



## **Warcraft: Orcs and Humans**

In the Age of Chaos two factions battled for dominance.

The Kingdom of Azeroth was a prosperous one.

The Humans who dwelled there turned the land into a paradise.

The Knights of Stormwind and the Clerics of Northshire Abbey roamed far and wide, serving the King's people with honor and justice.

The well trained armies of the King maintained a lasting peace for many generations.

Then came the Orcish hordes...

No one knew where these creatures came from, and none were prepared for the terror that they spawned.

Their warriors wielded axe and spear with deadly proficiency, while others rode dark wolves as black as the moonless night.

Unimagined were the destructive powers of their evil magiks, derived from the fires of the underworld.

With an ingenious arsenal of weaponry and powerful magic, these two forces collide in a contest of cunning, intellect, and brute strength – with the victor claiming dominance over the whole of Azeroth.

**Welcome to the World of Warcraft.**

# Faction

For the next 10 years, you shall play a part in this story of war and conquest. You may live to see kingdoms burn and watch brave heroes die in vain. It is an age of sword and axe, of blinding light and untrammelled arcana loosed against the cruelest magics yet known to this world. To help you survive the coming storm, take these **1000 CP** so that you may stand in this world of war. But first, to which faction do you owe loyalty to in this conflict?

## The Kingdom of Azeroth

Ruled by the noble King Llane from the great fortress of Stormwind Keep, Azeroth is a prosperous realm of fertile fields, broad forests, rich mines, mighty bastions, and bustling cities. The long peace of previous years has been maintained under the steady protection of the Knights of Stormwind – the famed Brotherhood of the Horse – and the spiritual guidance of the Clerics of Northshire.

And yet...all is not well. With each passing day, the incessant raids by savage creatures from beyond this world – now known to be *Orcs* – continue to rise in number and ferocity, while the land itself grows sick as the taint of their world spills into this one. Steel yourself, Men of Azeroth, for war is upon you!

## The Orcish Hordes

Surging forth from a tear between worlds to claim new lands, the Orcish clans are united - if only *just* – by the promise of new realms to conquer, new foes to fight, and the overwhelming might of their cruel War Chief: Blackhand. From atop his great citadel of Black Rock Spire, he musters his warriors for the coming war, their strength bolstered by the hellish magiks of the Shadow Council's Warlocks and the dark rites of the Necrolytes.

With battlecries fresh on their lips and bloodlust in their hearts, the Orcs charge forth to claim this world from the pitiful *Humans* who inhabit it. May your blades never dull, mighty warrior, for the time has come to fight once more!

# Background

While the forces of Azeroth and the Orcish Hordes hold precious little in common in terms of culture, the realities of war are unchanged on this, and any other, world. The same roles are filled in each army, though with emphasis placed on different aspects of tactics and warfighting. Select one of the following roles to adhere to, and you shall gain a discount on the associated perks and items! Should you choose to forgo a history in this world, worry not! You shall still gain all the skill and knowledge needed, and neither side cares for the provenance of their allies so much as they do loyalty and victory.

## Peasant/Peon

The backbone not just of any war effort, but of any society, these hardworking laborers harvest the resources, craft the arms and armor, and construct the buildings without which the war would be lost before a battle could be fought! Not the greatest combatants, however.

## Footman/Grunt

Front line fighters, clad in armor and wielding mighty blades, the humble infantry make up the great bulk of an army's warriors. They are by no means elites, this is true, but they are *here*, and in *quantity*, where an elite force would be spread thin. Stand shoulder to shoulder, and you shall prevail.

## Archer/Spearman

Lightly armored and nimble, these warriors fight at range – endlessly harrying the enemy and punishing those fool enough to step out from behind the lines. Do take care to avoid engaging in melee, however.

## Knight/Raider

Highly mobile and well-armed, cavalry makes use of physical and psychological advantages to break the cohesion of the enemy. Whether charging to shatter an enemy formation or haranguing an unprotected flank, very few foes can stand against these effective warriors.

## Cleric/Necrolyte

Spiritual leaders of their respective peoples and conduits for powers beyond mortal ken, these holy (or unholy) men can see beyond sight, seek mystic protection from harm, strike at their enemies with a bolt of power, and bolster the ranks of their comrades.

## Conjuror/Warlock

Wielders of truly awesome power, these spellcasters can bring forth army-shattering devastation and call forth servants seemingly from nothing – though their aid does not come cheaply to any who would seek their services.

# Perks

Discounts for your faction and background perks are 50% off, while discounted 100cp perks are free! Perks discounted solely to the opposite faction are *undiscounted* to you.

## Kingdom of Azeroth Perks

### **King's Honor – 100cp, Free for the Kingdom of Azeroth**

With the kingdom threatened, there can be no time for quarrel and petty disputes. Azeroth rallies behind King Llane, and this regal unity *greatly* simplifies matters. Let no questions of authority muddle coordination and slow your march. You possess that rarest of qualities – the mixture of diplomatic skill, gregarious nature, keen-eyed understanding of your fellow man, and above all else *humility* to smooth over the petty politicking of an army of disparate vassals and keep quarrels to an appropriate minimum.

### **Nobility – 200cp, Discounted for the Kingdom of Azeroth**

Azeroth is a feudal society, a land of fiefs and lords and sprawling estates. You too can now count yourself among the aristocracy, trained in courtly matters and rhetoric, and charged with the defense of your subjects. Because Azeroth is a prosperous kingdom ruled by a just sovereign, nobility brings more respect in this world than one may expect. You are in the company of wise rulers and honored lineages now – make the realm proud!

### **Stand As One – 400cp, Discounted for the Kingdom of Azeroth**

Should your forces break and run – should any cry out “*Every Man For Himself!*” – then Azeroth's defenses would undoubtedly crumble. It shall not be so. So long as the walls of Stormwind Keep stand – so long as the King draws breath – you will not fall to fear. And, so long as *you* can hold the line, so too can your fellow man.

# Orcish Hordes Perks

## **Lok'tar! – 100cp, Free for the Orcish Hordes**

Orcs love to fight. It's a very simple truth, but its' borne out by evidence. On their homeworld, with their enemies slain to the last and the Orcish race ascendant...the clans began to turn on each other for lack of other foes to conquer.

But even a people as unruly as the Orcs can brought to camaraderie and purpose given the right incentives. You are a shockingly skilled (though hardly eloquent, as you know your audience) orator, able to speak to the hearts of your people – able to bring a rowdy crowd to rapt silence in moments, stoke their hearts by playing to their unmet desires, and to hold warbands together until you have enough loot to make good on those promises by apportioning it all out.

Give the Orcs new lands and new worlds to conquer, new enemies for their blades to taste, and new wealth to gorge upon – and they will follow wherever you shall lead them.

## **Half-Orc – 200cp, Discounted for the Orcish Hordes**

Much like Garona herself, you too are a strange specimen for your species – perhaps an Orc with an unusually lithe and gracile build which seems almost human... or perhaps you are a human possessed of thickened sinew and truly impressive mass that borders upon Orcish. Regardless of the truth of the matter, be you a hybrid of the two races (or perhaps a hybrid of something stranger still) or not, this grants you a uniquely robust *or* gracile build for your kind.

## **Blackhand's Bloody Legacy – 400cp, Discounted for the Orcish Hordes**

These humans must be taught a lesson in humility. The nature of conquest is brutal, it is cruelty, and worst of all: it *works*. Your every victory brings a shock of fear to the foeman and increases the momentum of your own forces. The longer you go without being stopped, and the wider the bloody swath you carve across enemy lands, the greater damage you do to their morale even as your own soars to ever higher peaks.

# Peasant/Peon Perks

## **Yes My Lord! – 100CP, Free for Peasants**

Peasants are the humble foundations of any kingdom. They live, they work, they relax – but to be blunt, what they do most is work. It isn't thankless, but it is, at times, monotonous. You, as many others, have learned to find satisfaction in this, if only to stave off madness. So long as you make some tangible, physical progress towards a goal, you can mentally withstand such drudgery.

## **Dabu! – 100CP, Free for Peons**

The life of a peon is a dangerous one, though not due to combat and it is almost always safer to go unnoticed. You complete your tasks with an expected speed, to the letter, and have an almost supernatural talent for avoiding notice while working and staying out of the way of your ever-wrathful overseers.

## **The Better Part of Valor – 200cp, Discounted for Peasants and Peons**

It is not the place of the humble to fight – at least not to fight so well as career soldiers and mighty warriors. When the enemy breaches the defenses, you know to proceed with speed and fight another day. So long as you flee without hesitation or intent to fight, you will make it out alive. Perhaps not intact, but alive. Cowardice? Sure. But you're more useful to your kind alive than dead.

## **Skilled Labor – 400cp, Discounted for Peasants**

No longer a mere worker of the fields, you are now a craftsman such as a blacksmith or a fletcher – a truly skilled one who holds a position of respect as they work in the buildings to create and upgrade the tools of war.

## **Brute Squad – 400cp, Discounted for Peons**

Peons are not warriors, but they are still *Orcs*. You possess the strength of several (pitiful human) men, and can erect structures with greater haste on your own than a small team of your peers.

## **Real Time Strategist – 600cp, Discounted for Peasants and Peons**

More of a mayor or chieftain now than a mere laborer, your administrative skills are sublime. You could take a handful of workers into the wilds and raise a mighty bastion in a matter of weeks, if not days. Yours calling is not that of battle, but of *base-building* – of logistics. From gold and lumber you will fuel the engines of war, and your kinsmen will never go without arms and armor so long as you can still draw breath. If only you'd stop poking them...

# Footman/Grunt Perks

## **In Iron Clad – 100cp, Free for Footmen**

Footmen bear heavy armor to do battle against the foe. And while it is not so great a burden as many may believe...it is still a burden. One you are more than accustomed to. You may don your armor in but mere minutes, alone, and can move within your metal carapace with unusual grace. Whether this comes from practice, unusual alacrity, or simply being strong – you wear armor with ease and pride.

## **Victory or Death – 100cp, Free for Grunts**

The bravado of the Orcish grunts is not entirely unwarranted. They may seem undisciplined and rowdy, because they are, but despite this they are not fools. Those grunts who expect to see more than their first battle, who seek to taste victory, have learned how to strike with force without compromising their defenses. They may seem reckless, but they only seem reckless.

## **Brigand Style – 200cp, Discounted for Footmen and Grunts**

Outlaws are a common element in all societies. And, it seems, so too is their literally cutthroat combat style. While it may seem unsporting, fighting dirty is hardly something to be looked down upon when your life is on the line. War is no mere game, after all! Whether a dance of short blades and feints or striking below belts, you have mastered the informal, and unflattering, arts of the brigand.

## **Might of Stormwind – 400cp, Discounted for Footmen**

The mark of a champion is the effect they have on those they fight shoulder to shoulder with. Your presence bolsters the strength and stamina of your brothers-in-arms, though this is due more to your charismatic confidence bringing them hope and a second wind rather than any supernatural ability.

## **Might Makes Right – 400cp, Discounted for Grunts**

Authority among the orcs is determined by one iron law – Only the Strong Survive. You will know when the time is right to consolidate power, and when it is right to strike at a rival in the same hierarchy. Blackhand is War Chief. For now. Let victory raise you higher even as it casts others down.

## **Recreate Him In The Aggregate – 600cp, Discounted for Footmen and Grunts**

This war has none who can truly be called a *hero*, none who can stand and turn the tide of a battle single-handedly as some may in the wars to come. But that is not to say heroism cannot occur. Any mass of soldiers you fight alongside can – though it may only be clear through examination – match such legends. You cannot win a war alone, but you do not fight alone! Together, you are greater than the sum of your parts.

# Archer/Spearman Perks

## **A Moment To Breathe – 100cp, Free for Archers**

The crossbow is a mighty tool of war, but it takes precious time to load in another bolt and let loose. In the din of battle, this can be a deadly delay. You have learned to stay calm under fire and, despite the chaos around you, will always be able to complete rote tasks regardless of the stress.

## **Ebb and Flow -100cp, Free for Spearman**

The spearmen of the Orcish Hordes limber about the battlefield without the protection granted to the frontline grunts. It is of no matter, for you have mastered the hit-and-run, and how to weave to and fro through your own lines to get a shot at the enemy before ducking back behind your allies.

## **Take The Shot – 200cp, Discounted for Archers and Spearman**

There are so many fleeting vulnerabilities that your enemies bring upon themselves – a raised arm revealing a gap in the armor, an opened mouth to let loose a battle cry, and so on. While you are not a miraculous sharpshooter, you've certainly got an eye for those momentary opportunities – don't let them slip by without taking a shot.

## **Woodsman – 400cp, Discounted for Archers**

The forests of Azeroth are deep and broad. They are as a second home to you, and you know not just how to hunt and survive in these woodlands, but also how to best exploit them for ambushes and to avoid detection.

## **Headhunter – 400cp, Discounted for Spearman**

One orc can only carry *so many* spears at a time. You've learned to make them count. Identifying crucial figures – leaders, champions, and so on – has become second nature. You know how to single out a target for elimination. Helps to avoid wasting spears, yeah?

## **Marksmanship – 600cp, Discounted for Archers and Spearman**

There are so many minor factors that can turn a sure shot into a clear miss – the movement of a target, wind speed, a twitching arm, and so on. You can, almost unconsciously, take these into account. Impossible shots remain impossible, but if it's *possible* then you can strike at range with ease.

# Knight/Raider Perks

## **Hammer and Anvil – 100cp, Free for Knights**

Like a stone hurled by an angry deity, your capability to shatter the composure and cohesion of the enemy with a mighty charge is matched by few. You possess the nerves of steel and sheer skill needed to break a formation apart and the quick wits needed to pick out which remnants to run down.

## **Blood and Plunder – 100cp, Free for Raiders**

The enemies guard their lands well, but they cannot be everywhere at once. You have a knack for striking at those they protect with great speed, taking what you can and destroying what you cannot, and fleeing back into the night. You are also adept at drawing the brave and foolish into ambushes.

## **Mount Up – 200cp, Discounted for Knights and Raiders**

It would be flattery to say you were born in the saddle, but only just. You have an uncommon skill for fine maneuver with your steed and can stay firmly atop them in even the roughest conditions. No accident can throw you off, and only a skilled enemy could ever make the attempt.

## **Brotherhood of the Horse – 400cp, Discounted for Knights**

Trained to near the apex of human skill, you are a paragon of chivalry, martial prowess, and honor. You are a Knight of Stormwind – one of the only forces in Azeroth fighting Orcs on an even footing. The thunder of hooves beating down brings hope to the just even as it brings dread to those slaved to darkness.

## **Ready to Ride – 400cp, Discounted for Raiders**

The raiders of the Sythegore Arm are the most bloodthirsty and vicious segment of the Orcish forces. They carve through columns of humans like a hot wind, the song of war howling in their throats and the throats of their darkwolves alike. Your ability to speed through the battlefield is unparalleled.

## **Warlord – 600cp, Discounted for Knights and Raiders**

It is something of a paradox: do elite troops encourage the development of effective leaders, or do effective leaders seek to develop elite troops? Regardless, you have a keen mind for tactics and strategy, and would be an excellent choice for general command over a campaign. Should darkness ever rise as a tide, you would certainly be more than a match for the brilliant military minds at the helm.

# Cleric/Necrolyte Perks

## **Light up the Night – 100cp, Free for Clerics**

In these nights of blood and slaughter, in this age of chaos, it is a great comfort to the souls of men to know that dawn will come. Take their confessions, take their burdens, take their sorrow – and in turn, help them stand in the light of day. You are skilled in that most vital, but most mundane, of clerical skills. You can help your flock find the strength to carry on even in dire times.

## **Beyond the Pale – 100cp, Free for Necrolytes**

The rites of the Necrolytes require certain... conditions be met, before their dark powers can be harnessed. Within you lies the malice and cunning required to intimidate and cow the meek into offering up what you may need for your foulest rituals, even if it disgusts them to their core to comply.

## **Sight beyond Sight – 200cp, Discounted for Clerics and Necrolytes**

Whether by seeing the world through the eyes of God or gazing through the shadows at unseen places, both Clerics and Necrolytes take on the burden of omniscience for a brief time. Brief, because otherwise their senses would be seared from their sockets and their brain would melt down through their nose. While you cannot bear it indefinitely, you can bear it for longer, and you know precisely when you must stop.

## **A Light In The Darkness – 400cp, Discounted for Clerics**

Call it God. Call it the Spirit of Humanity. Call it the Light. It exists as a balm to weary souls, and as a power beyond reckoning. It calls to you. it *sings* to you. When channeling power through you, when you ask it to heal the wounded, to protect the innocent, or to strike down evil – it answers with a gusto.

## **Dark Night of the Soul – 400cp, Discounted for Necrolytes**

You're damned if you do, and you very much *do*. You've mastered the darkest practices, and can tear souls from torment for use as armor or force them into corpses to act as fodder with ease. The soul, the very essence of being, it is as putty in your hands.

## **I Know We Won't Fight Alone – 600cp, Discounted for Clerics and Necrolytes**

There are wise and powerful spiritual figures among each side in the conflict, and while you count yourself among them... that is not the only thing you are. You are a visionary, one who can guide not just his people, but the future of *warfare*. The exigencies of this conflict, and future conflicts, flicker across your mind, and should you work towards it? You could bring about a new paradigm, a new form of soldier, fit for a new age of war.

# Conjurer/Warlock Perks

## **Knowledge is Power – 100cp, Free for Conjurers**

It is the nature of magicians to study in secret, this is true. But where lesser practitioners might miss certain subtleties when learning alone, your skills in autodidactic study allow you to glean all the information in a text with relative ease, even to the point of understanding the next steps or the underlying principles of a work. The more esoteric and arcane the tome, the better this works!

## **Will to Power – 100cp, Free for Warlocks**

The profane sorceries the Warlocks bring to bear require an unflinching willingness to commit truly abhorrent acts in the name of success. You hold the strength of will to do what you decide *must* be done. This does not distort your morals, but instead allows you to follow through on your convictions.

## **Friends on the Other Side – 200cp, Discounted for Conjurers and Warlocks**

Whether shackling forces of nature or bringing forth monstrous daemons, both Conjurers and Warlocks practice the arts of summoning. And where the unskilled or foolish may leave a binding imperfect or a circle unfinished, you have the attention to detail and focus to minimize the risk of such creatures turning against you.

## **Conjurer of Cheap Tricks – 400cp, Discounted for Conjurers**

The works of the Conjurers do not come cheaply. You see, their rare tomes come at cost. The magical grounding rods in their towers come at cost. And so on. They charge high prices because they *need* gold. And it is worth every piece. You have, for lack of a better word, a knack for marketing – to let kings and knights *know* of your worth, of your skills, and how your powers may aid them... for a price.

## **Shadow Councilor – 400cp, Discounted for Warlocks**

Being a warlock is a tenuous thing. None trust you; none respect you, but you *can* carve out a place for yourself and your followers in an organization. By proving your utility, and possibly by having a few key deaths on your hands, you know how to play the politics of patronage and practicality enough to stave off the *direct* malice of your enemies...so long as you actively work towards maintaining that goal.

## **Great and Powerful – 600cp, Discounted for Conjurers and Warlocks**

Some spellcasters stand head and shoulders above the rest. Immense power thrums within you, and energies capable of slaying a man dance freely between your fingertips. But more than that, you know how to make that power known *effectively* – how to cow your enemies and bring relief to your allies with but a minor display of magical might, so that your strength may be conserved.

# Items

You get the 100cp item free from your faction and background, and discounts on other items from your faction and background. Items from the other faction remain undiscounted.

## Kingdom of Azeroth Items

### **Standard of Azeroth – 100cp, Free for the Kingdom of Azeroth**

A glorious sight to see flying freely above the land! Comes in both 'Azerothian Red' and 'Stormwind Blue', for your convenience.

### **Mystic Sight and Sounds – 200cp, Discounted for the Kingdom of Azeroth**

A victory celebration would be somewhat premature, but these Conjuror-made pyrotechnics would be sure to bring delight to any who saw them. Or, should they be combined in a decidedly unsafe manner, perhaps create a briefly intimidating cacophony and flare. You get a crate of the things each month.

### **Medivh's Hourglass – 400cp, Discounted for the Kingdom of Azeroth**

An hourglass wrought of blackest obsidian within which endlessly flows the purest of snow. It will forever flow from top to bottom, without end, until a grave and present threat to that which you hold dear appears. Think of it as the proverbial canary in the coal mine.

### **Stormwind Keep – 600cp, Discounted for the kingdom of Azeroth**

The great citadel itself! While you may only be its' steward during your time here, for the king still reigns, it is nonetheless a mighty fortress outfitted with many strong defenses. Only the greatest armies could stand a chance at besieging such a pillar of strength with even a token force of defenders, should they stand together.

## **Orcish Hordes Items**

### **Banner of the Orcish Hordes – 100cp, Free for the Orcish Hordes**

Something to raise over the defeated remains of your enemies. Comes in Orcish Red...and Blood Red.

(They are the same hue)

### **Garona's Accounts of the Conquest – 200cp, Discounted for the Orcish Hordes**

The Half-Orc's record of Orcish history and the annals of this very conflict. She is perhaps the greatest historian and author among the clans, though this is admittedly not a very high bar to pass.

### **Cages – 400cp, Discounted for the Orcish Hordes**

Dozens upon dozens of wickedly uncomfortable and inexplicably spiked cages. Perfect for tormenting captives, transporting slaves, or intimidating test subjects and sacrifices into not trying to escape!

### **Black Rock Spire – 600cp, Discounted for the kingdom of Azeroth**

Indeed, Blackhand's great bastion of stone can be yours... though until your time here is through you are perhaps merely the one he leaves to guard it when on campaign. Hewn from the great mountain itself, it would take a truly heroic effort to take this bastion. No, you don't get to have what's in the basement, that isn't canon yet.

# Peasant/Peon Items

## **Idyllic Farm – 100cp, Free for Peasants**

A pleasant homestead on which you work. This is the place you fight, or perhaps in your case work, to protect. What else can be said of it, save for the productiveness of the soil and the satisfaction of having a home and land to call your own.

## **Grok Ranch – 100cp, Free for Peons**

The humble Grok is a form of livestock from the Orcish homeworld, one from which can be made some truly delicious and/or disgusting sausages. You, dear Peon, possess a ranch of them – full of the squealing beasts which you raise and butcher. Be warned: They bite.

## **Worker's Tools – 200cp, Discounted for Peasants and Peons**

A humble woodsman's axe and a mining pick – but, ah, these are perfectly weighted for your hands and masterfully crafted. They won't make work trivial, but it's certainly less burdensome with tools of exceptional quality.

## **Town Hall (Human) – 400cp, Discounted for Peasants**

Serving as the cornerstone of any human community, this is a spacious and comfortable location to gather, discuss events, and stockpile goods in case of emergency. From here, construction and recruitment efforts can be coordinated with relative ease.

## **Town Hall (Orcish) – 400cp, Discounted for Peons**

The rowdy center of any Orcish encampment, this essentially acts as a containment building for arguments and blood feuds. From here, a capable Overseer can consolidate their power and command their forces with a degree of cohesion they couldn't achieve elsewhere.

## **Footman/Grunt Items**

### **Azerothian Steel – 100cp, Free for Footmen**

A finely forged set of plate armor, gleaming in the noonday sun. Expertly forged to fit your measurements and of the finest quality. Should it be damaged, it will be perfectly repaired within the week.

### **Keen Orcish Axe – 100cp, Free for Grunts**

A keen and wicked axe. Through fickle chance, its' crude construction has somehow left it perfectly weighted in your hands. It seems to seek the gaps in the armor of your foes.

### **Field Rations – 200cp, Discounted for Footmen and Grunts**

Never underestimate the need for food on the campaign trail. These packaged bundles of food contain simple meals appropriate to your race's cuisine – since it would be strange for a human to receive Grok sausages and Bloodmead. Each week, you receive enough to feed three people for a week.

### **Sword and Shield – 400cp, Discounted for Footmen**

A well-made set of warrior's tools, with the shield emblazoned with the Azerothian royal crest – or your own, should you possess one. Must they be more than works of excellent quality?

### **Spoils of War – 400cp, Discounted for Grunts**

A small fortune of plundered human wealth. Gold coins, goblets, jewelry, fine vintages of wine, and assorted works of art are yours for the keeping.

# Archer/Spearmen Items

## **Crossbow and Barrel of Bolts – 100cp, Free for Archers**

No stock of ammunition lasts forever, and you have a great deal of conflict ahead of you. The barrel, full of competently made crossbow bolts, refills itself once every other week.

## **Spear Rack – 100cp, Free for Spearmen**

While spears are usually somewhat more reusable than most forms of “ammunition”, you will still need replacements. This rack of seven spears stocks itself back up every other week.

## **Lumber Mill – 200cp, Discounted for Archers and Spearmen**

A place for carpenters and laborers to do their work. I would recommend at least picking up some of the basics, so that you may fletch your own bolts or craft your own spears. Become self-sufficient!

## **Barrack (Human) – 400cp, Discounted for Archers**

More than just a dubiously comfortable place for yourself and a few dozen of your closest friends to rest your heads, it's also the perfect place to hone your skills – or to help others hone theirs.

## **Barracks (Orcish) – 400cp, Discounted for Spearmen**

A crude structure intended to house eager yet unskilled recruits and brutally remake them into true warriors of the Orcish Hordes.

# **Knight/Raider Items**

## **Warhorse – 100cp, Free for Knights**

A mighty steed of Azerothian stock, bred for strength and stamina and trained for discipline and to overcome fear and panic on the battlefield. Bedecked in the finest barding, it is truly a worthy steed.

## **Darkwolf – 100cp, Free for Raiders**

A great and terrible beast, black as pitch, bred for speed and to crave the flesh of your enemies. Controllable only by riders of strong will, this is a mount meant for a powerful warrior.

## **Breeding Stock – 200cp, Discounted for Knights and Raiders**

A modest herd of either Azerothian horses or Orcish blackwolves, and an appropriate facility in which to house them. Young, fertile, and untrained, but a reliable way of ensuring a steady supply of high-quality mounts.

## **Mighty Mace – 400cp, Discounted for Knights**

The Knights of Stormwind ride into battle with truly impressive maces with which to crush bone and batter flesh. Such weapons are of immense weight and size, requiring careful craftsmanship to make it even possible to wield in one hand. May be exchanged for a greatsword akin to Anduin Lothar's, should you desire it.

## **War Blade – 400cp, Discounted for Raiders**

The long and wicked blades of the Raiders are almost too large to be called swords. Massive, thick, heavy, but sharp and keen despite this. They're almost completely useless on foot due to their immense size, but on the back of a Darkwolf? You can carve a bloody path with one of these things.

## Cleric/Necrolyte Items

### **Holyoak -100cp, Free for Clerics**

A carefully blessed and consecrated wood from which churches and other holy places can be built.

### **Darkroot – 100cp, Free for Necrolytes**

A foul wood from which sacrificial altars can be carved. Truly a malicious...root. Can trees *be* malicious?

### **Cloth for a Man of the Cloth – 200cp, Discounted for Clerics and Necrolytes**

A set of comfortable robes appropriate for your faith and station which do not impede movement or tangle your steps. None shall ever know what you wear – or refrain from wearing – beneath them.

### **Tome of Divinity – 400cp, Discounted for Clerics**

A text sacred to the clerics of Northshire Abbey, containing more than just mere doctrine and dogma, but also very relevant details to the channeling and use of holy power and the nature of divinity.

### **Fresh Meat – 400cp, Discounted for Necrolytes**

A fresh set of carcasses, ever ready to be raised into undeath. Let the dead march for your benefit!

# Conjurer/Warlock Items

## **Big Blue Dress – 100cp, Free for Conjurers**

The traditional attire of the conjurer order. Azure robes and a matching hat is an iconic style for a reason – they are extremely comfortable. Thanks to some minor enchantments woven into the fabric, they also resist the weather.

## **Concealing Cloak – 100cp, Free for Warlocks**

Some deeds are best done in the dark. Draping this over your frame will minimize your apparent importance to witnesses, and subtly guide you on the least watched paths.

## **Archive of the Arcane – 200cp, Discounted for Conjurers and Warlocks**

A small library of scrolls, tomes, and assort fragments of knowledge pertaining to the mystical aspects of this world. By no means a complete record, it's certainly enough to kickstart one's own studies into various magical phenomena.

## **Tower (Conjurer) – 400cp, Discounted for Conjurers**

The private and secluded dwellings of the Conjurer order. Great metal spires run through the building, grounding the immense mystical energies within, allowing powerful arcana to be practiced with minimal risk to your person.

## **Tower (Warlock) – 400cp, Discounted for Warlocks**

Shaped like a skull for both intimidation and for vanity, the towers of the Warlocks contain plentiful cages and runes appropriate for their fell intent.

# Companions

## **Brothers in Arms – 50cp to 300cp**

You need not fight this war alone. For 50cp each, you may import or create a companion to fight alongside, though things may get strange if you attempt to do so across factions. For 300, you may do so for up to eight companions. Companions imported or created in this manner gain a faction and background, and 500cp to make purchases. They also receive appropriate discounts and freebies.

## **Canon Companion – 100cp**

While details of this conflict may be sparse in this telling, there are yet those whose names emerge from the rank and file. Should you manage to convince them – and should they survive this conflict – they shall join you on your long journey.

## **Griselda Blackhand and Turok – 100 for both.**

The estranged daughter of the Warchief himself and her outlaw Ogre paramour. They're something of a sickeningly sweet couple, as far as any Orc and Ogre can be, and come as a package deal. Somehow, this is canon.

# Drawbacks

Try not to bite off more than you can chew. You may obtain a maximum of 400cp here.

## Times Change - +0cp

Through decades of revision, revisits, and retellings, the exact nature of this era has become...*muddled*. If there is a preferred variant, a preferred timeline or interpretation you would desire, this jump will comply.

## The Eloquence of Thok - +100cp

*“Thok go through shiny hole. Then me fall down, but me good. Me find many good things to eat. We find village. We mash them and eat their food. Thok stop now. Head hurt from write.”* – Thok, Orcish Chieftan

That is the loquacity you will communicate with from now on. You are no less intelligent, but you certainly seem as though you are.

## Why Do You Keep Touching Me? - +100cp

Every now and again, you will feel a strange impact, as if the very core of your existence was being prodded by some vast entity which demanded your attention. You will, inexorably, respond to something nobody else can see, and on occasion you will respond in anger. This will not make you seem stable.

## Ample Preparations - +200cp

Whichever faction you oppose is now fully united, well stocked with weapons and supplies, knowledgeable of the tactics and disposition of your allies, and aware of the idiosyncrasies of their leadership and major figures.

## Spread of the Taint - +200cp

Around the portal that the Orcs are spilling forth from, the land twists and deforms. Now? It's doing so *much* faster and *much* farther. A disaster for the humans, but also for the orcs – who'd rather conquer *rich* lands than barren ones.

## **WARNING:** This Jump Is Canon - +300cp

Forget the canon toggle up there, this world is now – irrevocably – in line with modern Warcraft canon. Which is an issue for *you*, since now you're firmly on the shitlist of Azeroth's very own time janitors – the Bronze Dragonflight. If their subtle influence can't stop you, expect them to hurl groups of adventurers at you – first groups of five, then ten, then twenty-five, and then forty. It'll be an issue.

# Notes

Well, such that they are, at any rate.

Big thanks to the anon who made that WIP – it's probably the only reason this document doesn't read like a mediocre shitpost. It's not easy for me to write 'thematically' so to speak.

I apologize for this thing's mediocrity.

On races: Orcs are, for the most part, much more robust than humans. Not that it likely matters to most jumpers, but it's worth mentioning.

Nobility grants an actual title of nobility in this jump, and also grants all the skills needed to run a feudal holding well. Which is to say, 'basically everything a nobleman would know except combat'.

Stand As One functions for ordered retreats, but not if you just turn and flee outright. And certainly not if you abandon your fellows. It's also not a suicide pact! The perk banishes fear and panic, it doesn't instill a willingness to die if it wasn't already there.

Half-Orc grants you either a particularly gracile or robust build for your kind, and for this jump optionally makes you an actual half-orc. Outside of this jump, however, you can make any new form you acquire be particularly gracile if the 'standard' were strong, and particularly robust if that 'standard' were to be swift.

Blackhand's Bloody Legacy only keeps pumping up your morale and downing theirs if you keep winning so... don't lose.

Recreate Him In The Aggregate is meant to let you and whatever unit you're fighting alongside perform at a high enough level that – if you were to look at the numbers after the fact – it would seem as though a Hero Unit (something which exists in Warcraft 2 & 3, but not in Warcraft 1) were fighting alongside you. It's also a Moneyball reference.

Brotherhood of the Horse doesn't make Orcs into actual knights of that order, that would be a bit silly...but it does make them into *terrifyingly* effective combatants.

I Know We Won't Fight Alone is *expressly* designed to give you the intelligence, mental flexibility, and military mindset needed to do what Alonsus Faol and Gul'dan would do between Warcraft 1 and Warcraft 2: create Paladins and Death Knights, respectively. Or another form of mystical warrior, should you wish it, or perhaps simply revolutionize another aspect of warfare.