

## WoW Expansion Alliance Race Rumors... Werewolves?

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We all know this is a fat ass lie in the first place, but I know people always want to read anything and everything they can "just in case". So here you go.

"The people of Gilneas entombed themselves in their isolated peninsula at the outbreak of the Undead Scourge, erecting the Greymane Wall to keep out the demons and walking dead of the cursed army. To this day, refugees from the ravaged villages of Lordaeron gather at it, crying for safe haven from the Forsaken that now claim Silverpine Forest as their own.

Yet it is not much better behind the wall. For agents of the crazed wizard Arugal have infiltrated the once-prosperous land and spread a dark curse among the populace. As the first tainted moon climbed into the sky, screams rendered the countryside as the inhabitants of Gilneas changed forms and became the crazed Worgen. Few retained their minds. Many became wild and bloodthirsty...

Those who remained in control of their thoughts waged a war hidden from the eyes of the rest of the world, slaying former friends and family in an effort to preserve what little life still hoped for survival. Naming themselves the Nightcry after that first terrifying moonrise, they fought until they found themselves drained of resources and the will to continue the bloody battles alone.

Unable to conceal their horrid existence from the world any longer, a new sun rises over Gilneas. The Alliance has opened its gates to the refugees and an effort is now underway to restore humanity to the Nightcry Worgen. As one of their number, you must prove yourself a capable ally to the Alliance's cause and master the powers granted to you against your will in order to free your land...no matter how much blood you must shed.

alsiug: Their zone is south of Silverpine, and it's called Gilneas. It's a level 1-10 zone and the general flow of the quests there focuses on fighting Worgen and agents of Arugal, as well as various enraged species of wildlife. There's also a threat from a renegade navy that disbanded from Kul Tiras and is ravaging the coasts with cannonfire.

The Greymane Wall is under lock and key and you are not allowed to pass through it until your mid-20s, when quests begin pointing you to Shadowfang Keep.

Their 10-20 zone is on Kul Tiras, an island south of Gilneas and west of Menethil. It serves as a sister city to Menethil. One boat transports you between Gilneas and Kul Tiras, the other between Kul Tiras and Menethil. Kul Tiras is an island with strong navy tones and mood to it, and there's lots of crab-bashing and pirate-killing on it.

After that, logically, you leave the protected areas and head to the contested zones. The closest, of course, is the Wetlands.

No details about their play mechanics were leaked, so unfortunately there's no info about their racials.

The expansion pack site had a URL like... <http://www.worldofwarcraft.com/yadd...bloodelves.html>. Someone changed the URL around, plugging in various race names and eventually hit worgen.html. It was posted on the general post, but the URL was deleted within two minutes of the post. I myself saw it. All the images were broken, but the text was there.

Take it as you will."

This information was found on the FOH Guild boards

While I agree that this is pretty well written, I'll simply say that we have seen many bogus patch notes and other information surface in the past. I also don't remember any encounters with werewolves/worgen when I played the Warcraft 3 campaigns. If this is really true, I think it's going to be a big shocker for everyone, since I think many would agree that Draeni would make a better match as an alliance race for the expansion. One particular part of this article that sounds really off is the part where it says the gate is locked until you hit 20... For Blizzard to lock one race into a zone while the others are free to roam wherever they please despite level just does not sound reasonable.