

# QUEST AND RACE DESIGN

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# Introduction:

*I have put together this small slideshow for your consideration as part of my application.*

*This is just a very brief glance at the expansion pitch I have been working on and not meant to be an extensive design document; it will cover sections about Ethereals as a new playable race, and the Pre-Patch scenario for the expansion, as it ties together Race & Quest Design.*

*I also have more design documentation on each section of the presentation, the various aspects of World of Warcraft not covered here, and also for other IPs. So if you have any questions then do not hesitate to ask me, or if you have any feedback on how I could improve I would welcome it gladly!*

***So without further waffling-on...  
I hope you enjoy the presentation!***

***Note: All artworks in this document are the property of  
Blizzard Entertainment or their Respective Owners.***





# EXPANSION OVERVIEW

**“All transactions are negotiable...  
But as always, final!”**



# Why K'areesh & The Ethereals?

*I want them! But I guess that's not enough, now is it!?*

*To expand on my desire for more content based around our glowing-space-mummy friends; ever since they became part of the game back in The Burning Crusade, I've wanted to see more of them. Everything about the race just screams out for non-Azeroth content opportunity.*

*I've also wanted to know more about their history than the scraps given to players, so I decided that I'd be the one to create it myself if nobody else is currently fleshing it out.*

*I want Gnome Paladins too... but we'll get to that in a future pitch!*





# The Reclamation of K'aresh

***"TO DELIVER THEIR WORLD FROM DARKNESS THEY WILL FIGHT OR DIE!"***

*Before turning their malevolent sights upon Azeroth, the dark powers of The Void conquered the peaceful world of K'aresh; home of the nomadic yet technologically advanced Ethereals. Led by a powerful Void Lord known as Dimensius the All-Devouring they set about corrupting those outside the protective wards of their cities, turning the once peaceful race into malevolent Voidbound horrors, causing madness & panic to spread throughout the general population.*

*Eventually forced to flee from their home-world in exile, or face annihilation by The Void and their new Voidbound servants, the remaining Ethereals settled on Outland & Azeroth where they joined the proud Alliance and the mighty Horde, who assisted them with defeating a manifestation of Dimensius as it tried to break into Outland by way of the Blood Elf Mana-Forges. Now with the Legion defeated on Argus the time has come to take back what is rightfully theirs on K'aresh and reclaim the planet from the Void with the help of their new-found allies.*

*Will you answer their Call to Arms? For the Ethereal! For K'aresh!*

- **A New world: K'aresh** (Featuring over 8 New Zones, and 3 Patch Zones.)
- **New Class: Spell Breaker** (A level 1 starting Class with 2x Specializations: Vindicator (DPS) & Vigilant (Tank).)
- **New Playable Race: The Ethereals** (Forced into exile from K'aresh, The Ethereals stand with the Horde & Alliance against the dark threats of The Void.)
- **New Race/Class Combinations to combat the Void** (Including the small but ardent Gnome Paladins, led by Mirros Brightspark.)
- **Ascendant Crests** (Customizable symbols of power that are an evolution of the Artifact Weapon & Heart of Azeroth systems.)
- **All New Dungeons** (Including "Shimmerspine Plateau", and "The Crypt of Tho'Amren".)
- **New Raids** (Including the "Sanctum of the Void".)
- **New World Bosses** (Including "The Beast of Sahndakar"; a scorpion-like monstrosity driven mad & corrupted by Void energies.)
- **Level cap raised to 130**
- **New Battlegrounds & Arenas** (Including "Magmafall Reach", and "The Dustbowl Brawliseum".)
- **Secondary Profession Revamp** (Expanding "Archaeology & Exploration", introducing "Hunting & Conservation", along with new profession content for all expansion levels, past and present.)
- **Improved Roleplay Server features** (Including Integrated RP Character Profiles & Journals.)
- **Character Boost** (Immediately raise one character to level 120 to aid in the K'aresh reclamation efforts!)
- **... and much more!**







# NEW PLAYABLE RACE: THE ETHEREALS

**“Refugees From Beyond The Stars.”**

# New Neutral Race!

*The Pandaren were the first Neutral Race Blizzard introduced into World of Warcraft with the Mists of Pandaria expansion, and that was over 6 years ago in 2012! The time has come to introduce a new race that both Horde & Alliance players alike have dealt with for years... the enigmatic Ethereals!*



*Unlocking the Ethereals will not be as gated as it was for the current Allied Races, as they are not an Allied Race and so will not require specific reputations to be earned before unlocking. Players who pre-purchase can unlock Ethereals early via the pre-patch questline, while those who purchase after release will be able to create them without completing the questline.*



# Available Classes

Hunter – Mage – Monk – Paladin

Priest – Rogue – Spell Breaker – Warrior

*These classes are the baseline for the Ethereal race, as they will provide a wide-variety of roles to the players, and fit themes that are already existent in the Ethereal NPCs currently in the game.*

# Non-Available Classes

Druid – Death Knight – Demon Hunter

Shaman – Warlock

*These classes do not suit the Race for the following reasons:*

- **Lore Inconsistency:** *Death Knights & Demon Hunters* have heavy restrictions on races due to the established lore.
- **Thematic Reasons:** Just like the Tauren don't have access to the Rogue class, Ethereals do not fit the profile for the *Druid & Shaman*, classes. The noticeable absence from the available list is the *Warlock* class, and I purposefully made that unavailable as I believe most Ethereal would associate Warlock Spells with the Void, and shun their practice. Enemy NPC Warlocks will be featured in the expansion.





# Racial Abilities

- **Faction Neutral:** *Ethereal may choose to align with either the Alliance or Horde (Just like the Pandaren, they have interests in both player factions).*
- **Technomancy:** *Passive. Enables the use of specialized Ethereal structures & technology while out in the world (For example; Ethereal Warp-Gates & Waystations).*
- **Art of Acquisition:** *Passive. Chance to gain extra crafting materials in certain situations (When a crafting material drops, a behind the scenes roll is made, and if they're lucky they'll get extra materials).*
- **Resourceful Outfitter:** *Passive. Increase to Tailoring Skill (No other race has this, and as they're wrapped in Bandages, it makes sense they'd be proficient in repairing cloth).*
- **Merchant's Favour:** *Passive. Selling items has a chance to award a special currency, which can then be spent on cosmetics or nice little flavour items (If a player buys back an item that generated currency, it will remove it. If the player doesn't have enough currency, it will not let them buy back the item).*
- **Incorporeal Form:** *Active. Physical Damage Reduction (As beings of pure-energy, they don't take damage the way a mortal would. This may sound better as a passive, but four is enough, and as an Active we can make it a little stronger and more situational).*



# Unlocking Ethereals!

*Just like with our previous expansions, close to release there will be a pre-patch event that players will be able to participate in regardless of whether they have pre-purchased or not.*

- *Players who **have** pre-purchased will unlock the Ethereals as a Race option upon completion of the pre-expansion event questline. This will be given by the Image of Nexus-Prince Haramad in the Embassy in Stormwind or Orgrimmar. They can then play as Ethereals early!*
- *Players who **have not** pre-purchased will be offered the pre-expansion questline so they can take part in the event, however will only be able to create Ethereal characters post-launch once they purchase the expansion.*





# Pre-Patch Quest Overview

This is just a brief mock-up of what it would entail, based on the Alliance questing experience. *These are just my initial notes, not full quest-objectives.*

## Questline 01

### 1. **Communique from Beyond the Stars**

- > Talk with King Wrynn at the Embassy in Stormwind.
- > Examine the Ethereal Banner.
- > Talk with the Image of Nexus-Prince Haramad.
- > Player will be shown a short Cut-Scene introduction to the Ethereal Race.

### 2. **A Princely Sum**

- > **In-game Model Cut-Scene:** Haramad shows a communication they received from an outpost he long thought lost, and then images which shows Void-Corrupted Ethereals appearing from Void-Gates in the Mana-Tombs. He finally introduces his most trusted vassal, and new Faction Leader for the Alliance; R'aad Ammar (*with a different NPC for the Horde*).
- > Introduce the Ethereals to Aysa Cloudsinger.
- > Pledge to support Nexus-Prince Haramad in his efforts to save the Ethereal race and win the power struggle for the position of Nexus-King.
- > Receive Nexus-Prince Haramad's pledge to provide troops & resources to the Alliance if they are successful.

### 3. **To the Tombs**

- > Take the Ethereal Gateway with R'aad & Aysa to Auchindoun.
- > Meet with Thaumaturge Rafir outside the Mana-Tombs.

### 4. **Restoring Power**

- (Assist Rafir & Aysa with restoring power to the Mana-Tombs entrance door)
- > Travel to the Tomb of Lights.
- > Recover Relay Power Crystals from the Voidbound Ethereals 4/4.
- > Defeat J'ahrza the Unstable and obtain the Relay Power-Core 1/1.
- > Re-Activate the Door to the Mana-Tombs.

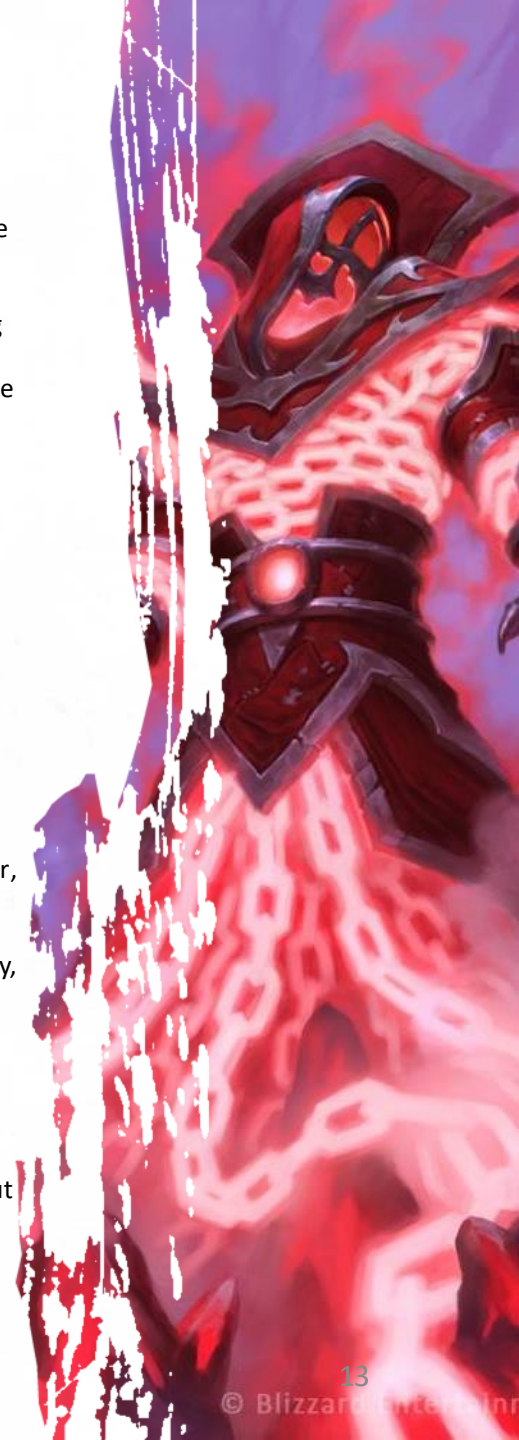
### 5. **Ethereal Phone Home!**

- (Complete the "The Mysterious Signal" Scenario)
- > Enter the Mana-Tombs and unravel the mystery of the long-lost signal.



## Scenario "The Mysterious Signal"

1. Enter the Mana-Tombs and find Mamdy the "Ologist", mortally wounded. She implores you to save Artificer Morphalius who has been taken to fix the Relay fully, allowing not just Corrupted-Ethereal and smaller Void-Creatures through, but Void-Lords and above also.
2. Just as she dies, Corrupted-Ethereal show up. Fight towards the first room. Waves of Corrupted-Ethereal will come at you until you get there.
3. Defeat Warpbinder Kal'dezra and shut down the Void-Gates. You can shut them down during the fight, preventing the Corrupted-Ethereals from coming through the lower level of the Tombs, you just need to make sure you don't get interrupted (as you can use it, but you'll be pushed back in progress, not stopped completely). He was using the core of the defeated Pandemonius to power the portals.
4. Once Kel'dezra is defeated, loot "KEY 1" from him.
5. In the next room, you must disable two smaller Void-Gates (same mechanic with the gates, but perhaps different mob setup).
6. In the Crescent Hall, it's the same as part 2 with waves, until you reach the Void-Gate near where Taravok used to be (same mechanic as before).
7. In the next two circular rooms, there are a couple of Void-Gates. Battle waves and then a mini-boss in each room and shut them down (the boss would like to target people who are shutting down the gates, but can be taunted, stunned, etc).
8. Head upstairs and take out the final Void-Gate (same mechanics). In the last wave you will fight Warpbinder Ve'dar, and loot "KEY 2" from him.
9. Upstairs is the Relay, and Void-Prince Ralthran is corrupting Artificer Morphalius, as he refuses to work on the Relay, so he's going to "force" him.
10. The fight with Void-Prince Ralthran does not have any void gates but is multi-phased. First phase he's just a corrupted ethereal with a set of abilities, and when he gets to about 40% health he fully corrupts and sheds his bandages to become a Void-Hybrid with new abilities.
11. After you defeat Void-Prince Ralthran you loot "KEY 3", Artificer Morphalius is too far gone, so he asks that you put him out of his misery. He asks about Mamdy, and with his last breath says that he'll be joining her presently and hopes she doesn't resent him for not being able to protect her.
12. Power up the relay using the three KEYS in colour order multiple times, like a little puzzle, and contact Haramad using the systems there in the Tombs.





## Questline 02

(Starts after "The Mysterious Signal" Scenario)

### 1. **Ethereal Phone Home! (Completed)**

- > Report to Nexus-Prince Haramad using the Ethereal Communication Device.
- > Return to the Stormwind Embassy via the newly powered Ethereal Gate.
- > Inform Nexus-Prince Haramad of the mission success.

Haramad informs you that a direct link has now been established with the old outpost, and fresh Ethereals are being awoken from stasis tombs and heading to Azeroth. The outpost also contains a powerful enough device to allow travel back to K'aresh once fully repaired. Report back to the Image of Nexus-Prince Haramad at the Embassy in Stormwind.

### 2. **New Allies, New Opportunities**

- > Speak with R'aad Ammar about his joining the Alliance.
- > Introduce R'aad to Anduin, his new King.

Haramad states, that like the Pandaren, he will not influence the Ethereal Faction decisions - and appoints R'aad Ammar, one of his most trusted Nexus-Princes, to oversee their interests. Welcome the Ethereals of The Unbroken Trust into the Alliance. Anduin finds this fair, as like the Pandaren he knows the Ethereal have been working with both factions. Aysa and her Pandaren happily offer to help R'aad and his Ethereals get acclimated with the Alliance.

### 3. **Circle the Wagons**

- > Unite the different Ethereal Factions under Haramad's Banner, to assist in reclaiming K'aresh (*with a short sequence like the Cata-Cultist section*).
- > This goes over well with most Ethereal as they wish to reclaim their home for the people, but the Ethereum may need some more convincing as they do not view Haramad as ruling class, and do not wish to aid the Protectorate. You will need to appease this faction, to gain access to their troops & supplies, before having their full support.
- > Head to Shattrath with Raad, to locate someone who may be able to assist you.
- > Locate Wind Trader Lathra, and secure some of his wares to take to them. But due to a series of unfortunate events, his goods have been "impounded" and must be bought back, or traded for. If the player chooses to pay 10k gold, Raad stops them and tells them that trade would be a much more profitable solution.
- > The player is told that if they can bring back certain other items, then Lathra's goods will be returned. This sets them off on a small treasure hunt and trade-trip around Shattrath, culminating in Lathra getting their wares back, and assisting the player with a gift for the Ethereum.

### 4. **Forward, to K'aresh!**

- > Report to Transporter Chief Kyle at <location>.
- (*Star Trek reference for the Chief*)

### 5. **<TBD: Still working on pre-expansion quests, with daily quests and rewards>**

- > Assist in the building of the Inter-planetary Relay system.



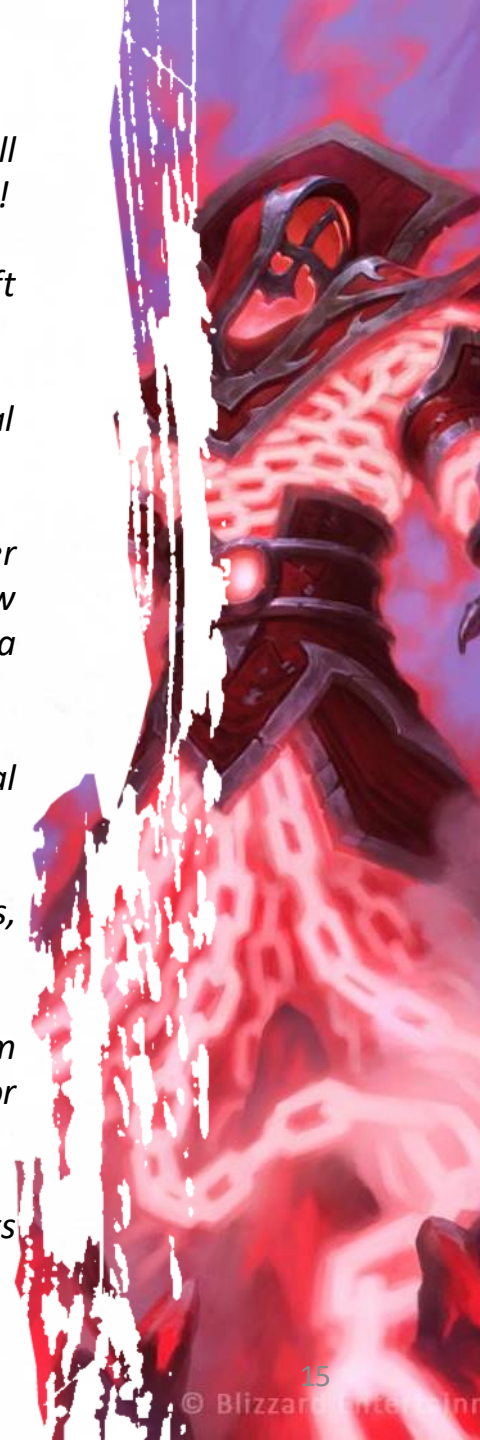
# Unlock Rewards

*After unlocking Ethereals as a playable race via the questline you just read, a player will not only get access to create Ethereal characters; they will get a variety of other rewards!*

- **Reins of the Amethyst Energy Camel:** Into their Inventory as a Usable Item, or as a Gift into their Mount Tab directly.
- **Ethereal Portal to the Reclaimed Mana-Tombs:** A Toy that grants access to a special Ethereal Only area in a reclaimed Mana-Tombs instance.
- **1x Free Race Change to an Ethereal:** Also introduce tech to preview what character looks like in a special room, with a target dummy to test casting, etc, as this will allow people to check out item sets & animations on their own character without creating a Class-Trial.

*In the Reclaimed Mana-Tombs players will find these features for their Ethereal Characters:*

- **Special Vendors:** Access a variety of Ethereal-Only Vendors with largely cosmetic items, and nothing of great value.
- **Ethereal Quests:** Some Ethereal-Only Lore-related questlines & Scenarios for some item appearances, and maybe even some new customization options at the barbershop (for example Raza the Chained styles, earned by achievements).
- **An Energy-Camel Vendor:** New mount colours; each earned by special Achievements that can only be completed by Ethereals, based on the Hearthstone card “Nexus-Champion Saraad” and his mount.



The background is a composite image. The top half shows a deep space view of the Milky Way galaxy, with stars and nebulae in shades of blue, purple, and green. The bottom half shows a terrestrial scene at night. A bright green aurora borealis (northern lights) is visible, curving across the sky. Below the aurora, a bright light source, likely the sun or moon, is setting or rising over a dark silhouette of a forest. The text "THANK YOU FOR YOUR TIME!" is overlaid in the center in a gold, outlined font.

THANK YOU FOR  
YOUR TIME!