

The following is a little story line (I made up) about the warcraft "pud" Crossroads. The level and story line are both, my exclusive creation, but feel very free to distribute. This is best played as a deathmatch alliance game with your friend. I have changed many unit characteristics, and hope that you will enjoy the level.

It has been many, many years since the orcs were defeated by the noble human alliance. However, the king back then was a fool, and allowed the few surviving orcs to go northward, unscathed. Little or no news of the orcs has come, and people only see them in books, and veiw their great skeletons in museums. But just a few days ago some elves making their 30 year pilgrimage to the sacred crossroads have found something very disturbing.

The crossroads are rich in elven mythology, they are said to be the paths on which the four gods created themselves and then walked twords one another. When they met their powers merged into the great Runestone, which stands at the God's Crossroads, even now.

The elves, being lightfooted and quite, had kept the roads from deteriorating from use for thousands of years. But that has all changed, they elven scouts have reported many things:

The orcs have cursed the Sacred Land, the once great forests and grass, is now mud, and twisted dark trees. Their very presence has subverted the land.

The Runestone is still there, and so are the roads. The roads are battered and out of shape now, due to the orcs massive bodies and machines of war.

The elves have set up a base for you in the southeast, and have built many battlements around two gold mines. And have cut back the dense foliage so that you may have access to the roads.

Over the years the humans have become very advanced in their technology. The orcs however have somehow acheived an enormous populace. Now humankind once again stands at the Crossroads.