are also included in the use of this spell.

- Mirror Image - Enemies can't get enough of you? Increase the numbers of YOU! This spell creates 3 images of you for a moderate amount of time. They mimic your moves allowing you to confuse your enemies by thinking they're seeing double. Any spell you cast, except for this one, they also cast. However the attack is just an illusion. This spell is taxing on your magic and you're unable to use this spell again for at most half an hour afterward.

Specialization

Arcane (150cp) - Manipulates the arcane, destroying enemies with overwhelming power.

- Arcane Missiles: Tap into pure arcane force with this spell, by casting this spell you channel arcane energy through your body to the tip of your fingertips. For this spell you must stand still as you channel a series of pure magic missiles that home in on your target even if they are moving, dealing increasing periodic Arcane damage for at least half a minute.

- Arcane Explosion: By focusing your magic into yourself then releasing it into surrounding area you create an explosion of magical energy dealing Arcane damage to every enemy around you, which is useful for finishing off weakened opponents.

- Evanesce: With this spell you can slip from this plane of existence into The Twisting Nether a dimension separate from, but intertwined with, parts of the primary material dimension. You can only stay in The Twisting Nether for at least five seconds before you are booted back to the material dimension. While there you leave behind a shimmering outline where you are making you immune to all damage and effects while there. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterword.

- Temporal Manipulations: Your mastery of the arcane has extended to time magic, while not as efficient and grandiose as what the Bronze Dragonflight is able to do, it is no less spectacular. By activating this you're able to return back in time within the last ten seconds, healing any damage sustained after that moment in time. Or perhaps you wish to envelope yourself in a temporal bubble for at least five seconds, reducing damage taken as well healing the same amount that was reduced. Your mastery of this has allowed you to use this ability no matter what, except in case of your death. This spell is taxing on your magic and you're unable to use this spell again for at most two minutes afterword. When you cast this spell you choose which effect, you're unable to choose both at time of this casting.

Fire (150cp) - Ignites enemies with balls of fire and combustive flames.

- Pyroblast: With this spell you channel the arcane energies and shape it into a massive fireball that many would think you're over compensating for something. It takes at most a minute to gather the energy and shape it into place, during this time if you move you lose the spell. Getting hit requires more concentration to keep the spell from being lost. When you successfully cast the spell you hurl an immense fiery boulder at the opponent dealing large amount of Fire damage and causing the target to burn with additional periodic Fire damage for at least half a minute.

- Meteor: You use your magic to calls down a meteor from the depths of The Great Dark which it lands upon the target, dealing great amount of Fire damage that is split evenly between all targets within immediate area. Also burns the ground dealing periodic Fire damage for at least ten seconds. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterword.

- Living Bomb: A favorite among mages is the ability to turn unwilling subjects into living bombs through the use of your magic. When you cast this on a target they become a Living Bomb, taking on periodic Fire damage for at least ten seconds. When this effect ends, or the target dies, it explodes to deal additional Fire damage to the target and all other enemies within the target's immediate area.

- Molten Armor: Envelope yourself with layers of molten lava, increasing your ability to take more hits before becoming seriously hurt and burns anyone that hits you with a melee attack, dealing Fire damage to that target.

Frost (150cp) - Freezes enemies in their tracks and shatters them with Frost magic.

- Frost Armor: Envelope yourself with layers of ice, increasing your ability to take more hits before becoming seriously hurt and slows down anyone that hits you with a melee attack slowing their speed and agility by half for at least half a minute as your living frost armor reacts to the attack and envelopes a layer of frost onto the target.

- Frozen Orb: Gather your magic into a ball of ice and launch it forward as it fires off magical icicles that deal Frost damage. Those hit by one are slowed, halving their speed agility for at least ten seconds as the icicle shatters coating the enemy with a thin layer of ice. This spell is taxing on your magic and you're unable to use this spell again for at most a minute afterword.

- Shatter: By lashing out in a quick motion you create an icicle the size of a spear that is magically flung towards a target dealing Frost damage to the target. However if the target is slowed or frozen in place then the spear does more Frost damage than it would normally had done against a non-slowed or frozen target.

- Ice Block: When you're in an emergency situation you can gather your magic around you freezing you into a block of magical ice, while in the block of ice you're completely frozen to time and no need to eat, breath, or sleep. You can't move, speak, or hear but you can see. Nothing can hurt you protecting you from any injury, as well clearing any damaging effects that are on you. This state can last up to a minute in which after the spell ends. This spell is taxing on your magic and you're unable to use this spell again for at most five minutes afterword.

Warlock

Armor - Cloth

Weapons - Staff, Wand, Dagger, One-handed Sword and held in off-hand items

Resource: Mana

In the face of demonic power, most heroes see death. Warlocks see only opportunity. Dominance is their aim, and they have found a path to it in the dark arts. These voracious spellcasters summon demonic minions to fight beside them. At first, they command only the service of imps, but as a warlock's knowledge grows, more demons join the dark sorcerer's ranks to wreak havoc on anyone who stands in their master's way. These practitioners of the profane are feared across Azeroth, and many who have felt their wrath now prefer to fight alongside a warlock than against one.

- Summon Minions: The benefits of dealing with that which is corrupting and dangerous has its rewards. A warlock is able to summon the demons from the Twisting Nether and binding them to their service. As part your training and research you've come to understand the very nature of a lot these demons.

With this knowledge in hand a simple ritual was able to bind a demon to your service. However you are no Kill'jaden and only one demon is able to be summoned at a time.

When a minion dies you can summon another one shortly after, but casting the summoning spell is lengthy. This leaves you open to attack while casting. The minions you can summon are grouped into lesser and greater demons.

The lesser demons will quickly become loyal to you, and encase of the succubus fall in love with their master. The greater demons are not so easily swayed, and while they are bound to you they cannot attack you. When a demon dies they are sent back to the Twisting Nether for a period of one day and you can't summon that minion again for that period of time. Should they die while in Twisting Nether the ritual of binding another is simple if not a lengthy procedure, requiring a ritual summoning and binding that lasts 48 hours straight. Summoning and desummoning your bound minions normally only takes a few seconds. Only one minion can be out at a time, here are the following minions:

Lesser Demonic Minions - Always loyal, follow most orders. Intelligent but not very high ranking in the pecking order.

- **Imp** - The imps are a mischievous and nefarious race of small, fiendish creatures. Though it lacks physical strength, it possesses powers and a cleverness that serve warlocks well. All imps however are afraid of rainbows. Like all minions they enjoy the near immunity to area of effect spells and abilities as well burn a single harmful magical effect off an ally in line of sight. While they are small, they are spry, and have the ability to fire off fireballs at quick succession. These fireballs are small but pack a punch, however imps can't sustain this for long. They are known escape artists and can return to their master even when stunned.
- **Succubus** - A succubus is a stunningly beautiful woman. Her voluptuous form is squeezed into a tight leather bodice. Large bat wings unfurl from her back, and she lets out a short gasp as she cracks a small whip against her milky thigh. A succubus is pleasure and pain rolled into one deadly package.

It is not uncommon for a succubus in a mortal's servitude to fall uncontrollably in love with him or her. In open combat, a succubus is far from helpless, however. She is surprisingly agile, always attempting to feint and turn invisible, thus allowing her to sneak attack with her Lash of Pain which does Shadow damage. Like all minions they enjoy the near immunity to area of effect spells. Her beauty and supernatural charm allows her to charm the weaker willed keeping them occupied with Seduction, but any damage ends the charade. Should anyone but her master get to handsie with her she can empower her whip and swing it around knocking back all enemies around her with Whiplash.

- **Felhunter** - Felhunters are demonic hounds that feed on magic; they can sense the presence of nearby magic and hunt spellcasters unerringly. This red-skinned creature looks vaguely like a hound — though one with a massive, toothy head that makes up nearly a third of its length. Great horns jut out above its solid white eyes. Their powerful jaws are huge and filled with slender teeth. Their eyes are weak; to get around, felhunters rely on their ability to sense magic. This sense is also how they track their prey. Felhunters, who feed upon magic itself, are fond of draining the energies of hapless wizards and then ripping their bodies to shreds. Like all minions they enjoy the near immunity to area of effect spells and additionally it's near immunity to all forms of magic in itself makes it a great against magic users.

Felhunters bite is a dangerous one as it imbues it with Fel magics that react well to its master's own magic, should it bite a target with Corruption or any other spell that is damaging a target over time (DOT) that bite is much more deadly dealing more damage and converting it to Shadow damage.

However their most dangerous asset is their ability to eat magic buffs from enemies and using the magic to heal itself with Devour Magic. Their greatest weapon however is Spell Lock, where they're able to silence a target at least a ten seconds and lock that school(s) of Magic for at least half a minute.

- **Voidwalker** - Voidwalkers are elementals from The Void. Their touch is misery, and it can momentarily blind a creature's awareness to other threats. These hulking blue creatures look vaguely humanoid. It seems to appear from within a black cloud as dark as the void. A voidwalker does not hesitate to follow even the most suicidal commands its master gives. A voidwalker's master often sends it to block a threat, leaving the master free to cast spells or use other abilities without interference. A voidwalker takes its orders literally; when out of communication with its master, it continues to obey its last command, even if that command is tactically unsound.

The touch of a voidwalker brings a victim's most painful memories rushing to the surface; for a brief moment, she can think of nothing but destroying the source of this mental anguish. Like voidwalkers, whether summoned to Azeroth or arriving of their own free will, wear a set of magic bracers or armor. These bracers or armor form automatically when the voidwalker leaves The Void, tying the voidwalker to Azeroth and allowing it to exist outside of the The Void. A voidwalker that loses its bracers also loses much of its power and might inadvertently return to the Void. Like all minions they enjoy the near immunity to area of effect spells.

Voidwalkers are able to Consume Shadows around them to heal the damage they take, but must remain stationary and can't be use if it's taking damage. They love to use their touch to Torment their enemies souls causing Shadow damage, and intimidating their targets into attacking them.

Lastly they can solidify the shadows around with Shadow Shield creating a shadowy armor that does Shadow damage to anyone attacking and reducing the damage taken per attack but it protects less and less. Shadow Shield is taxing and the Void Walker is unable to use this spell again for at most half an hour afterword.

- **Felguard** - The felguard are tall, broad shouldered, muscly warriors who wield weapons of a generally twisted, curving variety. The felguard's skin ranges from blue, red, yellow/orange to various shades of these colors and black. They tend to stand anywhere from 6 to 8 feet, though some are reported to far exceed these sizes.

There appear to be a few breeds, or races, within the felguard caste of mo'arg. The majority have large horns or spines protruding from their backs, and smaller ones on their forehead. Felguard armor tends to cover their right arm, legs, back and head, and they seem to choose from a small variety of giant, cruel looking axes or swords, and have not been reported to use shields or other types of weapons.

The felguard legs are always covered in armor when they are in combat, so as to their feet, none can be sure, though one would assume them to have feet akin to humanoids because of their leg structure, which hardly supports hooves. Felguard are treated like fodder troops, driving the Legion's attack on the universe forward like a relentless force of nature. Like all minions they enjoy the near immunity to area of effect spells. Known for their Legion Strike in which the felguard does a wide cleaving attack dealing Physical damage to all enemies in reach and inflicting a terrible wounds on their targets that cuts in half all healing the victims receive for at least a half minute.

With Pursuit a felguard is able to rush across the battle and slams into a target dealing damage and knocking said target over. Should it be overwhelmed by enemies felguard are known to utilize Felstorm, in which it enters into a whirling dervish state where they spin and spin dealing great amount of damage every enemy around it but it's unable to do anything other than move while in this state which at least half a minute. Lastly should an enemy escape, felguard are expert at the Axe Toss which they throw their heavy weapon towards the escapee. They are then able to summon it back to hand, but leave themselves vulnerable.

Greater Demonic Minions - Powerful and very intelligent these beings resent being bound and will turn on their master should their chain be broken.

- **Infernal** - These mindless giants of flame and fury and are more similar to constructs. Crafted by the Burning Legion, infernals fall to earth as green, molten meteorites from the Twisting Nether that come to life as animated rock. They are held together and directed by fel energy. They exist only to destroy every living thing in their path. Though their lifespans are limited, the mighty infernals have been known to destroy entire cities before their energies dissipated. When you summon an Infernal, it takes a few seconds as a green flaming meteor smashes into a target that you can see, this does Shadowfire damage to the target and everything in the target's immediate area stunning them for at least five seconds.

The magic that creates an Infernal lasts only for a short duration which is around ten minutes. As creature of destruction their strength allows them to lift a large boulder and toss it for hundreds of yards, and they're able to take on a small army on by themselves as testament of their durability. Infernals are constructs of fel flame, and burn any enemy that comes near them dealing Shadowflame damage.

Like all minions they enjoy the near immunity to area of effect spells. Lastly they're able to burn away beneficial magic of a single target. When the Infernal dies, or when their magic is running low, Infernals self-destruct for massive Shadowflame damage. Once this spell is done you can't summon another Infernal or Doomguard for a day.

- **Doomguard** - When mortals recall the brutal terror of the Burning Legion's armies, they would likely think first of the Doomguard. These iron-fist demons serve as the Burning Legion's captains and generals. Countless worlds have fallen to their brilliant and ruthless military tactics. A Doomguard's prowess at commanding large-scale battles does not reduce the demon's hunger for personal combat. In any conflict, a Doomguard brings their powerful demonic abilities to where they can do the most damage, viciously slaughtering enemy troops.

Doomguards are huge, winged figures with blazing green swords, molten armor, and cloven feet. They are taller and more intelligent than their demonic brethren, guiding them from above while flying with their wings of fire.

The Doomguard are cunning beings and can see through mist far better than their foes. With their savage weapons and horrific faces, the Doomguard is a terrible foe to confront and behold. Like all minions they enjoy the near immunity to area of effect spells. These monstrous, fiery warriors are nearly immune to magic and can defeat entire armies with their sheer strength alone. When you summon this fearsome being they remain in your service for approximately half an hour before they become free of your magic, at this point it's advisable to run as they'll attack you for foolishly summoning it. Doomguards know spells of Shadowbolt, Cripple, and Shadow Lock. Shadowbolt is a spell that hurls fel energy towards a single target dealing Shadow damage.

Cripple spell cripple the target which slows the victim to a crawl, favorite spell to use while the Doomguard slowly walks towards their victim. Lastly Shadowlock silences a target for at least ten seconds. Once this spell is done you can't summon another Infernal or Doomguard for one week.

- Banish: Demons, Elementals, and other similar beings that do not belong to the physical world are no stranger to Warlocks, however they lack the ability to enslave them like that of their minions. Instead they can banish these beings from the material plane back to their home plane, preventing them from returning for three months. This is not a pleasant sensation for the beings in question. This does not affect undead as they are creatures of this world.

- Soulstone: Souls are a precious thing, for you they are a potential tool. When you cast this on an ally you capture part of their soul inside a soulstone. This stone has the ability to return the subject back to life should they die. This is not a pleasant experience but one that's necessary. The stone acts like a spiritual anchor to the subject, allowing the soul to return to the body and using the life force of that portion of the soul the resurrected heals some of their injuries. However the process leaves a mark on the target's soul that prevents the creation of another soulstone on the target for three hours as the soul repairs itself. If not used within three days, the stone crumbles and the portion of the soul is released into the void.

- Corruption: Mastering the darker side of magic one can do stuff that conventional mages cannot. With this spell you open a connection between the target's soul and the Void. This infliction causes periodic Shadow damage for at least half a minute, healing you a portion of the amount as you absorb the soul's life giving energies.

Specialization

Affliction (150cp) - A master of Shadow magic who specializes in drains and damage-over-time spells.

- Unstable Affliction: Warlocks are known for using this spell to not only harm their victims, but their allies that are healing them. Similar to that of Corruption this bridges a connection between the victim's soul and the Void. However his connection is laced with a Trojan spell, of a sinister intent. This infliction causes periodic Spellshadow damage for at least half a minute. Should this spell be dispelled, it instead triggers the trap. This causes greater amount of Spellshadow damage both the victim and the dispeller instantly and silencing both for at least half a minute.

- Drain Soul: By channeling the Fel and Void magic through their own soul and linking it to their intended victim this spell acts like a vampiric spell of the soul. To cast this spell the caster must stand still as the caster channels the spell through themselves and the towards the target even if the target is moving; dealing periodic Spellshadow damage for at least a minute and a half. If the warlock is able to have an uninterrupted channel the victim's soul is consumed completely, reversing the effects of aging back to when the Warlock was in his/her prime.

- Seed of Corruption: Those who master the dark arts of magical afflictions mastered the way to spread their Corruption spell to great many victims at once. This is done by implanting a demonic seed into your victim's soul, whom are under the effects of your Corruption and/or Unstable Affliction spells.

This causes additional Spellshadow periodically for at least half a minute, as the demonic seed ticks away like a waiting bomb. At the end of the spell the seed explodes causing great amount of Shadow damage to the victim and every enemy within immediate area of the target. Those that survive this have their souls marked, suffering under your Corruption spell. This spell is taxing on your magic and you're unable to use this spell again for at most a half hour afterword.

- Curse of Agony: Pain is a necessary thing of life, however for a Warlock with the knowledge of this Curse those very nerves become a target. When you cast this on a target, their nerves start to burn as Fel as well as Void energy causing intense pain and periodic Shadow damage for at least a minute and a half.

Demonology (150cp) - A master of demonic magic who transforms into a demon and compels demonic powers to aid you.

- Soul Link - The strongest of bonds is one which shares pain and pleasure equally. Link your soul together with your minion, any damage is split between the two, as well any damage you deal heals your minion and yourself a portion of the damage you deal. This is undispellable additionally with a soul link you're able to give commands mentally, and should you choose to you can share in the emotions of your minion. Unable to link with Greater Demonic Minions.

- Metamorphosis - The ultimate expression of your corruption, granted a demonic form that matches your inner personality your felbody is now made out of magic for the duration of this spell. As a demon you become much stronger than you were previously able to rip a man in half with ease. Your strength is matched only by your toughness as you find your form is much harder to damage and additionally wings spout from your back granting you wings allowing true flight.

-Chaos Wave - By internalizing Felmagic you then expel it through your pores causing periodic Chaos damage for at least ten seconds to every enemy in your immediate area.

-Touch of Corruption - Your touch is pure Felmagic allowing your strikes to be that of Chaos damage, and each punch extends the duration of your Corruption spell by at least two seconds per strike, with maximum duration extension of at least half a minute to your Corruption spell.

Destruction (150cp) - A master of chaos who calls down fire to burn and demolish enemies.

- Immolate: Your hands are wreathed in green fel flames at the cast of this spell, as you open your hands and extend your reach towards a victim. Imagining your victim's heart in grasp as you squeeze causing your victim's heart to burn taking in Shadowflame damage. Your victim's heart will continue to burn with lingering periodic Shadowflame damage for at least half a minute on the victim's soul.

- Cataclysm: Sends your felmagic into the very earth itself corrupting the very ground itself! This creates a small localized earthquake under a target as it rips open the ground itself and magma erupts from the cracks enveloping all enemies in a cloak of magically induced magma dealing horrendous amounts of Shadowflame damage. Those that survive continue to smolder dealing periodic Shadowflame damage for at least ten seconds before the flames die out. This spell is extremely taxing on your magic and you're unable to use this spell again at for at most a minute afterword.

- Soulfire: For a Warlock nothing is sacred and nothing is off limits. Soulfire is a prime example of Warlock's destructive might, by gathering portions of your soul into a large green fireball that is not unlike that of Mage's Pyroblast but an obviously corrupted version. As you feed portions of your soul into it, the green fire crackles with sinister energy. When unleashed it causing Shadowflame damage to everything in front of you in a straight line until it hits your target.

When it does it explodes damaging all targets in the immediate area of your target with Shadowflame damage. Those that die to this have their souls completely destroyed, and their bodies reduced to ashes. However because you used portion of your own soul, when you cast this you take damage as well, and should you die while casting this spell your soul will be completely destroyed.

- Conflagrate: For those hit with your Immolate, nothing is to be feared more than to have this spell follow. This instant cast spell does Shadowflame damage. However if your target still burns from your Immolate spell, this spell consumes the Shadowflame periodic damage and causing the target to explode, taking additional Shadowflame damage. Should they survive the victims find they're unable to escape very far, as the fel explosion saps the muscle strength to run away causing the survivor to be slowed for at least five seconds afterwards.

Paladin

Armor - Plate

Weapons - One-handed or Two-handed Sword, Axe, or Mace, and Polearms

Resource: Mana

This is the call of the paladin: to protect the weak, to bring justice to the unjust, and to vanquish evil from the darkest corners of the world. These holy warriors are equipped with plate armor so they can confront the toughest of foes, and the blessing of the Light allows them to heal wounds and, in some cases, even restore life to the dead. Ready to serve, paladins can defend their allies with sword and shield, or they can wield massive two-handed weapons against their enemies.

The Light grants paladins additional power against the undead and demons, ensuring that these profane beings corrupt the world no longer. Paladins are not only zealots, but also guardians of the righteous, and they bestow blessings on those the Light would shine upon. The Light radiates from paladins, and worthy allies who stand near them are emboldened by its power.

Seals - As a holy Paladin of the Light, you have a number of special spells called seals. These have a visual effect on your weapons creating Holy Scripture to appear on any melee weapon you have. By saying the seal's scripture out loud and with conviction of Judgement the seal vanishes but causes a holy hammer to smack the judged. When the hammer strikes it causes Holy damage as well marking the target as Judged. To be judged is not pleasant for those found wanting, as the Light burns away the protection of the flesh. Thus giving your opponent a vulnerability debuff, taking increased damage for a period of at least half a minute. Only one seal can be on your weapon at a time.

- **Seal of Truth:** "Blessed be who seek truth" By placing this seal on your weapon you have the ability to beat the truth out of anyone. Those struck by your weapon shall know the truth of the Light, in that you are its messenger and the words your weapon bears are the words of the Light. This causes additional Holy damage to those that are struck by it, and the words of truth stings as those struck by suffer periodic Holy damage for at least half a second.
When you Judge someone with this seal you're filled with absolute truth, which increases your damage for a minimum of half a minute.
- **Seal of Insight:** "Blessed be who seeks insight" By placing this seal on your weapon you are filled with Holy Light, giving you greater insight on the nature of Good and Evil. Because the Light flows through you this your connection to the Light has sped up your casting time allowing you to cast much faster and healing spells are slightly increased in the amount they heal. Striking with your weapon gives you a greater insight into that of the Light giving you a small amount of your own health back as the Light shines through you. This insight is also shared to the most injured of your party healing them the same amount of health you are. When you Judge someone with this seal you're filled with great insight, which heals you periodically for at least half a minute.
- **Seal of Righteousness:** "Blessed be who seeks righteousness" By placing this seal on your weapon you have the ability to fill you Holy righteousness. As your weapon has become the weapon of righteousness the Holy Light shines through with each strike, burning every enemy within striking range with your melee weapon. Your weapon cleaves through those that are in need of your holy righteousness, dealing Holy damage. When you Judge someone with this seal you're filled with great need to right the wrongs of the world and that sense of righteousness gives you haste, allowing you to attack faster for at least ten seconds.
- **Seal of Justice:** "Blessed be who hands out justice." By placing this seal on your weapon you have ability to hand out justice to those hit with your weapon. As your weapon strikes your target is prevented from escaping justice for long, slowing them down by at least half as your attacks deal additional Holy damage. Try as they might but no one escapes justice for long.
When you Judge someone with this seal you are empowered by the concept of justice, able to catch up to those attempting to flee the long arms of justice by speeding your movements by at least an additional fifty percent your normal speed for at least ten seconds.

Flash of Light - As a Paladin of the Light, you have access to the Light's blessing. By casting this you envelope your target in the Light for just the briefest period, healing them with Holy magic. As you're a zealot of the Light, this does damage to Demons as the Light reacts violently with Fel energy.

Divine Shield – The Light protects its holy warriors, and sometimes a little more protection than the best armor available and religious conviction. Instead you can call upon the Light for protection, enveloping you in a divine “bubble” protecting you from all damage for at least ten seconds. However this is taxing on your magic, and you're unable to cast this spell again for at most three minutes afterwards.

Auras - Auras are manifestation of your faith. They affect you and all nearby allies. Only one aura is able to be active at any time. However you can benefit from multiple auras.

- **Retribution Aura** - Those that wish to seek you harm, strike against your flesh only to feel the bite of the Light. When those that are under this aura deal a portion of the damage taken back at the target in form of Holy damage.

- Protect Aura - The Light is there to guide and protect mortals, when those that are under this aura this holds true. Those that are under this aura have an increased resistance to harm by any means.
- Resistance Aura - The Light is warmth, compassion, and justice. Paladins do not burn their foes with the Light, but protect them against the elements. Fire, Frost and Shadow damage deals less damage to those under this aura as it protects you against the magic and effects most used by those in liege with the Lich King and Burning Legion.

Specialization

Holy (150cp) - Invokes the power of the Light to protect and to heal.

- Smite - The Light is weaponized for the Paladin, and Holy Shock is the bread and butter of these weaponized heals. Smite has two purposes to cleanse away the impurities, cleansing a friendly target removing all Poison, Magical and Disease effects. Additionally it heals the same friendly target with Holy magic. However should you cast it on an enemy you are able to deal Holy damage the target, smiting them for daring to oppose you.

- Holy Prism - By gathering the Light's blessing you're able to give a friendly target some of your blessings that you've been gifted. This blessing by placing a Holy Prism that is at least ten yards long on the target, which heals all friendly targets that are in touch with the prism. Enemies that are caught in the prism are instead damaged by the Holy Prism with Holy damage.

- Torch of Faith - Paladins act as beacons for the Light they are those what stand in face of evil and dare to face them down. They are the ones who also act as battlefield medics on the front lines. With this spell they are able to pass them the Torch of Faith, a metaphysical torch that is ablaze in every being. This torch gives inspiration to the subject, burning away any fears for the duration. It also acts as a beacon of light connecting them directly to the Light in a way that duplicates any healing spell that is cast on another target for half strength. All healing spells that are cast on the person who carries the Torch of Faith cost less mana, as the Light returns portion of it. This effect lasts for a minimum of five seconds.

- Light's Hammer - Paladins are able to denounce a target as the enemy of the Light, by doing so they create a hammer of pure light, by throwing this hammer down into the ground, destroying it. Where the hammer struck, beams of light shine down in that immediate area for at least half a minute. Any enemies you denounce that enters this space are damaged by the brilliance of the beams of light dealing periodic Holy damage, the blinding light blinds them reducing their speed by at least half as they stumble around while they're in the area. Allies of yours however that enter the area are healed periodically with Holy magic for as long they're in the area.

Protection (150cp) - Uses Holy magic to shield yourself and defend allies from attackers.

- Avengers Shield - Your shield is a holy instrument in your hands. Those that feel that they can take advantage of you from range are mistaken. By filling your shield with holy vengeance you fling it at your enemies and watch it bounce between your foes stunning them for a little while before they regain their senses. Your shield automatically returns to you in the nick of time when you most need it.

- Concentration - Faith alone can't save you but for you, your faith will wait you in protecting the weak. By stomping your feet your prayers take light and lay down a blanket of holy light that periodic Holy damage for at least half a minute to those that dare set foot on this holy ground before it fades away.

- Holy Shield - To a Protection Paladin, your shield is there to protect those who can't protect themselves. By casting this on your shield, it glows with an inner holy light. It lights the way in the greatest darkness, acting like a torch. However that's not all it does. Your shield is there to protect but also to punish. When you block an attack that holy light strikes back, dealing Holy damage.

- Shield of Righteousness - Your shield is a weapon as well as a tool. With this ability you're able to charge forward to enemies that stand in your way. You deal Holy damage to those that are hit causing them to forget about attacking others instead only focus on you. You are filled with a holy righteousness that shines brightly to those that wish you harm, causing their attacks against you to fall short of dealing their full damage as your shield absorbs some of the damage for at least ten seconds. After which the damage which was blocked heals you for that amount.

Retribution (150cp) - A righteous crusader who judges and punishes opponents with weapons and Holy magic.

- Divine Storm - Cowards attack in groups, unable to stand your glory they resort in trying to overwhelm you. However to best dish out retribution to those that oppose you in groups such as this is to hit them all. With a simple prayer and conviction you lash out with your weapon causing a holy echo to surround you in a whirlwind. This does Holy damage to all opponents in your immediate area. The Light fills your very being healing you as you strike your enemies, and additionally allowing one spell to be empowered by the Light. This spell does increased amount of damage and shines brightly as you unleash the Light upon your enemies.

- Blessing of Might - To those that ally with a Paladin it's an honor to be considered a friend. The Light has given Paladins a unique ability to buff those who are willing to lay down their lives with the Light's blessed warriors. This is in form of Blessing of Might, by calling out all his allies that he can see the Paladin, they are blessed by the Light. This blessing gives an increase in the physical body and intellect as while the Light gives it does not make you more than what you are.

- Avenging Wrath - You have been given a rare gift from the Light; the ability to temporarily turn into one of its guardians, an angel. With this ability to slip from your mortal coil and become a being of pure light, your body becomes translucent but radiant and four wings bear your weight aloft. Your weapons in hand glow, becoming infused in part with the Light. Your attacks deal more damage and all damage is Holy, and your healing spells are more powerful while in this form.

While in this state your regeneration has increased measurably. However you are still mortal, and this power threatens to burn your very soul out your body. In so you can only maintain this form for maximum of one minute.

Once you become flesh and blood, your soul requires maximum of three minutes rest before you can channel this much power again. To do so again before your soul recovers will destroy you for good, thus ending your chain.

- Final Verdict - You are a Paladin, the judge, jury, and yes executioner for the Light. Those you have deemed to be handed out a sentence of death face your holy wrath upon them with this Final Verdict. Once activated your next attacks deal great deal more damage than you normally should.

Your divine storm also is empowered by this final verdict increasing the range that it his by nearly double and stacking an increased amount of damage on top the other damage boost.

Monk

Armor - Leather

Weapons - Fist weapons, staves, one-handed swords, one-handed maces, one-handed axes, and polearms.

Resource: Chi

When the pandaren were subjugated by the mogu centuries ago, it was the monks that brought hope to a seemingly dim future. Restricted from using weapons by their slave masters, these pandaren instead focused on harnessing their chi and learning weaponless combat. When the opportunity for revolution struck, they were well-trained to throw off the yoke of oppression. Masters of bare-handed combat, monks never rely solely on the need to have a weapon in their hands to defend against their enemies.

Although most widely known to the outside world for their fearsome jabs and flying kicks, they refuse to limit themselves to a single method of combat. Many monks prefer instead to “soak it up” and seem to revel in the intoxicating effect of absorbing blow after blow while their companions press the attack. Other monks specialize in calling upon the restorative power of the mists to balance the good and bad energy within people, returning them to good health and fortune. Over time the pandaren have taught the ways of the monk to other races, and are apparently quite willing to share this powerful knowledge with their friends and allies.

- Flying Serpent Kick - In Pandaria, dragons are considered serpents of the air. They alone have achieved flight through chi alone, and their position as the top of the Celestial Zodiac which Monks attain their techniques ultimately from this technique represents the ferocity of the Pandarian sky serpents. By utilizing your chi along your entire body, and solidifying it as green lotus flowers, your legs become a blur as you run towards your target. At the last moment you launch yourself in the air, kicking forward launching yourself in the air allowing you fly for a short period of time.

Unlike true flight, however you can only go forward. Those struck by your kick are slowed as your kick strikes at their chi lines in their legs. When you land you unleash a ferocity rivaled only by the dragons of Pandaria, causing Nature damage to all enemies in immediate area. With a flourish, you unleash the green lotus chi-petals and ignite the very chi in the air sending it outwards.

This does Firestorm Damage to all enemies that were damaged by your landing, causing them to be rooted in place for minimum of five seconds, as the petals wrap around their legs robbing them of the chi required to move them. This technique is taxing on your chi and you're unable to use this technique again for at most half a minute afterward.

- Fists of Fury - By pooling your chi into your fists and feet, you're able to unleash a blinding fury of attacks to all enemies in front of you dealing periodic Physical damage for at least five seconds, and stunning the targets as well. The blur of moment allows you to ignore any movement hampering effects for the duration of your attacks.

- Spinning Crane Kick - You have been taught the great art of "Spin to Win" as the unenlightened would say. However this is no laughing attack, by focusing your Chi into your legs your speed and power of your kicks is increased.

For this kick, you launch from one leg into a 360° rotation that incorporates an inward snap kick in the air and then lands on the same leg. More you practice more rotations and kicks you can get in.

- Surging Mist - Monks are not only warriors but healers, you've been taught the secrets of the Mists. In Pandaria, where the Monk originated from, the mist is everywhere and is important cultural heritage that has been passed down to you. By focusing the chi into the air around you, you're able to mystically generate this mist. This mist is then able to be controlled through a series of forms that looks a lot like Tai-Chi.

The mist takes a mind of its own focusing in on those whose chi is most depleted, most injured, and envelops them. When your ally breathes in the mist you're able to continuously feed them your own Chi, this affects your ally by healing them of any wound. You're able to do this with multiple people at same time. Yet more people breathing in the mist faster it drains your own chi, and once you use this ability it continues without any input from you, until you run out of chi or you consciously stop it.

Specialization

Brewmaster (150cp) - A sturdy brawler who uses liquid fortification and unpredictable movement to avoid damage and protect allies.

- Brewing - Pandarians are famous for their brews, and you've apprenticed yourself to one the master Brewmasters. A little known secret is that all brewers are actually monks. You're able to brew special brews that are so toxic that no one else but you and other Brewmasters are able to drink.

These brews include Elusive Brew that invigorates your chi in your body - this allows you to anticipate moves giving you fair warning before an attack hits, allowing you to dodge, Tigereye Brew that invigorates the chi in your hands & feet - this increases the damage you deal as well increasing the healing done with Surging Mist, and lastly Purifying Brew that invigorates the chi in your soul - this allows you to clear the Stagger you've accumulated instantly, however the toxicity of this brew is so high in that drinking this again before half an hour will kill you and end your Jumping days. With the exception of Purifying Brew, you can only benefit from the effects of ONE Brew and they last half an hour. To benefit from these brews you must drink a keg (5 L/1.31 Gallons) these weighing in at 13 lbs (~6 kg), drinking multiple kegs increases the length of the benefit with exception of Purifying Brew.

Additional benefit you're able to brew almost any beer, or spirits you come across with ease, and you can carry multiple kegs in scrolls that you activate by tearing it in your chi laced hands which instantly summons the keg.

- Dizzying Haze - You hurl a keg of one your cheapest brews you know, but you've placed a bit of your own chi into the keg. This makes the keg near weightless. When this keg is thrown and hits a target it smashes open. This causes the target to act like he or she is drunk, with blurred vision, loss of coordination, and slurred speech. Additionally it makes the target angry, which they divert their attention towards you.

- Stance of Sturdy Ox - This mystical stance is one that aligns your chi with the zodiac of the Ox. This allows you to become as tough as the Ox. To activate this stance, you spread your legs parallel with a wide stance, balling your fist you punch with both them straight out before bringing them in at your side; and by bellowing like an ox, you gain the benefits of this stance.

Your skin toughens to point not unlike steel, your muscles are enriched allowing you to fight on longer before becoming tired, and a thin layer of chi hovers above your skin giving off a glistening look. This chi dampens magical effects and lastly any damage taken you instead ignore portion of the damage instead suffer "Stagger" which is a portion you ignored taken periodically over a minimum period of half a minute. This stagger stacks with more and more damage you take.

- Breath of Fire - By taking a swig from one your cheapest brews and by aligning your chi in your mouth it mixes with the alcohol. By spitting this it ignites with the atmosphere, turning into fire. This fire sticks to the opponent burning them with Fire Damage periodically over a minimum period of half a minute. If you ignite a target with Dizzying Haze, the opponent burns for more damage and increased the periodic damage by a minimum of a minute and a half.

Mistweaver (150cp) - A healer who mixes traditional herbal medicine with Pandaren martial arts.

- Spirited Crane Stance - This mystical stance is one that aligns your chi with the zodiac of the Snake. This allows you to become as spirited as the Crane. To active this stance, you stand up straight and put your hands straight up and point your hands down, followed by lifting up your leg and cawing like a crane. You feel your chi pooling in your legs and the fingertips. This increases your healing that you do, and your Spinning Crane Kick is augmented into allowing you to heal a portion of the damage dealt.

- Crackling Jade Lightning - With this technique you're able to channel your chi into your hands, and by upsetting the balance between the Yin & Yang it crackles with energy, this turns into jade lighting when you channel this energy into your enemies, that take on the appearance of a flock of cranes. It bounces from body to body striking at anyone in their path, however should it strike an ally enveloped in a healing mist from Surging Mist, it will heal them instead.

- Rushing Jade Wind - This augments your Spinning Crane Kick, as you spin quicker than other monks without this ability your chi reacts to the new speed. It mixes with the air allowing you to create mini chi-nados that spin off while you're using Spinning Crane Kick. These tornadoes are only size of a man, but spin off without any direction damaging all enemies around it with periodic Nature damage. Additionally these jade tornadoes steal the chi from those that it damage, giving and your allies' equal portions of the chi stolen.

- Zen Sphere - This technique channels your chi into a sphere, and by exhaling portion of your own inner wisdom into the sphere it takes on a semi physical substance. By kicking it towards an ally it gives one ally that small portion of your inner wisdom. This allows them to enter a Zen like state where they can't feel any pain, the sphere appears over their head.

It releases a soothing state of being healing your ally and damaging all nearby enemies periodically over a minimum of five minutes. Should your ally become critically injured the sphere will detonate releasing all the remaining chi into an explosion, it heals all nearby allies and all nearby enemies take Nature Damage. Only two spheres can be out at a time.

Windwalker (150cp) - A martial artist without peer who pummels foes with hands and fists.

- Stance of Fierce Tiger - You've taken on the aspect of a tiger, by positioning yourself into the Fierce Tiger stance you have you can feel the chi flowing through you aligning your inner self with that of the tiger. Doing so also aligns everyone's chi around you in similar way. This allows you and those around you to move with the grace of a tiger, increasing your speed and coordination to point where your movements flow together like a cat.

Also those aligned with the tiger have their attacks become more ferocious dealing more damage. You gain an additional benefit, by having a chance your attacks temporarily doubling the number of attacks and increasing damage for at least five seconds.

- Tiger Palm - This attack is open only to you as a master of martial arts and while in the Fierce Tiger stance. The tiger is a powerful beast that doesn't always uses its claws to attack. Its massive paws and strength are more than enough to seriously injure prey. By emulating this strength you strike with your palm dealing Physical damage but more importantly you weaken the opponents defenses, allowing you for at least half a minute to ignore portion of your opponents armor and defense.

- Rising Sun Punch - By channeling your chi into your fists, you upset the balance of Yin & Yang chi. This causes your fist to be enveloped in green lighting, with this you launch yourself a single enemy unleashing a series of blistering uppercuts augmented by the lighting dealing Physical and Nature damage. This causes an upset in the balance of their chi, reducing any healing they receive by half for a period of at least a minute. As the lighting blisters against the flesh of your enemies, each connecting uppercut unleashes a roar not unlike that of a tiger. Enemies that hear the roar have inadvertently open themselves up for attack, taking additional damage for a period of at least half a minute.

- Invoke Xuen, the White Tiger - Xuen is one of the four guardians, each representing a cardinal direction. Xuen is the tiger of the West, and its ferocity is legendary. Windwalker monks are taught how to evoke an effigy of this esteemed guardian, who watches over them. By just invoking his name and expending some of your own chi into a small statue, the statue comes to life and grows. This ghostly green tiger acts as a pet, its claws crackle with lighting and its teeth shine with determination.

When you unleash Xuen on to a target, its lighting claws rip through most forms of armor, and with each swipe of its jade claws it rends through flesh as if it was nothing. The aspect only lasts for a minimum of a minute before it reverts back to the harmless statue. This technique is taxing on your chi and you're unable to use this technique again for at most an hour afterward.

Priest

Armor - Cloth

Weapons - Staff, Wand, Dagger, One-handed Mace and held in off-hand items excluding shields and weapons.

Resource: Mana

Priests practice a complex, organized form of spirituality built around moral philosophy, the worship of a particular deity in some cases, and/or idol worship. Priests serve not only as influential religious figures in their respective societies, but also as powerful practitioners of divine magic, which they use to heal and protect, or harm and weaken. In Azeroth there are a variety of different vehicles for divine magic. Humans, dwarves, and high/blood Elves are known practitioners of the Light, they serve the Church to guide against the Dark. Whereas the Forsaken, feeling the absence of the Light instead have rediscovered a heretical philosophy of equality of Light and Darkness. These text were of that of Bishop Natalie Seline, which were locked away by the Kirin Tor, the elite magi of Dalaran, for their heretical notions. At odds with the Light, and Void dynamic is Elune.

She is the chief goddess of the kaldorei or night elves, she alone is worshiped instead of the notion of the Light, through her they take it upon themselves to protect their culture at any cost. Tauren felt the worship of Mu'sha left an unbalance in their cosmology, as their Druids followed the kaldorei in reverence of the moon above all. However seeing this imbalance, the spirit walkers and seers came back during Cataclysm to show the need for balance. This gave rise to An'she the Sun god, who empowers the tauren in similar fashion as Elune and the Light or the Void. However the jungle trolls of the Darkspear tribe, they have the ancient Loa, spirits of great power which seek appeasement for lending of their power to Witch Doctors.

Power Words - Faith is a powerful thing, by invoking your divine patron you speak aloud one of three words, each with their own effect.

- First word is that of **Fortitude**, by speaking of this you and all your allies in your immediate area are blessed by your divine patron. The effect of this blessing is that of increased health, allowing you to take more damage than you could before. This blessing last for a minimum of an hour.
- Second word is that of **Shield**, by speaking of this one ally of yours that you can see receives this blessing by your divine patron. The effect of this blessing is that of protection, as a divine bubble envelopes your ally for a minimum of half a minute and causes that ally to become faster for a minimum of ten seconds. The bubble can absorb a finite amount of damage before it pops, the amount of damage depends on your magical strength.
- Last word is that of **Solace**, by speaking of this one enemy that you can see receives this curse. That enemy is then stricken by divine light causing Holy damage, but your allies that are near the victim are healed for the same amount that was dealt to the enemy. You can only speak one word at a time, but allies can be affected by multiple words. This technique is taxing on your magic, and you're unable to use this spell again for at most a half a minute afterword.

- Flash Heals - By praying directly to your divine patron for healing, you are granted this fast but inefficient heal. When you cast this spell it emits a flash of light, a similar flash of light can be seen when your ally is healed. Additionally your divine patron has given you a spark, giving you a chance that when you heal that it triggers this spark allowing you to instantly cast one Flash Heal instantly and at no cost, this cannot trigger but once every half a minute.

- Holy Fire - Priests are protectors and guardians, but what use is a guardian if all they can do is constantly react. Your divine patron has given you a powerful tool to show how foolish it is to mess with a priest of their religion. By calling down your divine patron's divine wrath upon an enemy you hit them with a flash of holy fire dealing Holy damage burning away steel and flesh of those dare raise arms against you. Those that survive are burned from within as Holy Fire burns them from the inside, giving off a light that shines through all their orifices as the spell continues. The enemy takes additional periodic Holy damage for at least a minute. Still your divine patron has gifted you the blessing of healing, and one ally within your immediate area are healed. You however have no say in who gets healed as it seeks out the most injured of your allies, before one that is barely scratched.

- Mass Dispel - Spells often leave their marks on their victims, these come in a range of different effects and most often none of these are very pleasant. As a priest, it's your job to protect against these. Your patron has given you a spell for just this occasion as you're able to cleanse all negative magical effects on all allies within immediate area. Additionally all enemies that are caught in the area, have one beneficial magical effect removed.

Specialization

Holy (150cp) - A versatile healer who can reverse damage on individuals or groups and even heal from beyond the grave.

- Spiritual Well - Priests are often called in multiple directions at once, because of this they might be healing one ally but with another ally in Danger, or perhaps they themselves are in danger. To remedy this, your divine patron has granted you the ability to create a semi physical construct of pure divine magic. It's filled with powerful healing water that all your ally needs to do is to touch it. By touching the well, or water, they absorb a portion of your divine patron's magic. This has the effect of healing your allies, but the well is not infinite. There is a minimum of six uses before the well dries up and the magic that supports the construct is drained, causing it to collapse into nothing. This is taxing on your magic, and you're unable to use this spell again for at most five minutes afterwards.

- Guardian Spirit - Those that serve their divine patron most faithfully can be rewarded by summoning an emissary of your faith. For those that are part of the Church of Light, you summon a Spirit Healer, an angelic like being that are frequently guardians of graveyards and the fallen. Priestesses of Elune and Spirit Walkers of Mu'sha summon a small celestial representation of their respective deities, signifying their gods are with them.

For the Cult of Shadows, you either call upon a Spirit Healer much like that of Church of Light however after the Lich King is defeated you can instead call upon a Lesser Val'kyr which cements your Ladies Sylvanas' power. Lastly for the darkspear trolls, you summon a less loa that is in shape of a Bat or Raptor. The emissary of your faith, whatever shape it takes, can cast powerful healing spells, and increases the effectiveness of all healing spells to all allies in immediate radius.

Should an ally become so critical that they're on verge of dying, the emissary can sacrifice itself to give a powerful heal that can bring even those on brink of death back to almost like new. Your divine patron can only grant you an emissary once every three hours. The emissary if it does not sacrifice itself will last a minimum of ten minutes before it must return to your divine patron.

- Saving Grace - Your divine patron has granted you an extremely powerful healing spell, by casting this on a target you're able to heal your ally from the brink of death to like normal in a flash. Indeed much like Flash Heal there is a bright light that surrounds the target lifting them up from any injury. However your divine patron has given you a heavy burden that you must burden every time you cast this spell. All your healing and shielding you have are reduced for a minimum ten seconds every time you cast this wonderful spell. This stacks up to up to six times, in which you will not be able to cast a healing spell, and Power Word: Shield will not absorb any damage. Every time you cast this spell you reset the time needed to get rid of the burden. Use only when you must.

- Resurrection - Each of the major religions have a concept of the afterlife, be it joining your ancestors in a mead hall or being part of the Light. Whatever it is, the dead are usually dead. However life of an adventurer is harsh, and people die before their time. When an ally has fallen, and the battle is over you can partition your divine patron to return all deceased allies with in your immediate facility. However there is a time limit, the dead cannot be dead for more than half a day before they're unable to be resurrected.

Additionally the soul of your deceased friend could after seeing what awaits them in the afterlife, might not wish to come back to the mortal world. When this happens the body immediately decays. As a Jumper, however you are unfortunately immune to this as if you die, your soul is immediately ejected out of Azeroth and back into life in your home world. This is extremely taxing on your magic, and you're unable to use this spell again for at most an hour.

Discipline (150cp) - Uses magic to shield allies from taking damage as well as heal their wounds.

- Pain Suppression - Wearing nothing but cloth is often a good way to get yourself targeted first as your enemies know you have little physical defense against their onslaught. However appearances can be deceiving as your divine Patron has given you a spell that can protect you even more so than that of Power Word: Shield. Pain Suppression not only dulls all pain you might be in but reduces all damage you take for the duration of the spell to almost none. Those that seek to incapacitate you will find that you're not the easy prey they thought you were, as your divine patron always looks after you allowing you to cast this even when incapacitated. However this spell only lasts for a minimum of ten seconds before it fades away and all pain that you had before returns. This is extremely taxing on your magic, and you're unable to use this spell again for at most three minutes.

- Spirit Shell - Priests do not just try to heal damage, but instead prevent it in the first place. With this spell you're able to do just that. When you cast this spell it does nothing by itself but instead gives you the ability to convert all healing spells you might have into a divine shield, not unlike your own Power Word: Shield.

The strength of this barrier is dependent on the strength of the healing spell. Yet this divine power only lasts for a minimum of ten seconds before it fades. This is taxing on your magic, and you're unable to use this spell again for at most a minute afterwards.

- Barrier - In addition to Power Word: Shield your divine patron has given you another barrier spells that instead will affect your entire party within a close distance around you. This spell creates a shining bubble of pure divine magic that shields you and any ally inside of Barrier from most damage that you might receive & while in the Barrier spell casting cannot be interrupted or silenced. This spell only lasts for minimum of ten seconds before it shatters. This is taxing on your magic, and you're unable to use this spell again for at most three minutes.

- Penance - Divine Patrons are fickle with their followers and servants and often demand them to abase themselves in a humbling nature. Should those that fail to meet this requirement or those that are enemies of yours you can channel your Divine Patron's judgement to deliver onto them Penance. This sends out a volley of divine powered spiritual bolts periodically that fly towards enemies dealing upon them Holy damage, however it can also seek out your allies healing them. This spell lasts for a minimum of half a minute before your connection to your Divine Patron is severed.

Shadow (150cp) - Uses sinister Shadow magic, especially damage-over-time spells, to eradicate enemies

- Dominate Minds - Those that seek out shadow is one that controls the very antithesis of the light, and have access to spells that would normally be barred from you. With the spell you're able to cast your mind into your victim's body controlling it from within as it were your own body. Your mind is split able to command your own body but only in simple directions as most your will is directed into squashing your victim's mind from regaining control.

While the effects may only last a minimum of half a minute, and the target of your mind control becomes immune to another control attempt for at most a day; the damages are often done before that time. Should the body you inhabit currently dies you are shunted from the body at the last second leaving the victim helpless as they lay dying. However if your body dies, your mind dies as well. It's helpful to have strong allies to guard your body while invading another's mind.

- Shadowform - Shadows hold many secrets, for those that seek them out may find that their powers that are beyond their imagination. This is one such power, as you take on some the essence of what it is to be shadow transforming you into a living shadow. You find yourself able to traverse from shadow to shadow, all Shadow damaging spells you do are increased, and you find yourself more resilient to damage as if you were wearing plate. The price is not without its downsides as you are barred from healing as the Shadow cannot stand the light of your Divine Patron. You can toggle this on and off at will.

- Mindflay - The power you wield is a dangerous powers, to others. The ability to attack the mind is the most feared ability in a Shadow Priests arsenal. By using your magic you assault your target's mind with the power of the void. The effect is immediately noticeable as your magic melts away the faces and liquidizes the mind, which slows your targets movement and thoughts. You deal periodic Shadow damage over a minimum of half a minute.

- Void Tendrils - Many fear the darkness and for good reason, as the shadows hide many dangers. By shaping the shadows around you, you're able to create a semi-real shadowy tentacles that stretch and contract as if they had a mind of their own. While stationary they can still reach out to maximum of a yard (meter). Those that enter within reach of the tentacles are immobilized, as the tendrils wrap around the legs of your enemies.

They deal periodic Shadowfrost damage that increases closer your target is to the center of the tentacle masses. The tendrils use the opponents own strength against them as it's at least as strong as they are. However they are fragile, only taking one blow before being released. However the tendrils are quick to immobilize the victim's limbs as well. These mass of tendrils last for a minimum of a half a minute before they crumble and dissolve back to shadow.

Shaman

Armor - Mail & Shields

Weapons - Daggers, staves, fist weapons, one or two-handed axes and maces

Resource: Mana

Shaman are spiritual guides and practitioners, not of the divine, but of the very elements. Unlike some other mystics, shaman commune with forces that are not strictly benevolent. The elements are chaotic, and left to their own devices, they rage against one another in unending primal fury. It is the call of the shaman to bring balance to this chaos. Acting as moderators among earth, fire, water, and air, shaman summon totems that focus the elements to support the shaman's allies or punish those who threaten them. These masters of the elements can also call upon elemental forces directly, unleashing torrents of lava and bolts of lightning against foes. The elements can create, destroy, support, and hinder. The experienced shaman balances the vast spectrum of these primordial forces into an array of diverse abilities, making shaman versatile heroes and valued members.

- Totems - A totem is the primary tool used by a shaman as an instrument of war. Characterized by their immobility and area of effect, the totems embody the shaman's mastery over the elements. Some totems possess destructive power while others aid and assist allies. Shamanistic cultures outside those of the Horde and draenei also possess the ability to use totems in battle.

A shaman can use one totem of each element at any one time: Earth, Fire, Water, and Air. Once a totem is put down it cannot be moved, but a new totem can be used to replace it. Although the shaman's totems are summoned and fixed near the caster, a shaman can place a totem while moving. The totem can be planted underwater, and appears floating at your feet. Totems must be specifically attacked to be destroyed. Totems can no survive but one attack before they're destroyed. Shamans have the ability to recall their totems at any moment, doing so refunds some the magic you used to summon them. You can summon all four totem elements at the same time. So long as you have the totem relic on you, your totems can't be deprived of them.

- **Fire Totems** - Shamans understand that Fire is living thing, it requires air & food. Deprived of any of this, fire dies. Because of this mastery of the Fire element, Shamans are able to call favors in form of their Fire Totems.
 - **Magma Totem** - This totem hurls globs of lava burst open damaging all enemies immediately next to the target with Fire damage.
 - **Lava Totem** - This totem deals Fire damage periodically to all enemies within your within immediate area.

- **Air Totems** - Shamans understand that Air is the element of freedom, as the birds fly through the Air, making the Earth jealous. Because of this mastery of the Air element, Shamans are able to call favors in form of their Air Totems.
 - **Stormlash Totem** - This totem cloaks your melee weapons, and all ally melee weapons in immediate area of you, with a small storm. Each swing of your melee weapon has a chance to trigger the Stormlash Totem. This causes the weapon to hit an additional three times.
 - **Storm Totem** - This totem charges your magic, and all ally magic in your immediate area, with the power of a storm. Causing additional Nature damage to all damaging spells that you or your allies cast.
- **Water Totems** - Shamans understand that element of Water is the life source of all life, without all life perishes. Because of this mastery of the Water element, Shamans are able to call favors in form of their Water Totems.
 - **Healing Tide Totem** - This totem periodically unleashes a magical wave of water that drenches your allies in water, however they do not get wet instead the water washes away wounds, healing all allies within immediate area of the totem.
 - **Mana Tide Totem** - This totem unleashes a tidal wave of water towards all allies, which drenches them in water. Yet like the healing tide totem it doesn't get them wet instead it replenishes their magic or chi. It unleashes all it's magic at once, and is unable to be resummoned again for a minimum of half an hour.
- **Earth Totems**
 - **Stoneskin Totem** - This totem is linked to the earth, granting you and your allies within the immediate area a shell of stone covering your flesh, reducing any damage you might sustain as your stone skin turns aside spell and blade a like with ease.
 - **Quicksand Totem** - This totem turns the immediate area into quicksand, and any enemies that dare to adventure forth into this area find their movements hampered, as the quicksand clings to them, but not deep enough to drag them into an unmarked grave.

- **Elemental Shocks** - Elemental shocks are much like elemental totems, in that they represent your mastery of the elements. You're negotiation with the four elemental states have allowed you to summon a quick burst of one the four elements. These bursts of elemental power are called "Shocks", however the elements are jealous and fickle with their magic. This prevents you from using two different shocks within at most half a minute of one another.

- **Flame Shock** - With a lash of the element of Fire, your opponent is burned causing Fire damage which singses them with Periodic Fire damage for a minimum of half a minute.
- **Frost Shock** - With a lash of the element of Water, this shock turns into frost as it strikes the target and freezes the flesh of your opponent causing Frost damage, and encasing the target in a thin layer of ice slowing all movement and attack of the opponent for a minimum of ten seconds.

- **Earth Shock** - With a lash of the element of Earth, your opponent is sent reeling as the sharpened rocks rip through any armor or protection the target may have causing Nature damage. Additionally your opponent is now more vulnerable to damage, taking more damage for a minimum of ten seconds.
- **Wind Sear** - With a lash of the element of Air, your opponent is left breathless as the wind sears the air away from their lungs. This causes Nature damage, and if your opponent was casting a spell beforehand they're unable to cast any magic for a minimum of ten seconds as the wind fumbles their words, and concentration.

- Chain Lightning - The power of lightning is yours to command as you're able to quickly conjure up a bolt of lightning, directing it towards your opponent damaging them with Nature damage. Yet, this arc of lightning jumps from one enemy to another enemy within the immediate area, for a minimum of seven times damaging them with Nature damage equal to the same amount as the first victim.

- Blood Lust - The fury of the elements is a scary sight indeed, as the master of the elements you're able to tap into this conflict between the elements, in something only few can imagine. When you tap into this you not only allow yourself but all allies in your immediate area will also be filled with this rage. Statures increase as the magic is too much for your shell to handle, and your blood rushes to the surface giving off an unnatural red color to the flesh.

The effect is immediately noticeable as the world slows down around you, as your own tempo has increased. This allows you to attack with blinding speed, and unleash a torrent of spells. However all things have to end, and your mortal frame can't handle this for long. The effect lasts for a minimum of a minute, but the experience has marked you. You're unable to experience this fury again for a most five minutes, or else your mortal frame will explode unleashing a torrent of elements to all those around, an unavoidable fate.

Specialization

Elemental (150cp) - A spellcaster who harnesses the destructive forces of nature and the elements.

- Earthquake - Your connection to the element of Earth has given you the ultimate expression of their power. This powerful spell unleashes a localized Earthquake that slowly ramps up in intensity. At first a distant rumbling can be felt, but at most every two seconds it increases. When it reaches its crescendo the very earth splits apart. As it begins it will slowly ramp down, fissures sealing back up and crushing anything that hasn't escaped. The entire Earthquake lasts for at least a minute. This spell is taxing on your magic, and you're unable to cast this again for at most a five minutes.

- Lightning Shield - Lightning is dangerous and unpredictable as it strikes it scorches everything around it and it takes only one bolt to fell even the strongest. For Shamans however, their connection to the elements has given them insight on how to tame this dangerous element and use it as a shield. You call down this lightning, cloaking you with balls of lightning. Those that foolish enough to attack you, one of those balls of lightning flies off electrocuting the target. This causes Nature damage, and restores a portion of your magic back. You have a minimum of seven lightning balls. However you generate one lightning ball every kill you make with your Chain Lightning and Lava Burst.

- Lava Burst - Lava is the ultimate expression of the destruction of the element of Fire, it burns even steel and rock. Your elemental mastery has given you the ability to call upon this destructive might. This spell is slow to cast, taking at most fifteen seconds to cast, but utterly devastating to the victim that's on the receiving end. Those that are struck by this take Fire damage. However if you cast this spell on a target that's burning from your Flame Shock spell, the damage from Lava Burst increases significantly. This spell is taxing on your magic, and you're unable to cast this again for at most half a minute.

- Elementals - Your understanding and mastery of the elements has reached the point where you can communicate verbally with the Elemental spirits all around Azeroth or beyond. This has endeared you to those that are not actively hostile to you.

This has given you ONE small elemental (Earth, Water, Air, Fire) under your command, the size of a large dog. This becomes an active companion, and has a mind of a small child. Under your care within the ten years here it will mature into a tauren sized elemental and its mind will grow to that of your average human's level.

Enhancement (150cp) - A totemic warrior who strikes foes with weapons imbued with elemental power.

- Lava Lash - Lava is the ultimate expression of the destruction of the element of Fire, it burns even steel and rock. Your elemental mastery has given you the ability to call upon this destructive might. With this spell you charge your off-hand weapon with this devastating element. This does devastating amount of Fire damage. If the target is suffering from the periodic Fire damage from your Flame Shock, your Lava Lash refreshes the duration of the burn and spreads the periodic Fire damage to at least six other enemies within the immediate area.

- Stormstrike - The power of lightning is yours to command. With this spell you charge your main hand & off-hand weapon with this devastating element. This increases your weapons Physical damage and causing additional Nature damage. The power of the storm clings to your target causing them to take additional damage from Nature spells and attacks.

- Feral Spirits - Shamans are not only the masters of the elements, but spiritual leaders as well. Every shaman have twin animal spirits that are unique to your culture. For example Orcs are guided by twin spirit wolves, whereas Dwarves have twin gryphons. They spend most their time in the spirit plane, however for a brief period of time you're able to summon them into the physical plane. While here they attack your enemies and heal themselves as well as you. Additionally their spiritual nature is connected to you, as they're as durable as you are. They can only last a minimum of half a minute, before they must return. This spell is taxing on your magic, and you're unable to summon them again for at most two minutes afterword.

- Elemental Weapons - Your connection to the elements is such you're able to imbue your weapon with the elements. Each element gives you a different ability, which is related to the element. You can only have one element on each weapon.

- **Flametongue Weapon** - By imbuing your weapon with the element of Fire, it coats your weapon with fire. Every time you strike an opponent, your weapon does additional Fire damage, and increasing your magical damage you do. Heavier your weapon, more Fire damage your weapon does.

- **Frostbrand Weapon** - By imbuing your weapon with the element of Water, the water freezes over and it coats your weapon with frost. Every time you strike an opponent, your weapon does additional Frost damage, and covers them with a thin layer of ice. This causes the opponent to slow down significantly for at least ten seconds.
- **Rockbiter Weapon** - By imbuing your weapon with the element of Earth, your weapon takes on the fury of the earth, coating it with a thin layer of rock. This makes you a much more incredible threat to all enemies around you, and reduces damage taken from all sources.
- **Windfury Weapon** - By imbuing your weapon with the element of Air, your weapon is coated with a small cyclone. This increases the speed of which you're able to strike with this weapon and cause additional Nature damage as the cyclone rips at the target. Lighter your weapon more damage it does and faster you're able to strike.

Restoration (150cp) - A healer who calls upon ancestral spirits and the cleansing power of water to mend allies' wounds.

- Chain Heal - By calling upon your ancestors to assist you, you're able to reach out and heal one ally. However your ancestor's wisdom is not to be wasted on one person. Instead this spell bounces from ally to ally within the immediate area, healing them for less and less from previous allied healed.

- Healing Wave - Call upon your ancestor's blessing for one ally in need, your ancestors guide your hand and unleash a wave of spiritual magic. This greatly heals your ally, and heals you a small amount in return. Yet your ancestors care not for efficiency, for this spell is taxing on your magic. You're unable to cast this spell again for at most half a minute.

- Earth Shield - Your ancestors are one with the Earth now, you combine your mastery of the elements as well the guidance of your ancestors to help create a shield of Earth. This protects the target granting them the protection from your ancestors, increasing the effectiveness from all healing spells. There are at least nine clumps of earth hovering around your ally. Every time they take damage they receive a small portion of the attack as healing instead of damage.

- Purge - Much like your own allies, your enemies have magical effects that are beneficial for them. Your ancestors however have gave you a gift after much consideration. They impart onto the ability to Purge these magical effects from your enemies, robbing them of their effects. You can purge at least one beneficial magic at random from your target. However your ancestors are limited in the aid they can grant you, and are unable grant you the ability to purge harmful magical effects from yourself or allies.

Warrior

Armor - Plate & Shield

Weapons - Dagger, Fist Weapon, Staff, Polearms, One-handed sword, Two-handed Sword, Axe, & Mace.

Resource: Stamina

For as long as war has raged, heroes from every race have aimed to master the art of battle. Warriors combine strength, leadership, and a vast knowledge of arms and armor to wreak havoc in glorious combat. Some protect from the front lines with shields, locking down enemies while allies support the warrior from behind with spell and bow. Others forgo the shield and unleash their rage at the closest threat with a variety of deadly weapons. The warrior's battle cries embolden friends and leave foes cowering in fear. With legendary precision, warriors target the smallest gaps in armor and slice at hamstrings in a blur of steel. Every dragon slain, corrupted tyrant toppled, and demon banished from Azeroth has trembled in the face of these lords of war. Warriors are melee fighters highly trained in the arts of weaponry. They are strong and quick on the battlefield.

- Stances - Every weapon master will tell you that having the proper stance is everything. You've taken this to heart, but have boiled down all the different stances into three general stances of your own creation. How they look is different from one Warrior to the next, yet they all give the same benefits no matter the way it looks. A seasoned warrior will know based on the fighting techniques used, which stand a fellow warrior is in. However don't be fooled, a seasoned warrior can quickly change stances in middle of battle, multiple times, as it's dictated.

- **Balanced Stance** - This is the stance balanced between Offensive and Defensive, this offers increased armor penetration as you're able to strike at the weak points in your enemies defenses with ease.
- **Offensive Stance** - This stance follows the simple notion that the best Defense is Offense, by entering this stance you act more aggressively in your attacks. This allows increases your melee weapon damage as your blades sink deeply into your enemies hides. However in your pure offensive nature you leave yourself open to more damage, taking more damage per hit.
- **Defensive Stance** - By activating this stance you follow the notion that you have to have an absolute defense. By fighting defensively you're able to parry and block with ease, decreasing the damage taken. However as you play the defense your offense suffers, causing you to do less melee weapon damage.

- **Battle Shout** - Every Warrior has something he or she is fighting for, there are many factions and causes as there are clouds in the sky. Because there are many factions, they each often have their own battle cry, for you this battle cry is not just shouting for nothing, but a beneficial effect. For at least half an hour, you and every ally that can hear your Battle Shout are psychologically readied to lay their lives on the line. This has the effect of increasing all damage dealt for all those that are affected by this shout. While only in any stance you're able to perform Battle Shout.

- **Charge** - Your enemies are not as kind as to allow you to casually walk up to them, for you to slaughter their forces. No, they often stand back and allow those cowards with the bows and spells to pelt you.

However you know this, and as soon you see an enemy your blood boils over, and you gain a significant boost of speed. This allows you to close distances between you and one enemy within your immediate area really quick. Your momentum is not slowed down as you crash into your target, slamming into them at full force. Those that aren't prepared find themselves knocked to their feet, and those that are momentarily stunned for at least two seconds from your mass slamming into theirs. While only in any stance you're able to perform Charge.

- Pummel - You're no fancy Monk, but you can give a mean right hook when you need to. When you're facing an enemy that's foolish enough to try to cast a spell in front of you, which a right hook can serve you well. Even if you have both hands full, you can always strike with a pommel of your weapon for the same effect. The sudden nature and force behind this strike stops the enemy from casting a spell for at least half a minute. That will teach them to never underestimate you! While only in Balance or Offensive Stance you're able to perform Smash.

Specialization

Arms (150cp) - A battle-hardened master of two-handed weapons, using mobility and overpowering attacks to strike your opponents down.

- Mortal Strike - Just like you, your enemy could be receiving magical healing. While this is great for you to receive heals in middle of combat, it's not so great when your enemy does the same. By focusing your strength into a single powerful swing of your weapon, dealing massive amount of Physical damage in a single strike. This strike is so powerful it cuts any healing the target receives by half for at least a minute. While only in Balance Stance you're able to perform Mortal Strike.

- Bladestorm - By focusing yourself you're able to enter a Zen like state, in this state you're able to move at incredible speeds. Only problem is that you're only able to spin. You turn yourself into a one man tornado, your weapon becoming many as you spin around at great speed dishing out periodic Physical damage to all enemies within immediate area.

However while you can still dodge, and parry you can't use any other abilities while you're a whirlwind of destruction. You can exit this at any time, but without you conscientiously exiting out of it, you remain in this state for at least ten seconds. However this is taxing on you, and you're unable to use this ability gain for at most a minute afterword. While only in Offensive Stance you're able to perform Bladestorm.

- Colossus Smash - By slamming your weapon into your opponent you deal heavy amount of Physical damage. Additionally your ability to point out the weakness in your opponents defenses, is temporarily boosted. As your massive smash leaves their defenses temporarily unavailable for a period of at least half a minute. During this time all your attacks will hit them as if any defense they had wasn't there. However only you can benefit from this reduction in defenses. While only in Balance Stance you're able to perform Colossus Smash.

- Shockwave - You and your weapon are completely one, no matter what type of melee weapon it is, you're able to "cut" through the air causing a devastating Shockwave. All enemies in front of you, in the immediate area take Physical damage and are stunned for a period of at least five seconds. However this is taxing on your coolness factor, and you're unable to use this ability gain for at most a minute. While only in Balance Stance you're able to perform Shockwave.

Fury (150cp) - A furious berserker wielding a weapon in each hand, unleashing a flurry of attacks to carve your opponents to pieces.

- Blood Thirst - You're thirsty, real thirsty. Only thing that can quench this thirst is the blood of your enemies. Despite this you're not a vampire, you're not dependent on your enemy's blood but it sure does taste good. With this technique you deal half of your weapon's damage, but injuring your opponent was just the icing on the cake. The real goal was the coppery taste in the air opponent's blood is splashed on to you, healing you. While only in Offensive Stance you're able to perform Blood Thirst.

- Ravager - You're crazy, real crazy. With this technique you hurl your weapon at full force causing massive Physical damage to your target. However despite it hitting your opponent, you're the master of making weapons bounce, not only does your weapon hit your target but bounces from enemy to enemy within the immediate area before coming back to you. Each bounce does less damage overall, but you always have your weapon return to you. While only in Offensive Stance you're able to perform Ravager.

- Dragon Roar - Only the most dangerous animals roar, and you're no different. Your roar is that of a creature much greater in size, comparable to that of a dragon. That's how much pent up rage you unleash when you perform this move. All enemies in front of you are sent reeling as the pure force from your explosive roar knocks them off their feet. This also causes them Physical damage that ignores all defense, as it's a wall of pure force that slams into them. This move is taxing on you, and you're unable to use it again for at most a minute afterword. While only in Offensive Stance you're able to perform Dragon Roar.

- Bloodbath - You like to see your enemies covered in their own blood, and you like to see yourself covered in their blood. With this technique that is exactly what you get. As a warrior you know where certain spots to strike for an instant kill, however that's not what this technique is about. Instead you wish to see their blood pool at their feet, and wade in an ocean of blood. When you activate this technique your attacks deal additional periodic Physical damage for at least half a minute, as your strikes cause heavy bleeding. This technique is active for at least half a minute, and you're unable to use it again for at most two minutes afterword. While only in Offensive Stance you're able to perform Bloodbath.

Protection (150cp) - A stalwart protector who uses a shield to safeguard yourself and your allies.

- Shield Slam - To the average person a shield is just there for protection, and nothing more. However true warriors know that a shield is a powerful weapon, perhaps the most powerful. By using this technique you slam your shield in the face of your enemy, causing massive amount of Physical damage as your shield meets their face. However this move is taxing on you and you're unable to use it again for at most five minutes. While only in Defensive Stance you're able to perform Shield Slam.

- Spell Reflection - Enemy spellcasters are always a problem, they think themselves better than you simply because they can cast magic. They lord over you the fact that as a Warrior you just have your "stupid armor and shield" however that's all the tools you need.

When you activate this technique for at least half a minute, all harmful spells are reflected back towards the caster. You do this by literally batting the spell back with your shield as if it were a baseball and your shield was a bat. Imagine their surprise as their super damaging move is sent back, although I doubt they will be able to see you stepping over their bodies in triumph afterword.

However this move is taxing on you and you're unable to use it again for at most a minute. While only in Defensive Stance you're able to perform Spell Reflect.

- Demoralizing Shout - You know how to put down your opponents with a large Demoralizing Shout, no matter if your enemy doesn't speak a language you can physically speak, or any language at all. Perhaps you challenged their honor, or cursed them out; however it's always downright nasty and saps morale from your enemies for a short period of time. Those enemies that can hear you in the immediate area are demoralized, causing less damage than they would before, as their hearts aren't into the attack. This debuff lasts for at least half a minute, before they regain their composure. While in All Stances you're able to perform Demoralizing Shout.

- Thunder Clap - Quick enemies are annoying, fleeing enemies are annoying, strafing enemies are especially annoying. After all if you can't hit them with your weapon, how can they die? You found a simple answer by taking out your frustration out on the ground causing a massive Thunder Clap. This causes all enemies in the immediate area to take Physical damage and have their speed reduced by at least half as the thunder that came off your weapon cause them temporary nausea for at least half a minute.

Rogue

Armor: Leather

Weapons: Daggers, fist weapons, one-handed maces, one-handed swords, and one-handed axes.

Resource: Stamina

The rogues of Azeroth are the masters of subterfuge, skilled and cunning adversaries of those who dare not look into the shadows to see what lurks there. Roguery is a profession for those who seek the adventures of stalking and silent forests, dimly lit halls and heavily guarded strongholds. Using trickery in combat and able to vanish at the slightest distraction, the rogue is a welcome addition to any group of adventurers. Ideal spies, deadly to those they can catch unaware, rogues have no problem finding a place in the world. Deadly masters of stealth, rogues are the whispers in shadowy corners and the hooded figures crossing dark fields.

Skilled with daggers and the art of silent death, these vagabonds and bandits skulk about Azeroth seeking targets and profit. For as long as there were dark alleys and needs for dark services, there have been rogues, and thus they are one of the oldest professions in Azeroth. Rogues are a diverse class, and they are typically made up from the dregs of society — cutthroats, pirates, robbers, and lowlives. The only code rogues live by is the contract, and their word is only as good as the money their services are bought for. In combat, rogues rely on the element of surprise, and tactics which are regarded by most as vile and cowardly.

They are rarely seen entering a fair fight. Their attacks concentrate on weak points in the body in an attempt to finish fights brutally and quickly. Rogues play prominent roles in every aspect of society — albeit, they will rarely be written in history books because their involvements will be largely unknown to the common person, but they are always there, greatly affecting the flow of events from the shadows.

- **Stealth** - Rogues have the almost supernatural ability to cling to the shadows, masking your visual and audible presence even standing in middle of a crowd. However it's not perfect, moving faster than a slow creep will reveal you. Closer you are to a subject, higher chances they might catch you. Stealth is great for getting from point A to point B, or getting the drop on your opponent. When you attack, or when you're attack, stealth breaks. Your first attack that connects deal more damage than it normally would. You can only re-stealth when you're out of line of sight for half a minute.

- **Tools of the Trade** - Rogues have various tools and tricks up their sleeve, it's never good to underestimate a rogue.

- **Sap** - Sometimes the non-lethal route is the best route. By remaining unnoticed by anyone, you're able to smack your opponent over the head knocking your opponent out. This is a very light sleep, loud sounds and any damage the target takes, causes the target to immediately wake up. However your opponent can be moved without awakening them.
- **Lock picking** - Be it a locked gate in a dungeon or maybe it's a locked house, they're designed to keep people out who don't have the proper keys. For you, however this is just not an issue.
- **It's a Trap!** - Your perception of the little things is what saves you more often than not, you're able to spot mechanical traps within **10ft (3m)** of the trigger. You have the training and technical knowhow to disable most these traps. Or perhaps you're able to use them to your advantage. If it's not enough you're light on your feet, able to avoid activating pressure plates, so long you don't stand on it for more than a moment.
- **Pick Pocket** - You're able to pick someone's pocket with ease, in Azeroth there hasn't yet been invented the wallet (or jeans), so money is kept in bags. It's rather easy for you to sneak in and steal something from them. However heavier objects, harder it is to take without getting caught. For small coins and bags you're able to do the bump and snatch, anything else you'll need to be in Stealth and have no one call attention to you. As long it's in storage you're able to steal it, however you can only take one item at a time without alerting the victim. Sleeping or unconscious opponents are only opponents you're able to take anything worn.

- **Backstab** - Your opponents never learn to never turn their back to you. When your opponent is unaware of your presence or distracted, you're able to perform backstab by aiming for a weak spot in your opponent's defense. Once you found this weak spot you're able to exploit it with a single stab causing great amount of Physical damage. This works well as an opening strike when you are stealthed you deal additional Physical damage.

- **Poisons** - Rogues are a resourceful class, they're always looking for an advantage that they can use to their advantage. Poisons are a coward's weapon, but they're also a weapon used for unfair fights. This is true, but those are just empty words from those that have much to fear from it. As long you have the supplies on hand, you're able to create any poison you know of. Your years of working with poisons made it impossible for you to poison yourself, accidentally and you have increased resilience to poison allowing you to sample small doses of a poison. When you sample a small dose you're able to tell what went into making the poison, its effects, and how to best apply it. However it doesn't give you the ability to know where to find the ingredients or what they look like.

Specialization

Assassination (150cp) - A deadly master of death who dispatches victims in vicious ways.

- Shadowstep - You've gained the ability to step through the shadows just briefly, allowing you to instantly appear behind one victim within the immediate area, leaving behind a shadowy after image. Even after you exit the inky realm of shadows they still cling to your form. This allows you to enter stealth without much effort.

Furthermore the shadows push you along your way, making you faster than you normally are by nearly doubling your speed for at least five seconds after you exit from the shadows. You're unable to use this again for at least half a minute.

- Mutilate - Sometimes you need to leave a message to someone, or perhaps you just like seeing your opponent utterly erased. By striking with both weapons simultaneously into your target, dealing great amounts of Physical damage. If your victim is suffering from the effects of one or more your poisons, this does additional Physical damage to the victim.

- Garrote - As an assassin sometimes you need to take down an opponent silently, and you have the means to create the tool necessary. A garrote is a thin piece of wire with handles on both sides. When you're in stealth you're able to slip this over the throat of your victim, and by crossing the end of wires in the back you tighten it, cutting off any oxygen to the subject. This causes periodic Physical damage for at least half a minute, and silencing your victim for at least five seconds before the wire breaks.

- Gouge - Go for the eyes boo! This is your motto for this power, the eyes are often unprotected and by quickly slashing above them you cause blood to trickle down into the eyes causing Physical damage. The additional effect is obvious, with blood in the eye your victim is wreathing in pain, unable to do much but try and wipe out the blood. This gives you the perfect opportunity to strike at your victim while they're unaware.

Combat (150cp) - A swashbuckler who uses agility and guile to stand toe-to-toe with enemies.

- Blade Fury - Ever feel a bit crowded? It's a deadly thing for a Rogue, with just light armor, however you thrive in middle of combat and being surrounded is just one those things. When you activate this ability your hand eye coordination increases allowing your blades to become a blur of steel. This has the effect of hitting all enemies nearby your target, no more than the length of your blade, dealing Physical damage. However while this is active you tire more easily, but you're able to turn this ability off at any time.

- Dismantle - Getting hit hurts, then there's that deal with dying, that really sucks. Generally Rogues are striking before your opponent even has a chance to strike back. You however dare them to reach for that weapon, you play them into thinking they have a chance. You get off on the thrill of the dance, and when that dance is over you pull this move. By playing into a feint, you dare your opponent to block or if they're smart attack. You've emancipated both, as you aim for the hands. By slashing at your opponent's hands they're unable to hold on to their weapon or shield, dropping it on the ground and leaving them open. This is a deadly situation for any opponent that relies on a weapon or shield. However your ego demands you not use this too much, you're unable to use this against more than single fight, otherwise your opponents would become wise to it, and disarm you!

- Killing Spree - Ranged attacks are a problem for those that deal out in the open, they target you knowing full well they can pick you off while remaining safe from retribution. This doesn't mean anything to you as you're able to close this gap between you and one opponent within sight. The shadows cling to your weapons causing them to deal additional Shadowstrike damage. For the next three seconds, you dance around your opponent striking them seven times in rapid succession as you rapidly enter and exit the shadows. Should you be under Blade Fury's effect you can instead attack at least seven different targets. In either way you can return to your starting position or the position of the first strike. This move is taxing on you, and you're unable to use it again for at most two minutes.

- Expose Armor - Armor is the bane of your existence, your light weapons are no match for a good set of plate armor. However there's always a chink in every armor. Your knowledge of all types of armor or should it be said, the weakness of all these armor has developed into this technique. By applying this technique you're able to bypass a portion of their armor, using this multiple times will allow you to bypass more their armor. When this ability has stacked at most five times, you're able to bypass all their armor. This effect lasts for at least half a minute per application.

Subtlety (150cp) - A dark stalker who leaps from the shadows to ambush your unsuspecting prey.

- Shadow Reflection - The shadow knows. Your connection to the shadows is deeper than any other, allowing you to create a shadow duplicate of yourself from your own shadow. By activating this ability your shadow becomes self-aware, watching you & copying your techniques for at least half a minute. After which your shadow comes to life, becoming almost exact duplicate of yourself but still dark as a pure shadow. It will then perform all your abilities and techniques that you used during the time it was watching. After which it will return to being an ordinary shadow. Your shadow doesn't like to be called again in short periods of time, and you're unable to use this technique again for at most three minutes.

- Dirty Tricks – Playing fair is for those fools that are six feet under. You utilize two different “dirty tricks” but for you they’re called “legit tactics”. Everyone knows that for most beings that the eyes are often most vulnerable, as sight is very important. You know how to exploit these tactics:

- Gouging – The eyes are the windows to the soul, and you’re the rock that is to smash these windows. While you don’t directly attack the eyes, you attack the forehead above the eyes or the eyebrows. These areas are filled with blood, and by striking them you unleash a sheet of blood into the eyes. Rendering your target blinded for at least five seconds as the blood stings their ocular organs. However, you’re unable to use this again for at least ten seconds afterword.
- Stinging Powder – You know how to create a special powder and when you blow this in front of you, all enemies that it comes in contacts with, their eyes and the soft tissues in the back the throat it starts to sting and inflame. This renders them partially blind and gasping for breath for at least a minute. However, you’re unable to use this again for at least three minutes afterword.
- Smoke Bomb – Sometimes you’re in trouble, a target might have had friends that walked in at the wrong moment. You know how to create a special substance that hardens into a ball, but when you throw it on the ground it bursts open into a thick billowy smoke. This smoke is resistant to all but the heaviest winds, and anyone inside without the antidote is blinded. Likewise those on the outside are unable to make out what’s going on inside.

The antidote when applied to your eyes allows you to see through the smoke, and use any abilities that normally would require stealth. Should your opponents survive, they're rendered immune to the smoke's effects for at least three minutes afterwards.

- **Kidney Shot** - Rogues are disliked, perhaps even hated, because what they can do. They never play fair, and it's not even in your vocabulary. After all when you have screaming barbarians, demonic creatures, and living fire pets in the world, playing fair earns you an unmarked grave. No trick is more disliked than Kidney Shot. By using Stealth, you sneak behind your victim and with a powerful punch or maybe a head-butt to the kidneys, or similar organ. This causes massive amount of pain to your victim, dealing Physical damage. The pain is so immense that your victim is unable to do anything other than clutch the side of the pain, for at least five seconds, before the pain subsides. Your opponent must be unaware of you, when you open with this attack. You're unable to use this ability again for at least half a minute afterwards.

- **Cloak of Shadows**: In your line of work, mages are a favorite target. They're soft and squishy, and they often stand out in the open. Yet they are also a dangerous foe, as their magic can easily counteract your attempts to kill them. Be this the magical armor that mages possess, or perhaps it's the demons that have heightened senses. However the shadows protect, even against becoming a ticking magical time bomb waiting to explode. By activating this ability you cloak yourself in your own shadow, curing any periodic damage that might be ticking away. Additionally for at least ten seconds you become immune to all harmful magical effects as they simply vanish into the shadows. Your shadow doesn't like to be called again in rapid succession, and you're unable to use this technique again for at most a minute afterwards.

- **Evasion**: It's not exactly known how this works, perhaps the shadows that Rogues so frequently use displaces the Rogue. However what is known is that when you activate this ability for at least half a minute you're unable to be hit. Strikes miss and hit air as after images of where you once were are no longer there, leaving your opponent confused. However, you're unable to use this ability for at most three minutes afterwards.

General Perks

Questing Made Easy (100cp) – Just like in the game people will have giant “!” over their heads in a bright yellow color. This means they have a quest for you. This quest could be something simple as bringing them a glass of milk, or killing rats. A mental window appears to give you the dialogue, the task wanted, and the reward gained. Additionally you will have a mental minimap that will mark where you need to do this quest. No one else can see these things but you and anyone else who's taken this perk. Outside of WoW you'll have random people needing tasks done that they're too lazy to deal with, these folks will give you quests and rewards.

Ambidextrous (Free Rogue, Specializations: Enhancement, Fury, Frost) (200cp) – You're able to use both hands as if they're your best hand. This allows you to hold two weapons!

Titan's Grip (Free Specialization: Fury) (300cp) – Ever wish to hold a giant axe that normally would be held with two hands, but with one? Well this is the perk for you! Watch as your opponents cower as you wield two Arcanite Reapers! HOOOOOOO~!

Professions - In Azeroth there's certain thing called economics, you may have heard of it. There are many professions that could be listed here, but you're a hero! Heroes don't pick up pig shit, no you slaughter the pig and cook it over an open fire! These professions are useful for your average adventurer as well the greatest heroes (or villains) the world has seen. You may select any number of professions, but you pay for them individually. Paying now allows you to skip a lot of work going into painfully leveling up the profession. Learning these professions in Jump is time consuming and expensive. You can skip the hassle by paying for them with CP.

- Mining - Mine ore, minerals, gems and stone from protruding veins or deposits. Also teaches you the smelting sub-profession, which allows the use of a forge to smelt the ore into bars of metal.
- Herbalism - Harvest herbs found throughout the world and from the bodies of some creatures.
- Skinning - Skin the corpses for their hides, leather, and scales.
- Alchemy - Mix potions, elixirs, flasks, oils and other alchemical substances into vials using herbs and other reagents. Your concoctions can rejuvenate, enhance attributes, or provide any number of other useful (or not-so-useful) effects. High level alchemists can also transmute essences and metals into other essences and metals. Alchemists can specialize as a Master of Potions, or a Master of Transmutation.
- Blacksmithing - Smith various melee weapons, mail and plate armor, and other useful trade goods like skeleton keys, shield-spikes and weapon chains to prevent disarming. Blacksmiths can also make various stones to provide temporary physical buffs to weapons.
- Enchanting - Imbue all manner of equitable items with magical properties and enhancements using dusts, essences and shards gained by disenchanting (breaking down) magical items that are no longer useful. Enchanters can also make a few low-level wands, as well as oils that can be applied to weapons providing a temporary magical buff. You also have the ability to create "Inscriptions" which act as enchantments for your skills & abilities.
- Engineering - Engineer a wide range of mechanical devices—including trinkets, guns, goggles, explosives and mechanical pets—using metal, minerals, and stone. As most engineering products can only be used by suitably adept engineers, it is not as profitable as the other professions; it is, however, often taken to be one of the most entertaining, affording its adherents with numerous unconventional and situationally useful abilities. Engineers can specialize as Goblin or Gnomish engineering. Goblin Engineering tends to get more bang (literally) out your buck, while cutting corners on safety with Goblin Engineering. Where Gnomish Engineering focuses on bots like a battle chicken and rays like shrink rays.
- Jewelcrafting - Cut and polish powerful gems that can be socketed into armor and weapons to augment their attributes or fashioned into rings, necklaces, trinkets, and jeweled headpieces. Also teaches you the Prospecting ability, which sifts through raw ores to uncover the precious gems needed for your craft.

- Leatherworking - Work leather and hides into goods such as leather and mail armor, armor kits, and some capes. Leatherworkers can also produce a number of utility items including large profession bags, ability-augmenting drums, and riding crops to increase mount speed.
- Tailoring - Sew cloth armor and many kinds of bags using dye, thread and cloth gathered from humanoid enemies during your travels. Tailors can also fashion nets to slow enemies with, rideable flying carpets, and magical threads which empower items they are stitched into.

Minor Professions – These professions are not like Major Professions, as they don't offer the same range and benefits as the Major professions. Additionally because they're not on par with the Major professions, they receive a Discount on buying them with CP.

- Archaeology (Minor) - Unearth and reconstruct valuable artifacts from the cultures across Azeroth and beyond, often earning unique and mysterious rewards.
- Cooking (Minor) - Combine ingredients into delicious food that can restore health and mana and provide temporary buffs. These buffs can increase most any attribute and sometimes gives you bizarre minor passive abilities. Also teaches you the ability to create campfires, which are usually required to cook.
- First Aid (Minor) - Weave and apply cloth bandages and poison-cleansing anti-venoms. Considered a must-have profession for all classes who are not able to heal themselves by magical means.
- Fishing (Minor) - Fish from lakes, rivers, oceans and more using a fishing pole. The items you fish up can be anything from gray junk to epic treasures and even rideable mounts.

Apprentice (50cp) - You literally picked up this profession. At this level you're slightly above those with no skills.

Expert (50cp) - You've done with the basics and moved on to the advanced stuff. With this you can teach someone the basics. At this level you're on even playing field with someone from a small village with life time of informal training. Requires Apprentice.

Master (50cp) - You've mastered the basics and the more advanced stuff, you begin to experiment with the basics. You can teach someone the advanced stuff. At this level you're on even playing field with professors of the subject at a college or trade school. Requires Expert

Grand Master (50cp) - You've gone beyond mastering the basics so much that you can write several books on them and now working on further understanding the more advanced stuff. At this level you're on even playing field with top 20% of your profession. Requires Master

Zen Master (50cp) - At this level you've mastered everything from basics to advanced. Additionally you've expanded your knowledge of the profession beyond the mastery of both basics and advanced stuff to complete understanding of it. At this level you're on even playing field with top 1% of your profession. Should you write down your knowledge it would easily be considered a work of art in that field. Requires Grand Master.

- Summon Manabread (Free Mage) (100cp) - You can summon up a small piece of manabread. What is a manabread? Well it's a bland bread that somehow quenches your thirst and fills your stomach up with just one loaf. It has all the nutritional needs you should have.

- Summon Banquet (Discount Mage, Free Arcane Specialty) (300cp) - You can conjure up a small banquet, enough for eight people to eat and drink to their hearts content. The food quality isn't that great but isn't bad.

- Keg Party (Discount Monk, Free Brewmaster Specialty) (300cp) - You're able to summon up three small kegs of the best tasting rice wine. Highly flammable and explosive.

Dual Spec (150cp) – What's this? You've branched out in your respective specialization? This isn't exactly unheard of, but it's rare to have the capacity to learn more. You can purchase a second specialization, or perhaps because you're special you can choose a different class. You don't have to pay for the second specialization as you've already done so with buying this perk. **CAN ONLY TAKEN ONCE.**

Mounts

- Basic Land Mount (Free/50cp+) – You gain a basic mount. Normally this is a horse, but you can choose a racial mount of your choice. Riding Cats, Riding Raptors, Warhorses, Kodos (dinosaur rhinos), Giant Wolves, Mechno-Chicken, Hawkstrider (giant chicken), Elephant, Dragon Turtle (Giant Turtles on crack), or a Motorized Trike. Choose one, any additional ones are 50cp/per. You can also import your own mount.

- Advanced Land Mount (+100cp, Free Paladin) (Requires Basic Land Mount) – This is your mount on steroids. Everything that your land mount can do this one can do better. They're faster, stronger, and tire less easily.

- Basic Flying Mount (100cp/+50cp) – You gain a flying mount. This can be a Griffon or Manticore, maybe even a flying horse. If you want you can import your basic land mount/advanced land mount as a Basic Flying Mount.

- Advanced Flying Mount (+100cp) (Require Basic Flying Mount) – An upgrade of your basic flying mount. They're faster, stronger, and tire less easily. They can fly for days at a time and are more intelligent to boot. This stacks with Advanced Land Mount.

- Unique Flying Mount (400cp) - Look that you've gotten yourself an epic mount. Go head be proud of yourself. These mounts are beautiful and sets you above the rest the crowd. Any faction specific mount, rep grind, limited drop, and event mount is yours. These mounts are way faster and stronger than your average mount. They're also as intelligent as intelligent if not more so than your average person, and on top that they get a class for free but no specialization or second class. These mounts count as companions.

Gear

Thieves Tools (50cp, Free Rogue) - Various tools for lock picking, trap removal, and poison crafting.

Legendary Weapon (350cp) – By buying this you gain a legendary weapon. These weapons have names and history that are famous and well known throughout Azeroth and beyond. There's only handful of them in the world, and they're all immensely powerful. Pick one of these weapons and be feared throughout the land. You're unable to disenchant these items or even sell them. The list below are the ones found throughout the world.

- Sulfuras, Hand of Ragnaros
- Thunderfury, Blessed Blade of the Windseeker
- Warglaives of Azzinoth
- Thori'dal, the Star's Fury
- Val'anyr, Hammer of Ancient Kings
- Shadowmourne
- Dragonwarath, Traegosa's Rest
- Golad, Twilight of Aspects
- Tiriosh, Nightmare of Ages

Legendary (Tier) Armor (350cp) – In the game there are tiers of armor, these represent the best armor one can get at any given time. As it's an MMO, more and more loot must be acquired to make people feel they need to pay \$15/month. So the next raiding tier is set out. You however have any of these tiers, they're the best armor available no matter what tier number it really belongs to. They offer great protection and even boost your physical & magical abilities by x1.5. You gain an entire set of armor, that you would normally have to buy/find individually, but you have them all. This includes four open gem slots which allows you to place jewelcrafted or magical gems in there. Additionally this will come with a Legendary Necklace, Ring, or Cape for free. These items come often with magical abilities or boosts of their own. As usual you can't sell or even disenchant your armor or items.

Transmogrification (FREE) – Have a set of armor that you like? Yet you like another set of armor's stats? Well don't fret! Transmog machine is here! What is it? It looks like a giant washing machine, you can feed any two sets of armor (Head, Chest, Legs, Boots, & Gloves) and choose which one is spit out. The new armor will be best of both worlds. It'll have the superior stats of the one item, and looks of the other. However the downside is that the other item is destroyed. However both items are in a database so you can always transmog the look. Don't bother taking it apart and trying to figure out how it works, because there's no answer. It just works.

Drawbacks

- Mailbox Stripper (+100cp) - Azeroth has a sophisticated mailing system, there's a mailbox everywhere and your mailboxes everywhere, not only will you be able to receive mail but also send mail. All of this without much delay, it's a true amazement. There's also something else that goes on mailboxes, strippers. In absence of stripper poles, mailboxes often serve as impromptu strip joints. For you? Every mailbox is a stripper pole, it's an obsession that you must undertake. Everytime you see a mailbox you must strip all your gear, placing it in your bag. Then you must stand on top the mailbox, and strip your remaining underwear in the sexiest manner possible. You have to continue dancing, even if you're butt naked, unless someone toss you at least 100 gold coins. On plus side, you get a bit of extra coin.

- RwlRwlRwlRwl (+100cp) - What's that sound? It's the sound of an angry murloc! You've angered all murlocs everywhere, and they'll appear out of nowhere to just rush you. They're not much of a threat, but they sure are annoying. No matter how many you kill, they will ALWAYS come back. RwlRwlRwl!
- Barren's Chat (+200cp) - What's it like to scrape the bottom the barrel? Go to Barren's Chat, there you will hear the worse trolling and off the wall topics. Normally this is confined to just the Barrens. You unlucky sod hear this everywhere you go, despite everyone talking normally, all you hear coming from them is Barrens chat trash talk. Likewise all they hear coming from your mouth is Barrens chat trash talk. This includes your companions, as well so I hope you like hearing your significant other crack nonstop Chuck Norris jokes and constantly tell you that your taste in anything is trash. Topping all this off, everyone sounds like they're 12 years old. Enjoy.
- LEEEEEEEEERRRRRRRRRRROOOOOOOOOOOYYYYYYYYYY~ (+200cp) - In a tight situation? Perhaps you need to plan ahead to defeat a boss, or get past a room. That's when Leeroy comes in, who is Leeroy? He's the person who rushes in and messes up any plan. Whenever you are, if you're in a party or not, one of your companions or even a random person will be possessed by spirit of Leeroy Jones. Nothing can be done about it, as they rush headlong ignoring all plans. They will make any fight harder, and your chances of failing will increase tenfold. Additionally they will scream their name.
- JEEENNNNNNNNNNNKIIIIINNNNSSSSSS~ (+300cp) - What's this feeling? Why do you have a sudden urge for chicken, and rushing headlong into danger? Why you're possessed by the spirit of Leeroy Jenkins. There's nothing you can do about this, because you don't notice anything is wrong. Like Leeroy Jenkins you're prone to running headlong into danger, ignore all plans, and shouting your name anywhere you go. Any enemy hearing your name is buffed to your accord, making your headlong rush into danger an actual danger.
- The Best (+300cp) - So you're a certified bad ass? Perhaps you should rethink that. Why? Because the Titans have stolen your Jumper abilities, and your Warehouse. For the duration of the Jump you're unable to use any your Jumper Abilities, other than Body Mod, outside the ones you gain here, and your Warehouse is inaccessible.
- N00b-ified (+800cp) - The Bronze Dragonflight has marked you as a threat of all Azeroth and the multiverse. These dragons are responsible for maintaining the timeline and making sure that nothing messes with it. When you arrive you're reset back to an earlier time, as the master of the Bronze Dragonflight, Nozdormu the Timeless rewinds time, space & dimensions. Your era is set to "Vanilla" your weapons, gear, and warehouse are locked. All powers except for what you bought here are locked away as well. Any gear you bought in the Jump will be reduced in power until the point and time it would be most appropriate for you to have it. You must complete the main storyline, and every quest available to you up until the end of Cataclysm. Only then does your countdown timer of ten years become available.

Notes

Weapons and Armor are just what you'll expect to find relating to the class, but you won't be penalized for wearing plate as a mage or cloth as a warrior. Even outside weapons and gear are totally fine.

At end of the jump, your race becomes an alternative form if you wish it to be.

Schools of Magic:

- Arcane
- Fire
- Frost
- Nature
- Shadow
- Holy

Multi Schools

- Chaos
 - Arcane, Fire, Frost, Holy, Nature, Shadow, Physical
- Divine
 - Arcane, Holy
- Elemental Fire
 - Frost, Nature
- Firestorm
 - Fire, Nature
- Frostfire
 - Fire, Frost
- Holyfire
 - Fire, Holy
- Plague
 - Nature, Shadow
- Shadowflame
 - Fire, Shadow
- Shadowfrost
 - Frost, Shadow
- Shadowstrike
 - Shadow, Physical
- Spellshadow
 - Arcane, Shadow
- Spellstorm
 - Arcane, Nature
- Twilight
 - Holy, Shadow