Azeroth Series: Hearthstone
Part 1: General Edition
By Shadeseid

Welcome, Traveller of Worlds. To a place called Azeroth. Maybe you've been here before, maybe not, but I am most certain you know this place only by its thought out or maybe even future design.
Yes you heard me right: You are here in a time you most certainly weren't before. Maybe even a world that you would call more 'fantastic'.
Who am I? I am simply a being who likes to observe the machinations in this place. Unlike my other 'Equals' I do not enjoy corrupting the universe. But I do enjoy watching it solving it by itself.

And now comes your part here. See, I am certain you could be way more powerful than you'd need here but I still hope to see you somewhat struggle. Don't worry, nothing here is impossible, even finding a life of peace. No need to thank me, to relieve you of your burdens from outside.

Now this means I have to give you something in return for my amusement:

+1000cp

You will be what Jump-Chan told me is a 'Drop-In' technically. But I can arrange a history with memories for you if you wish otherwise.

Origins

Since I know there are some of you that can already choose more than one of these I found a way to work around it even if you have your 'perks':
You may choose 1 Magic Origin and 1 Role Origin. Nothing more, nothing less.

<u>Magic Origins:</u>

Void: ***The Void was always there, even before Azeroth and countless other worlds were there and it will always be there, long after this planet will be gone. So there should be enough power and ancient knowledge for you to grasp with this after enough time.***

(Un)Death: ***Death is as ancient as life. Not the most mindful of spoken truths, but certainly fitting. With a planet full of undead creatures ranging from skeletons to ghouls to even reanimated dragons, there is more than enough evidence that you will not be alone with this.***

Fel: ***The Fel is a dark power indeed. Fueled by souls, the life essence itself, it can provide great power. If you are willing to bring sacrifice. In any way, there is enough power just walking around on this planet. Go and take it!***

Life: ***Something nobody completely understood. Life means suffering. But with the suffering always comes benefits. Most powerful beings here are 'alive' after all. Doesn't mean you have to use it for good...***

Role Origins:

Protector: ***There are enough people who want to preserve. They do that by either helping out the ones they think help a place to prosper or by protecting a place by themselves.***

Hunter: ***The hunt was always something exciting. To find and take down threats is a noble thing to do. And in contrast to the Protector Origin you won't wait until the enemy is ready. Whoever or whatever they may be.***

Adventurer: ***Sounds exciting, right? Well adventurers will pop up like weed in the far future or present of this place, but for now you will do. With adventure comes always danger but also countless treasures…***

Warrior: ***Does conflict excite you? Well a lot of people from the so-called Horde would probably like you with that mentality. Warriors come in all shapes and sizes, but they will always be needed and will always have some sort of strength to them.***

Destructor: ***What is everything good for? For bringing disrespect and suffering? For continuing an endless cycle? There have been others who wanted to take down something before, but you will show them how it's done.***

Empire: ***Being able to fight is good and all but you seem to have another ambition: To rule. Not the most original ambition in this place but I can see why.***

Locations and Time Periods

The Time in this place gets really strange so I am going to send you here for a mission that you can choose. You will stay here until you've completed it, or you give up anytime after 100 years of honest trying. These missions can either be chosen Scenarios or something else entirely. The Location and Time Period can be anything you want, as long as it is after the War of the Ancients. You can appear in any World of Warcraft Expansion, even in Shadowlands if you want, as long as you do something entertaining that is worthy of being called 'An Epic Adventure'. (You would start at the Chronologically first Cinematic or Animated Short of said Expansion, should you choose it).

Alternatively you can choose any Hearthstone Expansion (how little that makes sense) and live through them all one after another. Since all Hearthstone Adventures follow some kind of narrative, that will always count as an adventure if you take part in it.

Races

There are multiple Races available in Azeroth, but not all of them are common. Each comes with certain benefits, so be sure to pick carefully what you want. (You are allowed to buy multiple Races if you have the points for it, but you have to choose a single one for your time here).
You can pick your Gender and Age for whatever is appropriate for an Adult of your species.

Old God - 2000cp
Let's just get this out of the way right now. This is an option where you will only have 4 equals on Azeroth. 5 if you would be picky, but let's be honest...who counts G'Huun?
You can mostly choose how you look like but there are certain 'requirements': First: You will resemble a gigantic aquatic-being, but must not live in water. Second: You must have lots of eyes and/or mouths and alot and I mean A LOT of tentacles. Third: You will be made out of flesh. No elements infused in this form. (For now, at least). Fourth: You will be extremely limited in moving your body. You may grow and move your appendages. But only your attacks may be fast, not you. You can move albeit very slowly, barring teleportation and tunneling.

But there are lots of benefits for this: You will have truly titanic strength. Mostly to your size, but there are few non-reptilian beings that could defeat you one-on-one.
Your magical might is similarly something to behold. Perhaps even greater. Then there is the Curse of Flesh. You will bring it with you with your very existence and can 'gift' it to worlds where only elemental and constructed beings exist. You can also affect already fleshy beings too of course. Those who get cursed, will become fleshly, sprout yellow eyes and purple tentacles and become not only very strong, but also loyal to your cause (they may or may not turn also insane, but hey free cultists!). If you do not wish to enslave worlds then you can just create life for future existences. That way, things will just become normal, fleshy versions of themselves. This doesn't work for beings like Elemental Lords, or Beings with a similar working Immortality. The Curse will still be spread by all who have it, so life will sprout by itself...
The Curse also makes it that your flesh will also regenerate at a truly astonishing rate.
You can whisper or talk directly into the mind and soul of other beings and if they are weaker than you try to corrupt them with your voices made of poison. Killing you is basically impossible since you were not born. You are outside the cycle. That does not mean you are indestructible. Your brother Y'Shaarj

learned this the hard way. Destroying you means you will exist like him in the form of a Sha or multiple Shas. What is a Sha you ask? Well to put it bluntly in a way you can comprehend: it's a part of your soul. If all Shas would be put together in your heart (which will regenerate even if you are annihilated) and a powerful ritual is used you can get resurrected. This is time consuming, but can work any number of times, though it is unlikely to be completed more than once or twice in a decade.
You also get the entire Void Perkline for free but you have to pick Void for your Magic Origin. The perks get empowered to the level mentioned here.

Dragon-200cp/700cp/1500cp/1800cp/2300cp
This isn't just any dragon race (on the higher levels at least). With this you can be something special.

Faerie Dragon - 200cp
These aren't real dragons, hence the low price. They don't really grow much and few of them get to the size of a dog. They are known for being cute but brutal at the same time (they eat human heads for snacks in modern times). At least you're pretty? Since you will be so small you will get looked over if you hide. One thing they excel at is their Magic Resistance, even in comparison to their Real Dragon counterparts. Magic cannot target your hide easily or even get through it. Physical Attacks still hurt you alot, so be careful if arrows come flying at you.

Dragonflight Soldier - 700cp
With this you will be like most Dragons on Azeroth. Not weak by any means, but not something horribly powerful by itself. You will have a color of your choice and a corresponding breath attack. You will be very fast while in-flight, even more than the other options.

Choose one: Green Scales: Acid Breath; Yellow/Bronze Scales: Sand Breath; Red Scales or Black Scales: Fire Breath; Purple Scales: Lightning Breath; Brown/Greenish Scales: Dream Breath; Blue Scales: Arcane Breath; No Scales: Nether Breath (For Clarification, check the Notes)

Dragon Aspect/Frostwyrm - 1500cp
With this you become something akin to the Dragon-Aspects. The power this brings is scary indeed. You will choose one of the Scale Colors from the previous section. Your power and corresponding abilities rise to the level of your brethren (Red: Alexstraza, Yellow: Nozdormu/Nozari; Brown/Greenish: Ysera; Blue: Malygos/Kalecgos) If you choose a color that does not have an Aspect you will not share the place of the Aspect, you will be that place and choose an Aspect for yourself. Your power will be similar to the closest

equivalent (No Scales: Nethrandamus/Zeraku; Purple: Nithogg; Green: Veranus or Smariss)

The other option gives you the option to be a Frostwyrm similar to Sindragosa. You will not be forced to obey the Lich King nor Ice Crown. You will resemble an undead skeletal dragon. But you can still fly, regardless of your appearance. Your power will be close to an Aspect, but you will be more defensive than offensive. Your breath will have Ice as an Element.

Aspect of Death - 1800cp
You thought I forgot an Aspect, right? Well my reason for this was that he will be covered in this option: Neltharion. Later known as Deathwing, he was one of the biggest threats in Azeroth's History. He will be your only equal if you'd appear in modern times on the planet. Your size, even in comparison to the Old Gods or cheaper Dragon options, is absurd. You will dwarf the biggest castles, your breath attack lays waste to entire cities in seconds and most beings won't even be able to hurt you, simply because of your size and strength.
Like the previous option you can also be like your brother: a former Aspect of the Earth which was twisted to an Aspect of Death. You somehow regained your mind after that (You're welcome!).
(You may take 'CATACLYSM!' at a Discount (if it is discounted you get it for Free), you also need to take Drawback 'Unwanted Attention' but still get the points for it)

Alternatively: You can choose to be like Murozond. You are an Aspect of Time from a very dark future. You will lose your size and 'merely' be as big as the other Aspects, but you will have very destructive time-related abilities that not only allow time-travel, but also give you the means to make short work of anyone who dares to fight you with time or time related abilities. Time travellers and the like, must be incredibly powerful to even stand a chance against you. You may lose against non-time threats like Deathwing, but Nozdormu and his Bronze-Dragons will very much fear you. (Your Scales will be black and your Breath Attack will be Timeless Breath- similar to stormclouds without the lightning effect). It is important to note that any time related abilities in Azeroth do not allow to eliminate threats. It allows the support of defeating them, for example by getting certain Items that were lost, but fighting them with the use of it through any means seems to not work. (Otherwise the Bronze Dragonflight, Nozdormu or Murozond would never lose in any way, which is simply not and was never the case. They lost multiple times against beings stronger than them).

Father of Dragons - 2300cp

What is this? I said I wanted an interesting time from you. Taking this alone would be very interesting indeed. With this you will be a mutated Ur-Dragon, not unlike Galakrond.
Galakrond was the most powerful being that was born, lived and died on Azeroth. He was also big enough that Nelhtarion as an Ur-Dragon was able to fly into his mouth, turn around and fly out again. In other words: you will be absolutely gigantic, even in comparison to the likes of Deathwing. With this size, it becomes harder and harder to move, but your power and strength will know no equal here. To give you an example of strength: Galakrond was able to bite off the hand of a Titan (or Titanforged, depending on the Lore) that wanted to grab him. The most scary thing about you is that you never stop growing, as long as you are alive. With your size comes more power, but you'll also become simply so huge at some point that you can't move anymore.
For your info: Galakrond died because of starvation and suffocation. Not because of battle wounds. You also will need more sustenance the more you grow.
You will not choose a Color and will have no special Breath Attack. You will have Fire Breath, which is highly destructive. You will also be unable to fly, simply because you are too heavy for yourself, but your wings can cause massive storms for miles if you put some strength behind them. (You gain Horde of Undead for Free, but can only summon Dragons. But their Numbers will not be limited to one). (You need to take the Drawbacks: 'Attention' and 'Unwanted Attention').

<u>Beast - Variable cp</u>
Maybe not the most interesting option, but one with an interesting potential.
I can give you some examples:
For 200cp you can become a common beast from Un'goro. A Devilsaur, Direhorn or Pterrordax. You will be of similar size to the dinosaurs they resemble from your Original World...when they are Juveniles.
For 600cp you can become something similar to the Beast of Naxxramas known as Maexxna. A spider taller than any Tauren and legs longer than three people are tall. You would gain powerful webs and even more potent venom. You can also choose to be a Jormungar with this.
For 1000cp you become an Apex Beast from Un'goro: Barnabus the Stomper, Swamp King Dred, Queen Carnassa, Galvadon, King Mosh, King Crush, Oondasta or even a young Tyrantus. These Beasts that can lay waste to entire cities by their sheer power alone (at their best). They are more comparable to Dragons without wings and they could defeat basically any non-Aspect dragon on the ground and could put up a very fair fight even against Aspects.
Except for the 1000cp option you can pay up to 200cp with the other options to increase your size. Funnily enough this won't decrease your speed that much

but will improve your other physical stats. You can do this twice with each option.

Loa - 1200 cp

The Loa are powerful spirits that have, or will be, depending on your time, have been worshipped by the Trolls for generations. They all resemble, except for two, animals in some way.
The Loa are: Akali the Rhino; Jan'alai the Dragonhawk; Hir'eek the Bat; Graal the Shark; Shirvallah the Tiger; Gonk the Raptor; Krag'wa the Frog; Halazzi the Lynx; Bwonsamdi the Dead (he resembles a giant undead troll) and some others.
If you pick this, you can choose to be something akin to your brethren. You either resemble a giant animal or troll. You will be moderately powerful, but your true strength will lie in giving a large cult of yours power through worship. You can also use totems as a focus for these gifts.

Blood God - 1700 cp

Oh? What's this? You became something very interesting. Something only seen twice. The only other two who can compete in that regard would be either G'Huun or the Loa Hakkar The Soulflayer. You can either choose to be more akin to a slug in which you would resemble G'Huun. Or you could become an amalgamation of beasts found in a jungle like Hakkar. To help you picture him: he resembles a gigantic snake in body and head, but also has feathered wings on his back and mantis-like appendages on his front.
But what would your powers be? Well what do you think a blood god can do? You can control blood on a massive scale. Summon it from the corpses around you, out of yourself and rip it out of lesser/weaker beings in your gaze. But blood can also be a gift. If you let others partake and consume your blood you can infect them. They will become slaves to you and gain more strength and regeneration. And their blood will carry your gift to others who get their blood. Let your gift spread itself! And if these incels are unworthy of it you can remotely let them explode in a glorious firework of blood. Which others can consume and...you see where I'm going with this? Physically you can throw down with other Loa and stronger Beasts and can come out on top. But any tall Dragon can easily make short work of you.

Elemental-100/400/800/1300cp

Ahh. Elementals. Beings as old as the planet. Here you can choose to become one. I really don't care which element you take from here:
Fire, Water, Earth (here you can opt to take sand, rock or simple dirt), Wind (you can also choose Storm and or Lighting through this), Darkness, Light, Tar, Ice.
Each one comes with its own strengths and weaknesses.
The reason for prices is bonded to the size. You are paying for the size your body has.
For 100 you are akin to a newborn elemental. A fire elemental would be smaller than a human, more akin to a human child in size.
For 400 you are a danger to multiple adults when they don't have advantages against you. You would be as big as a huge Tauren.
For 800 you are one of the stronger elementals that can be numerous on Azeroth. You would be around the size of a dragon or a house. With this you would be a danger to a group of enemies with this.
For 1300 you can be akin to an Elemental Lord. You would be nearly the equal to Ragnaros with fire, Neptulon with water, Al'Akir with wind, Therazane with earth, Ahune with ice or Lyra with light.

Primal Lord-1600 cp
A...surprising choice. With this you are something akin to Kalimos the only other Primal Lord. With this you are an Elemental with 4 different elements making up your body. In the case of Kalimos that were earth, fire, wind and water. His lower body is made up of water, his entire body consists of rock, his head is engulfed in flames and his hands are surrounded by electricity (this here is considered the wind element).
You are, element wise, really powerful. In the case of Kalimos: he is capable of using his 4 elements to be able to fend off other Elemental Lords. Where they have power, you have versatility.

Shudderwock-1200 cp
Ohoho...funny choice. You know the Jabberwocky rhyme from Earth Prime? Yeah you are very much that. There aren't really that many ones here in Azeroth. Just one actually and only that if you choose a certain Period. Well with this you'd be a match for most dragons in combat and even big groups of adventurers would have a challenge with you. You will have wings but flight with them alone will not be easy to learn. You will also have no breath attack or any natural form of ranged combat. What you have though is a peculiar ability, so you better look at the perk section...

Mech-Variable cp

Hmmm. I could call this Metal Elementals...But that doesn't matter. The point is this allows you to pay more cp and become a mechanical being. You can choose if you are manned (can be piloted in some manner) or just work without some sort of cockpit. Your size, powers and abilities can vary greatly with this so what this does is the following. If you choose this race you can pay up to 800cp. And these points can be used in the General Perks Section in the Special Category however you wish, with an additional 300cp for that Section.

Djinn-200/1200 cp

A very rare race here… Comparable to a Hybrid of an Arcane and Wind Elemental (you will count as an Elemental for all that entails but regenerating will be harder since your combination isn't easy to come by) With this you can either choose to be a Wish-Granting Djinn for 200 cp. Or a Guardian Djinn for 1200.

As a Wish-Granting Djinn you will be alot like Zephrys The Great and will have a peculiar ability: you can grant individuals one of three wishes that you suggest (these wishes must be beneficial in some way). This also has some benefit for you: Every third wish you grant another being (your servants, friends and clones don't count) gives you the ability to use that power for yourself. These 'suggestions' are always something that can help in a situation and can be things you normally wouldn't be capable of. Being completely outnumbered and outmatched? You could summon a Twisting Nether (basically a Black Hole) that just rips apart everything (even you if you are too close) to save you. Or you summon one powerful Being that will protect you with it's life. What's the downside to this then? You are weak. Like really weak. A somewhat strong Human could kill you if he wouldn't get a wish from you, so better don't anger others too much.

A Guardian Djinn is something else entirely. Instead of being able to grant wishes, you are there to protect. You are way stronger than you should be, just like your brother Siamat. This alone gives you power over winds and arcane might that you could take on groups of adventurers, similar to the 800 Elemental option. Why is this more expensive then? Because you can get 2 options out of the following 4 from the 'Special' Category for free. You can choose between **Divine Shield, Rush, Taunt and Windfury.**
Let the winds carry you to victory!

Treant/Ent-100/400/900

Ah yes. The walking trees. Sometimes they can even talk. Well...there is not much to say about these. They are quite hardy, live for absurd amounts of time and can regenerate from truly scary amounts of damage. But fire and certain poisons can quickly spell their end. But they are not to be underestimated.

For 200 you will be just a normal individual for this race. Between the size of a big Orc or a small hut, you will only have the normal potential. You can easily defeat a normal soldier, but even 2 with the right axe can easily dispatch you.
For 400 you will be a really Old Adult Treant, like Omu and Hazelbark. Your Nature Magic has long been unlocked and grew with you to such an extent, that you could easily be a teacher to most Druids.
But for 900 you become truly ancient. You are a full equal to Goru the Mightree in terms of size, strength and everything else. Sizewise you can be easily compared to a mountain and even most young Dragons would be in their mind to avoid your wrath. Treants, Ents and other beings related to them instinctively look up to you and hope to gain your blessing. What is your blessing? Well to let them grow of course! You can increase the size and with that (to an extent) the powers and abilities of these, as if they would have normally grown for a few decades.
If you buy at least the Second Tier of this, you gain the ability to slowly turn other Trees into Treants. This has no limit, but the process is slow and the Treants need time to grow and learn how to move.

Gronn-800
Oh. Another child of the Dragonkiller? Well then. With this you will be a Gronn. A Cyclop-like race of huge beings with either orange, red or purple skin . They can become extremely old, but will always grow larger, stronger and tougher the older they get with seemingly no limit (albeit not larger than big Dragons even after a Century. They also, like their father, are all Dragonhunters and -Killers. (You gain the Blessing of Gruul and Slayer of… (For Dragons) for free).

Amalgam-600
Uhm...Okay I have no clue what you are. You now look like someone threw a bunch of beings in a pot, melted them together and tried to fix the form of them. You are right now barely stronger than a young Beast, so defeating a very small and inexperienced squad of soldiers is not impossible for you, but you shouldn't try it for now. Your healing factor is okay, able to regenerate minor wounds after a day already and a lost arm after about 2 weeks. What makes this so expensive then you ask? Simple: For any magic that requires a certain race as a target, you count for it. Magic and other Race-exclusive things don't discriminate you, when it comes to targets. This counts for negative and positive magic, so be careful. But now you can benefit from anything normally meant only for certain beings, as long as it's meant for races and not individuals. Get stronger by the call of a Murloc Warleader. Get stronger by combining with a magnetic Mech! Get empowered by special Dragon Rituals! And much, much more!

Just...be careful not to get eaten by Golakka Crawler or Hungry Crabs...they love to eat Murlocs and Pirates alike in one gulp...and now you are on the menu of...anything really. Another downside is...you will probably be in a lot of pain or feel weird urges since many different beings are infused within you.
(Take 'EVERYTHING HURTS!' and 'Pain...Agony…' for no points.)

Other Races:
There are alot of different races in Azeroth during different time periods. With this I kindly let you look at the Races section of the Version of Silentcrypt's Azeroth Jump. You can choose any Race there except for Races that are stated here (no Dragon Race (no matter what Dragon option); No Elementals and Elemental Lords) and you cannot choose Na'ru and Titanic Watcher/Keeper or the Hybrid Option.
You gain an extra 300 cp for choosing this option (which you can use as a Race stipend for there)

Perks

You get a 50% discount on the perks of your respective Origins. If a perk costs 100 cp or less and is discounted, you'll get it for free.
All perks can only be purchased once no matter if you get them for free or buy them.

General Perks

Welcome here on Azeroth!-(Free for all): You will always be greeted by people or beings that don't want to fight. No matter what you are or what you look like, everyone that is friendly enough to greet you at all, will greet you.
I would recommend greeting back. It's only good manners really.

Intro Music (Free for all and mandatory): *You now have a really epic piece of music that gets played whenever you arrive somewhere. These themes can be anything ranging from epic and dramatic like 'Deathwings Last Stand' to something nice and calm like 'Reclamation of Gnomeregan'. After this Jump you gain all pieces of music that ever got played in any WoW franchise, including every piece of music Hearthstone-related and all official remixes and so on. This will not announce you or any other being that doesn't wish to be introduced or known. This cannot be used for*

finding out about someone or someone's secret identity. Stealth works as intended with this.
This will never be deactivated in Future Worlds, even in Gauntlets or when you would lose your powers. items or anything.

It's only a game. Why do you have to be mad?-(Free for all): *So you simply aren't. You are now highly resistant to things that would change your mind for the worse. You don't instantly turn insane by being near an Old God, as long as he doesn't turn his whole speech towards you or you can keep your free will when the Lichking resurrects you. Doesn't mean your body cannot be controlled or that you can keep your will indefinitely, but gives your mind a chance to resist at least. Longer than anyone else here can. Just...don't pick up any cursed Items that can talk, okay?*

My jaws that bite! My claws that catch!-(Free for Dragons, Beasts, Shudderwock and Loa who have chosen to take the form of a beast) otherwise 300: You will now have quite sturdy natural weapons that help you in a fight. This is an arsenal of them: You gain Teeth or Fangs, Claws and some spikes on your back. If you have a tail you can opt to have a spike at the end of it too.

Blessing of Gruul-(Free for Gronn)-600: *You have the most known and feared ability of the Dragonkiller Gruul: to grow in size, strength, durability and power as time goes on. This also makes you able to become extremely old (at least 300 to around 400 years), without your age holding you back in a fight. Be careful. Just because you grow stronger, doesn't mean you are the strongest...yet...*

Snicker-Snack!-(Free for Shudderwock) otherwise 1000: *This. This is sickening. What this ability is isn't easily describable. You can activate this once per fight and then let the madness begin. Everything you did during that fight will happen again. Not in the same order and not even with the same targets. Everything will happen randomly and only luck can save you and whoever fights with you now. This is extremely powerful and if you planned enough in preparation during the fight, with your attacks which always only hit your enemy, doing all of that in succession will surely end them.*

<u>'Special' Powers:</u>
These perks are abilities that aren't that unique. But when a lot of beings use this then it must somehow work, right?

Magnetic (Free and Exclusive for Mechs and Amalgams): *You can now be fused with any other Mech however you wish. Either you or they disassemble and reassemble in order for you to fuse. Your strengths and special abilities will be added together without any loss or Drawbacks. You cannot disassemble in the middle of a fight again, but the fusing is nearly instant. You and the other Mech have to be allies*

and willing and conscious/working in order for this to work. There is no limit in how many may fuse together this way.
Funnily enough, this doesn't actually make you magnetic, except if you want to be.

Taunt-200: *It seems you are quite able to draw attention to yourself. Even during a fight. Why is this helpful? Well your comrades now aren't getting attacked...*

Divine Shield-300: *Once per battle the first damage and all of the effects that damage should bring is nullified. This does not need to be defensive: If you attack and should take damage and/or get poisoned then this also activates.*

Rush-200: *Increases your acceleration greatly.*

Charge-400: *Even better than 'Rush'*

Reborn-200: *Once per battle, the first time you die you get resurrected after your first death with 1 HP instantly after the attack is over. This resets abilities like Divine Shield and these deaths trigger effects that should activate abilities on your death like Deathrattle.*

Deathrattle-300: *You can choose one ability you have to activate right after your death.*

Lifesteal-400: *Damage you deal always heals you by the same amount. Even if you deal damage to yourself with attacks (also counts for spell damage). This will not activate if you 'pay' for effects. (For example if you must stab yourself for a spell or ritual that will not count as damage for this to work).*

Windfury-400: *Your speed increases, but not in the way you may think. This allows you to be so fast that you can attack twice in a row, without your enemy doing much against it, but it somehow doesn't work in dodging attacks.*

Mega-Windfury-800: *Your Speed gets just insane to the point you could attack 4 times before your enemy could even start his attack(s). But somehow this still won't work while you are defending (You get <u>one</u> discount on <u>either</u> Charge <u>or</u> Rush)*

Stealth-300: *You are sneaky. So sneaky in fact that you can't be noticed before you attack. You can still get damaged by wide swings or just powerful attacks, and you can be seen a little bit, but directly targeting you with attacks is impossible for your enemies. Until you decide to attack. Then you cannot get this back until your next battle.*

Cleaving damage-500: *Damage you deal always seems to also hit targets near your opponent without losing its power. If this comes from wide swings or just enormous power behind your attacks I can't tell.*

Mutations:

These abilities can be purchased by anyone. Even though they sound biological in nature they can be taken by Mechs, Elementals and Undead. Some of these are the same as the perks in the 'Special' Category, just with the difference that these are biological and count as biological for the purpose of synergies and weaknesses. These can be purchased multiple times if stated. Beasts get half of their paid points here as a stipend. (If you paid 1000cp for the Beast Race you gain 500 points just for this section)

Massive-200: *This just makes you bigger. It doesn't increase your strength, durability or anything else besides your size and maybe weight on a scale. But it also doesn't make you slower. So what does it really do? It makes it so that anyone is more likely to attack you. Great for protecting others! (Take Taunt for Free)*

Flaming Claws-200: *What it says on the tin. Your main attack appendages (like claws) are now burning. Not very hot but hot enough to increase your attack power. Can be taken multiple times, with each purchase making your burning claws stronger and the damage you deal more devastating.*

Crackling Shield-300: *You have some sort of electrical current around you that works the same way Divine Shield does. (Take Divine Shield for free)*

Living Spores-200: *You formed some sort of symbiotic relationship with a special form of fungi that is able to create sentient spores. Every time a fungi is hit on your body it will release one of these to fight with you. They are extremely weak, but can work as meat shields. If you should die or take nearly lethal damage you will release an extreme amount of these Living Spores depending on your health state before the attack (at least 2). Can be purchased multiple times, with each purchase increasing the number of spores you emit per hit by 1. Each purchase after the first is discounted.*

Lightning Speed-400: *The electrical might in you increased your speed to an unknown degree. (Take Windfury for free)*

Liquid Membrane-300: *A special form of mucus gets produced in your skin which makes it harder for non AOE spells to properly hit you. This works like the special skin of Faerie Dragons.*

Rocky Carapace-200: *Seems like your skin hardening was a bigger success than initially thought. You got strong rocks forming over your skin without slowing you down. Your health and durability rises. Can be taken multiple times with each purchase increasing the durability of your rocks (different color optional).*

Volcanic Might-200: *With this your power and durability increases noticeably by giving your body such heat that you could be mistaken with a Devilsaur or, if you are big enough, for a Volcanosaur. Your attack power doesn't increase as much as with Flaming Claws and your defense not as much as with Rocky Carapace but you get both in a weakened state. Can be purchased multiple times with each purchase increasing your power. Each purchase after the first is discounted. 3 purchases of this count as one purchase of either Flaming Claws in terms of attack strength or Rocky Carapace in terms of defensive capability.*

Shrouding Mist-300: *It seems like you emit some sort of miasma. What it does is it conceals you as long as you don't move too much. (Take Stealth for free)*

Poison Spit-1000: *Why is this so expensive, you ask? Simple. Every attack you deal has such potent venom that it kills most beings after a single hit. All your attack needs to do is deal damage. Surprisingly enough this works on Mechs, Undead and Elementals too. Now you only need to survive until you get in for a hit...*

Old Abilities and Powers:

These abilities are often uttered in the same name as the Old Gods or their servants. Tread carefully with these and hope noone you meet will hate you for having these abilities.

Future in the Cards-100/Free if you take the Rhyming Drawback for no points/Free with Master of Fate, but not mandatory)): *You can see the future with cards. It will be vague but if you know enough and have a knack for puzzles it can be quite clear.*

Gaze into the Void-300: *You can now create extremely weak copies of your underlings. Anything that serves you can now be cloned. These clones are pathetically weak in comparison to you or any Original, but what they have is all powers, equipment and abilities the underling had. So if they get used correctly, you could still kill someone, if the underling you copied is poisonous or venomous for example. You cannot use this to simply copy equipment and items, since the things that get copied are part of the copy. If someone besides the copy tries to use or take it in any way, the copied being and its equipment will disappear into the Void again.*

Blood Magic-300 (Free for Blood God Race): *You can use your lifeforce or blood for spells instead of mana. Good when you don't have enough magical power or any mana left, but really need to cast a spell.*

Twisted...to perfection-400: *You may or may not have abilities that allow you to change or corrupt others into different forms upon touch. But this will help you massively. All of your abilities that would require touch or close proximity can now be used in some sort of miasma. Everyone inside of this 'mist', that you now emit from your body and very soul, can be corrupted to your liking. This also improves your corruption abilities to the point that you can now control how you corrupt others. Now you can make them proportional and not absolute messes! The range of this miasma scales extremely well if you yourself are very big.*

Jumper, The Nameless One-500: *You always saw someone and thought: 'They have a good ability. I want that.' but did not want them to have that ability? Well look no further than this! With this you can select (once per battle) a single individual, no matter if friend or foe and copy their ability while sealing theirs. This will not bring you any form of strength or durability (you will keep yours) and you will lose access to your non-physical abilities (including biological ones) while in their form, but you will get all of their weird abilities no matter how strong or weird they are with no loss in proficiency or power. Even if their abilities are unique or protected. And you will look, sound, smell and feel like them too! As a mercy I allow you to cancel this ability anytime you want to get your own powers back, but in turn will lose the copied abilities. They get their sealed powers back once the fight ends or you turn back. This ability cannot be used again until another battle starts at a later time (at least 3 minutes for you between the battles).*

Master of Fate-600 (You can take Future in the Cards for free): *You seem to have a talent with fate itself. You can give good luck and bad luck to others, can see glimpses of the future and use fate itself to fight your enemies. They can be struck by discord, before fighting you, seem to lose their weapons while fighting your minions and so on.*
But remember fate can be resisted and a fickle thing: depending too much on luck in all its forms can spell your doom quickly.

Powers of E.V.I.L.:

There are...certain individuals in a certain time that are...peculiar to say the least. These abilities are quite dangerous but I can assure you they can be fun.

Whispers of E.V.I.L.-100: *Somehow you are quite talented at scouting. Scouting out lackeys for your dastardly plans! It will be quite easy getting weak willed people on your side and they will do their job to their best. Even if their best is just a distraction or meat shield.*

I'll take this!-200 (Free with Supreme Archeology): *You are an exceptional thief...I mean of course acquisition specialist. Your specialty is freeing treasure...out of temples and museums. You are proficient in magically stealing physical things that fit in your hand but you are also skilled in classical pick-pocketing. This also makes you a great puppeteer...Maybe make some Puppet-Theater for Children if that whole...Evil thing doesn't work out?*

WHO'S DA KING? I DA KING!-200: *You are able to always get treasure. Treasure in the monetary way at least. If there is a chance to get it, you will be able to. Rob an entire bank? Not easy but doable. Also the richer you are the easier it is for you to get real authority. Get loaded enough and becoming a King yourself is quite easily doable.*

I'll see it clear...Your end is near!-300: *You are not only a skilled seer (you may take 'Future in the Cards' for free) but where you really shine is seeing what your opponent might do next...and plan against them accordingly.*

Waxomancer-400: *It seems you are now one of the greatest Waxomancers in Azeroth. Now you are King Togwaggles equal. You can create Wax or Candle Elementals, create surprisingly hot and powerful Candle Swords and with effort create even a whole Dragon out of wax. (You may take Waxxadred as a Companion for free).*

Swamp Magic-500: *Now you have powers similar to the great Swamp Witch Hagatha herself. You can command dark spirits in a forest to twist the trees, so they attack whoever enters their domain. You can foul lakes and corrupt waters so they spawn small monstrosities until they are purified. And if you are long enough in the same area you can curse the very land itself, though that would require you to live there. Show them who owns the very land beneath their feet!*

Supreme Archeology-500: *Like the great Rafaam, you now are able to find great artifacts of power quite easily. Things like the Staff of Origination or the Golden Monkey are completely possible for you to acquire. All you need to do is find out where they are and TAKE IT. Any artifact can be taken by you, even ones that normally require a Hero or ones only certain people could use. This doesn't mean that you can necessarily use it or that you can use or unlock its full potential, but stea...I mean acquiring it is only the first step in Archeology.*
You also can now combine broken artifacts of power into new ones, like Rafaam did with the broken Staff of Origination and and the parts of the Golden Monkey, using the Tome of Origination, to turn them both into the Gauntlet of Origination. This may not always work as intended, but the results speak for themselves! You are now an SUPREME ARCHEOLOGIST! Just not as SUPREME as Rafaam. He gets picky about that.

Here comes the BOOM!-600: *Seems like Dr. Boom has found his equal in you. Now you are capable of building Mechs, Cybernetics, Rockets but most importantly bombs. Small bombs, big bombs, if it goes boom and cablowey you can make it. Just better. But your other abilities are nothing to sneeze at. You could take a stranded, nearly dead demon and by reviving him with the help of your SCIENCE and giving him cybernetics you could make that demon the next demon lord. Just know that you aren't really good at thinking things out just with this...That Cyborg Demon may not kill you as thanks, but has no obligation to follow you or your orders. Maybe stick to deathmachines and doomsday devices instead?*

Together, we will rule Dalaran!-600: *They may defeat you. Every single one of you. But can they defeat you together? You and your comrades are now not only able to recover from any loss somehow but your survival has taught you something. Now you are able to bring together a team...OF EVIL. Muahahaha. Well anyway, ahem. Even if you aren't able to bring out the best in others you can work together to achieve great things. While basically all going solo. But if everyone is going solo at the same time in the general area of...lets say a city. You may be able to steal that entire city. Now if only you could take it with you…*

Bringer of Plagues-800/1000: *You know the Plagues Jumper? Evil entities who have been sealed in Uldum for a very long time. And now you can command them (and not get corrupted or betrayed by them). They will be loyal to you (no need to thank me). Having more than one of them out, at the same time will be very tiring for you. They are all massive and very powerful but sadly lack the ability to be unsummoned and to regenerate. You must let them die and resummon them if you want them to regain their vitality. If a Plague Lord dies you must wait one midday (the main sun must be at its zenith) to be able to resummon them.*
Vesh, The Plague Lord of Murlocs is the first plague. He resembles a mass of water in bandages which an unlimited amount of murlocs crawl out of. He can transform everyone into Murlocs with his corrupted waters, summon powerful giant Murlocs which can destroy Non-Aspect (and weaker) Dragons or wreck villages by themselves. He is very hard to take down, since he is the tide that will keep on coming!
K'Zrath, The Plague Lord of Madness is the second to answer your call. He will turn friends and foes alike to turn on each other. Paranoia, panic and whispers will befall your enemies. They will backstab each other before they even face you. He will sow the seeds of madness in every heart which will grow into Hysteria!
Xatma, The Plague Lord of Death will bring it towards anyone who trespasses your domains. He commands powerful beings who will have Return even when they shouldn't have. He will bury your opponents in cursed, weakening sand and crush them with cursed rocks. But even when that seems underwhelming...he is by far the strongest of the four. No tomb will contain him, none shall escape him, no light will save your foes and even the strong will find his dark embrace.

The last of the four is Icarax, The Plague Lord of Wrath. He is one that will ruin your foes with their own strength, since everyone will eventually fall to their own rage. Madly attacking until they are true berserkers that are easily angered into anything impulsive. He was able to corrupt a Titankeeper into attacking every mortal being he saw with all his might. His strength lies in using his berserker army and making them stronger and even outlast death for some time with sheer tenacity. A fire that always burns, but never warms, a poison without a cure. Feel the anger that can feed you...or destroy you!

But with 1000 points this gets even better. Not only are you able to use the powers of all of the Plague Lords (in parts: Wrath allows you to destroy all who are injured and feel hatred or rage because of it, Madness allows you to summon into the hands of all (even the weakest) poisonous daggers and make them extremely paranoid as long as they hold it, Death allows you to summon a giant sand sinkhole which will dampen any abilities they have and suck them in to bury them and Murlocs allow you to summon a tide which will transform everyone who is hit completely into a random Murloc), but you became a new fifth Plague Lord yourself much like Tekahn, without the weakness of not being able to regenerate.
The Plague Lord of Flame. (You gain CATACLYSM! for free)*You can now summon flame and ash to burn away whole cities, rise from your own ashes, infuse your minions with the power of flames (they will become stronger, literally hotter and faster and explode when they die). You can cast Living Bomb en masse onto enemies or just burn it all down in glorious flame!*
But that isn't even all. You can now also use the Plague of Undeath twice in this place (to summon a version of The Old Gods (all four at once into the same location to fight for you) and one time to revive (with a ritual) something even bigger and worse (in an empowered state) like Galakrond.
In future worlds you can use this twice every ten years or twice per Jump whatever comes first.

Awakened Powers

(One free for Father of Dragons, Freebie can be revoked for an extra +400cp; if you didn't pay at least 1800cp for one single Race, increase all prices in this category by 500)

These abilities come from the Plague of Undeath itself, combined with the ability and EVILNESS of one of the League of E.V.I.L.-Members . You may purchase from here as many as you want, but if you are not a Being on the level of Galakrond or a Mutated Ur-Dragon, these powers will be way weaker than described here. Also if you purchase a single one of these when you purchased Father of Dragons you gain fully functional wings and the ability to move way better than you should for your size. Also since you were infused with the Plague of Undeath you don't need any sustenance or air. (You gain the 'Undead' Perk for free)

The Unbreakable-300: *Not only does your strength increase by an order of magnitude, but you now also have a massive armor grafted onto you,which weighs a massive 400 tons. But that is not all. You can grant your followers strength and durability to the point where a human's flesh is like steel and their fists could dent it to a visible degree. Show them that you and yours are not only unbreakable, but also unstoppable!* (You get Might of the Titans for Free)

The Wretched-300: *The Felfire burns eternally within you. Nothing but your end will ever let it die. And from your burning skeleton an endless army springs forth. Draconic Demons, their numbers unending until the flames stop. Draconic Imps may be pathetically weak in comparison to you but can as easily kill a foot soldier, as they can be killed by them. You can also use alot of your power to summon more powerful demons created by your flame, but this can prove tiring if used too often in succession. Your armies will block out the sun and your enemies will burn in felfire!* (You get Lord Jumper Free)

The Nightmare-200: *You may have been terrifying before, but now most mortals would be right to not sleep again after seeing your visage. You are now absolutely horror inducing and honestly, anyone that can hold it together in your presence is...commendable. Weak willed beings that didn't turn completely insane are now very inclined to serve you out of fear.*
This also has the effect of not being felt in darkness. As long as you aren't touched by light, nobody can sense you but with natural sight. By your size this may prove problematic, but this also extends to your forces. Everyone who is serving you, gains the Stealth perk as long as they aren't in the range of light and of course haven't attacked yet. Let your nightmare reign! (Take Whispers of E.V.I.L. and Stealth for free and upgrade it to the told level).

The Tempest-300: *Shamans think they can use the elements. You will show them what a force of nature is. You are now imbued with so much elemental energy that even the Elemental Lords in their domains should rightfully fear you when you decide to use just your magic. The skies cry, the winds scream, the earth quakes and the fires rise at your call. But your specialty now lies within storms. Summoning enormous storms fully charged with electrical power is now your own thing. You can even create Storm Elementals using your power alone. And worse yet, the skies listen to you alone when you command them. None can withstand you, for you ARE the Maelstrom.* (You gain Primal Lord Race abilities for free but you aren't an Elemental and cannot turn into or be made out of an Element yourself)

The Unspeakable-300: *The Old Gods were a relic of ages past. But their power lies strong within you. So you opened your eyes. And more eyes and tentacles came to be. You are now beyond imagination. And your imagination is now your wit. Your powers are now so closely linked to the Old Gods that someone who didn't know you*

were a dragon could mistake you for one. This comes with the same mind as an Old God, which means that you became totally immune to any Whispers, Corruption, Mindcontrol or anything that would change something about your mind. While neither strength, nor speed, nor magic became stronger, your regeneration did increase massively. It also became impossible now to hide from you for you can see beyond any illusion, veil and even dimension. All who gaze upon you will succumb to madness...or you will break their minds with your claws! They will never know silence in your presence again… (Gain Curse of Flesh for Free, you gain a Discount on Herald of the Void and gain Y'Shaarjs Strength for Free (if not bought with Herald of the Void it will not give you a Talent with Portal Magic)

The Apocalypse-400 (Cannot be bought with Azeroth's End, Cannot be taken for Free; Requires at least one Awakened Power) (You must take the Drawbacks Attention, Unwanted Attention and Tyrants Name for no points): *Your abilities have grown to be even more terrible. All Awakened Powers you purchased double in their potency and straight up power. Your strength, regardless of what it was, has grown to an absurd amount.* (You gain Cataclysm for a Discount (if Cataclysm is already Discounted you gain it for Free)). *Now go and show the Alliance and Horde, what true fear and despair is. They need to work together at their best, to stand a chance against you now.*

Azeroth's End-600 (Cannot be bought with The Apocalypse and is Exclusive to Father of Dragons; Cannot be taken for Free; Requires at least one other Awakened Power) (You must take the Drawbacks Attention, Unwanted Attention and Problematic Impulses for no points; you must take Tyrants Name, Enemy of the Alliance, Enemy of the Horde and Hated Drawbacks too but gain the points for them): *This power should be impossible. You are now the undisputed, most powerful being that ever lived on Azeroth. All other Awakened Powers you purchased are now tripled in power and potency. Destroying all life on the planet by yourself is now extremely easy for you. Horde and Alliance will fall by your might alone. Everything will burn, everything will be consumed. Noone will be left to fear you.* (Gain the entire Destructor Perkline for Free)*.*

<u>Void Perks</u>

Child of the Void-100: *With how much power the Void brings, it is sad how often it's knowledge is forgotten. But with this you are knowledgeable about the magic of the Void. You would make a good Shadow Priest trainer just with this, but knowledge can supplement power just so far. Even then you are able to cast the spells*

Mindblast and Mind Control and can cast minor illusions quite skillfully. If you want true power you have to find other ways. But the Void has many uses that are open to you now...

Curse of Flesh-200: *Ohoho. A dark and horrible power indeed. With this you are one of the worst nightmares to deal with. The Void is malleable and the flesh can follow suit. In your hands, flesh twists and moves like water, flowing into strange and powerful forms. Twisting a dozen of men into a powerful faceless would only need a few moments of uninterrupted casting. Get enough flesh and create yourself an army! With enough time you can even create wholly new races.*

Cage of Mind-400: *The mind is a fickle thing. More than most would ever admit. But even if you can train your body to rip apart most beasts, your mind could very well be like glass at the same time. A weakness you can exploit now. With this you learned to crush the minds of others with the spell Mindblast if you want to be direct. Just not on the level a mere mortal could achieve, no no. You could with time create such insanity that even someone as great as a Dragon Aspect eventually falls to your might over their head. Or you could be more subtle and whisper their greatest fears into their head. Show them nightmares while they wake and defeat them before they even face your army!*

Jumpers Sha-600: *Doubt, despair, fear, hatred and anger. Quite powerful emotions I must admit but they are very useful for the servants of the Void. With them, even the noblest soul can be twisted to serve you. But more than that, they can be used to create creatures of inky darkness called Sha. By cursing individuals or territories, you will allow these beings to be born from your victims' darkest emotions. Eventually, they will fall under your complete control, even mutating into more Sha once all lesser emotions have been purged. And should your body be destroyed, you can survive through seven Sha, more powerful than any previously created. Should all seven merge, you will be brought back to life, although you will die a final death if all seven are destroyed. They must be brought together by others to your dying place and that will be unlikely to be used more often than once or twice every decade.*
On a side note: this also allows you to smell and taste these 'dark' emotions.

Herald of the Void-800: *Finally. Someone who is worthy of their title! The Void had some heralds. Ask Shoggoth, Mythrax or Volazj. Now you can count yourself among their ranks. The Curse of Flesh is strong in you. So strong in fact that you now always will have flesh regardless of what others will do to you. They turn you into stone? Your flesh will break open joints and allow you to move. They want to erase you with magic? The Void will not allow such underhanded tactics for their Heralds and will create new flesh with your mind right after it.*

You may choose one of the following abilities (Those who took Old God as their Race may either choose up to 4 from here or the Old Ability Section. But they must take at least one from here):

Y'Shaarj's Strength: You become incredibly strong. Your muscles become fleshy and strong enough to stop arrows and blades. You can also replace either one or both of your arms with tentacles that are even stronger than that.
You also become skilled in learning Portal Magic.

Yogg-Sarons Magic: Your magical reserves and magical power increase immensely. You also become talented in mind controlling multiple beings more easily and you gain an affinity in Chaos Magic.
What exactly is Chaos Magic? Well it is a magic of unproportionate power. You put in some mana and you get a lot more out of it. Also it cannot be stopped after it has been cast and it has basically no cast time. You start the magic and then it starts to escalate. The problem behind it is that it takes the infinite possibility of the Void. You could either do nearly nothing or summon an army and destroy it before it can fight for you. Or it could just rain meteors on your opponents until they are dead. It will only stop after either: you are dead or otherwise left the general area where you used it (yes if you accidentally erased yourself from existence with this then it will stop), the enemy you intended to destroy is dead or left the 'fighting area' in any way, shape or form or 3 minutes of absolute chaos have passed. So you aren't scared off right away: You can forbid up to 5 spells before your cast. These ones will never happen, so you will not have to fear to erase anyone or kill anyone. But everything else can happen

C'thuns Sight: Your eyes not only can see the weakness and fear of your foes, they can also shoot incredibly dangerous attacks. Either as a strong beam or multiple weaker homing projectiles. You also gain an affinity for Ritual Magic.

N'Zoths Hide: Your flesh becomes highly resistant to magic similar to a Faerie Dragons skin. It also becomes quite slippery to your opponents, so their blows need to hit with good accuracy. You also gain an affinity for Corrupting Magic.

(Un)Death Perks

Undead-100: *Since a lot of the people seem to be keen on immortality let me give you one form of it with only the benefits. You may seem paler, but that will be the only Drawback you get from this. For all future abilities that seem to work on the living...don't work against you now when it would be problematic for you. Something that takes life? Well you aren't alive to begin with.*

You also don't need any sustenance and have no survival instinct anymore, when it would be problematic for you. Also you don't feel pain when the source of it isn't also working for Undead. You can apply this effect to any Alt-Forms you possess or gain in the Future. You can also reverse this effect at any time once per day per Alt-Form when you aren't in the middle of a fight.

Death Knight Novice-200: *You seem to have some basic knowledge about the Death Knight's abilities. You gain an affinity for Death and Ice related Magic and can hold yourself in a fight pretty well with a capable weapon. Your physical strength is also nothing to scoff at. You alone are now strong enough to defeat a small squad of well trained and armored knights by yourself and would still have enough strength left to destroy a small village and burn it to the ground. Of course if you feel like it. You still are far away from a well trained adventurer.*

Horde of Undead-400: *You can now proudly call yourself among the greatest of necromancers that Azeroth has ever seen! Summoning a small army of Undead out of the ground that are sapient enough to prioritize your life is child's play for you. You may also concentrate on summoning lesser in number, but more powerful Undead with this. If you would only summon one you could even reanimate a Dragon.*

Banshee Queen/King-600: *Seems Sylvanas Windrunner wasn't the only experiment of Arthas now… You now have abilities comparable to her. You can shortly become intangible and fly, paralyze enemies with a scream (this has a range of at most 10 meters and holds only for a few seconds and is tiring, but can be improved with time and practice), infuse your attacks with shortly paralyzing darkness (can be resisted by powerful enough beings) and some other things you may find out in time.*
Needless to say that you are now an Undead, but unbound by any Necromancer, no matter how powerful and you still have a never rotting body instead of being just a skeleton which may prove useful in some ways. Hopefully you will not commit the same mistakes as her…

Archlich Kel'thujumper-800: *So you've thrown off the shackles of flesh in exchange for power? Very well. Your body is now a skeleton but without your flesh holding you back, power surges out without end. Any magic you were capable of casting before is now amplified greatly. Your mana reserves have been easily doubled. You may be a bit more frailer now, but how does that matter if your opponents can't even get close to you? A somewhat capable Frost and Plague Mage would now be easily one of the most feared Mages on Azeroth. And it seems you have meddled with Necromancy before. Because now any Undead you raise can be raised endlessly until they are completely unable to move (or no larger pieces are left). But creating monstrosities out of the flesh of corpses into an image of Flickwerk or Stitches is also now well within your grasp with this. Go forth and show them the power that all are missing out on with their petty flesh!*

Fel Perks

YOU FACE JUMPER!-100: *It seems you are really recognizable. Everyone will always just know when it's you when you announce yourself. And what an announcement it is! If you approach a battlefield and shout your name you will be heard by everyone. And if you attack while announcing yourself? You can outright crush weaker foes around you like ants instantly with your Fel Power! This also seems to make you good at karaoke...maybe it's just your powerful voice?*

The Master has many gifts…-200: *Warlocks make pacts with demonic beings. Sometimes these ones are stronger than you...which is where this perk comes in. As long as you don't blatantly break any contract you have, the other side will not only hold up their side of the bargain, they will also be very inclined to forgive you for stretching the boundaries of said contract. You make a pact to not kill a certain person? They never said you couldn't kidnap them. You can't eat candy? Well a candied apple is more an apple than candy. This stops working for individuals with which you already broke a contract.*

Warlock Master-400: *So you became such a legendary Warlock not unlike Gul'an and Cho'Gall. Very well. You can summon Felfire to hurt your enemies, suck out their Souls when you can touch them, refill your mana by sacrificing your lifeforce and replenish it with the (willing and unwilling) sacrifice of others (they must be in range for you). This also strengthens your ability with similar Magic that requires the sacrifice of lifeforce. (Except Bloodmagic or all variants of it).*

Hellbeast Infernal-600: *This one is twofold: You not only gain the ability to summon Infernals: Great Stone-Golem-like demonic beasts that serve their master (you) unconditionally. They are dumb but their sheer power makes up for it. You can summon them as meteors! When you cast this ability it starts raining green-burning meteors that, when they don't get destroyed mid-flight or shortly after impact, transform into an Infernal. You can either summon 2 meteors at the same time and tire yourself a bit, keep casting it endlessly and be unable to move or use any other ability, but let it rain meteors until you get interrupted by an attack. Or just summon one casually every minute. Summon the army that the Burning Legion wishes to have. And increase their size with your felfire!*
You can also clad your form in rock and Fel Energies to become one yourself for a short time. You get thrown out should your body get destroyed. If this happens you don't get any damage but cannot use this form anymore for a few minutes.

Lord Jumper-800: *Are you an Eredarlord? Because that seems to be the only explanation how your Fel Powers are this powerful: You can let it rain burning*

meteors. You can fight against an Elemental Lord or even the Lich King and can win against them. The Fel infuses your very body to become stronger. Strong enough to be mightier than most Pitlords. Even Illidan the Great Demon Hunter would be wise to not meddle with you alone.
Will you bring the Burning Legion victory? Or will you only look after yourself? No matter what, Kingdoms will burn with your rage!

Life Perks

Call of Nature-100: *You seem to be attuned to and can hear the Call of Nature. This allows you to always find places full of life like forests or, in case of a desert, oases. Note that this doesn't create these places, but being able to find places that are full of life are quite nice. It also allows you to easily calm yourself and find Inner Peace in these places if you are in solitude.*

Spring of Life-200: *That's certainly something you could call yourself. This gives you an extreme optimism that seems to be impossible to break. You can find the good side in everything, no matter how bleak your life actually may look like and keeps you going even if you would live forever in solitude. This also makes you able to plan a lot better and makes it harder for enemies to actually keep you down. Not only figuratively but also literally: Because now you seem harder, more lively and healthy with this perk than you were before. (This is a mild Health and Stamina boost too)*

Life will prevail!-400: *An interesting aspect of these insects...ahem...people are that no matter how many times something should have wiped them out, they somehow survive and keep on living. Look at the Draenei for example. Most of their civilization was wiped out, but they were able to find a new home in Azeroth. This seems to have been adopted by you. As long as you are able to survive something, you are able to somehow recover from it. This by itself won't allow you to regrow an arm, but you would later maybe find a prosthetic that allows you to do the same your old arm was capable of. This is more about getting back your lifestyle in a way that makes sense. This also counts for everyone that lives near you or spends a long time with you. This may or may not have also malicious uses...*

I bring Life and Hope-600: *You not only become one of the more beautiful beings on Azeroth, you also become a quite capable Saviour. You exude an aura of Hope that will show other people with your moral alignment that you are on their side. This also makes you stronger if you are fighting for the life of people you believe in. This does work for your life, but then this would become vastly weaker. If you would fight for the Lives and Hopes of many, you would become a strong protector indeed.*

Fire of Life-800: *It seems you got a certain ability that's comparable to the Red Dragonflight. You can now make all your damaging attacks taking on a healing effect. You have a firebreath that could burn down a town? It still burns the houses but the fire will heal all the people instead of burning them to ash. This doesn't allow you to resurrect people….except for once every ten years. You can engulf a single person with the Fire of Life to bring them back from the brink of death and give them new fire related abilities (comparable to what happened to Bolvar Fordragon's transformation to Bolvar Fireblood). They must have their soul inside them still so you can only save someone who died only a minute ago. Other than the aforementioned effects you can also reverse this gift. All of your healing abilities can be turned to damage instead. That way they will lose in power, but now even the greatest healer can be a dangerous sorcerer. Be careful. Switching between healing and damaging too often can confuse easily and before you'll see it you kill yourself instead of healing you.*

Protector Perks

Party/Break Time!-100: *Even Protectors get their days off. You now are able to effectively and completely relax during times you don't need to do something. Having one day off? You will be as relaxed as you would have been on a vacation. Getting a lunch break? Ahhh. Now all your back pain is finally gone…*
This also allows you to throw amazing parties. As long as you try to make a party enjoyable and fun, even your direct enemies who would normally rip your head off on bad days, would find a smile on their face if they would attend your parties. Possibly even so much that they would ignore you being there. They will be extremely wary of you and yours the entire time though, so no cheating or trying to trick/poison/kill them. (If you in any way try to use the parties for anything but fun and party in a normal sense, this will gloriously backfire to embarass you for the rest of your time in a Jump)

I want to learn…-200: *As boring as it sounds. Learning can help a lot. Your powers mean nothing, if you can't use them right. Now you can learn any magic or skill you want, as long as someone gives you the permission to read about it and teaches you. Of course you need to put in the effort and have ALOT of patience. Think of how school in your old world worked. Yes it will be like that. If you have the will to go through that tedious experience again (without the help of any other perks you have or will pick up at some point) you can become essentially what you want with this if it is at all possible. If you could convince Medivh to take you in as a student, you could eventually after a very, very long time be his equal.*

Familiar Face-400: *Wordplay much? Yes. This makes people you are trying to protect easier to trust you. As long as you intend their wellbeing and don't do things*

they dislike, they will now be easier to persuade to listen to you. This also makes you good at creating familiars and similar beings. Maybe a spiritual Butler? Or some ravens?

We must stand united for Dalaran! For Azeroth!-600: *Sometimes, your own strength isn't enough. Sometimes, even the strong need help. This is where this comes in. Whenever you know you need help and someone who is on your side, would be capable of helping you, they can. As long as they could appear near you with their own ability or with things they own, be it a portal, a horse, griffin or something stranger, they can make it in time to not only protect you, but also protect what you tried/are trying to protect.*
This also makes it easier to unite people under your banner in order to protect them and the place they are living in. But this needs to be made with the pure intention to protect and without any shred of a thought of betrayal.

The Guardian! Great Magus Jumper-800: *Normally Azeroth only has one Guardian. The Great Magus Medivh...well but now he has a colleague. You are now an equal to Medivh in Magic: Creating Portals, Arcane Power that dwarfs even the ones of the Archmages in Dalaran, turning beings smaller than houses into (winged) sheep for some time…. But the more important part of this is the knowledge this gives you. You now know how to protect something, anything, effectively. Up to an entire planet, including all beings on that planet, can now be protected by you using only skill and knowledge and your capabilities alone. You may not be aware of a threat with just this, but as long as you know about the threat, you can make up some plans to protect the people. If you know alot about the threat? For example how it operates or works? Then you could stop entire apocalypses by said threat, considering you can use your knowledge. This includes basically a manual to any McGuffin you may come across, or how to awaken the Powers of a Chosen One and much more. Just...don't succumb to your power like Medivh did or will do.*

Hunter Perks

I will hunt you...until the Bitter End…-100: *Calling you relentless is quite fitting. You are able to hold a grudge for over 10000 Years and not forget it. Aside from a slight increase in stubbornness and willpower, this also makes you really good at finding what sparked your anger and grudge in the first place. Maybe you lost yourself, but now you will never lose sight of what started your Crusade.*

You are not prepared!-200: *It seems your opponents underestimate you… More often than they should. Even when they know of your existence and your plight against them, they will not stop you or attack you and yours until you attack them. With this you can sneak up on even the most aggressive Beast and not get attacked*

unless you actively provoke it (standing in front of a King Crush will still make him attack you). If you make a literal army of Demonhunters, you will not be attacked by Demons nor others until you do something with them or your army does something. Patience will be key with this...

Slayer of…-400: *Hunters are not there to hunt everything. They would love to, but the cold hard reality is that a specialist for something will always be better than someone who mastered none. You may now choose your specialty (just this once, you cannot change it until a new Jump starts. You will only have one specialty at a time) (something like Dragons, Demons, Elementals, Faceless, Orcs, Murlocs, etc.; not Titans or Old Gods or something similar). Are you hunting Demons like the famed Illidan Stormrage? Or Dragons like the feared Gruul? Whatever it is you choose you not only gain an excellent combination of skill and luck in finding and tracking your prey, but it also seems you simply deal way more damage to it than you should. This also makes your chosen target Race more hesitant to approach you. The weaker ones (in case of Demons the smaller Imps) will be too afraid to attack you and rather flee.*

Only the Blind can see truly-600: *Another pair of eyes...but not in the classic sense. You now don't really 'need' your eyes. You could either still see without them by using your 'Inner Eyes' or are able to find animals or other smaller beings that see for you and communicate with you. Rexxar may not be blind, but regarding his trusty animals, he wouldn't need to be able to see by himself. Regardless to say, attacking your real eyes now will only hurt but not impede you. None shall escape your gaze.*

THE HUNT HAS BEGUN-800: *Gonk himself seems quite impressed with you. And even without his blessing you are a better Hunter than any of his worshippers. Like Illidan Stormrage you are an absolute Icon of Hunting. You are agile, cunning and on top of all you are fast. Really fast. With the right weapons, luck and really good immunities you could bring Deathwing himself down from the skies….if you can even deal real damage to him. But that's not all. You can 'mark' a single individual and rush to them at lightning speed. The sheer impact will stun them (if they can be stunned) and deal at least some degree of damage to them. This is either useful for engaging combat by taking an enemy by surprise or quickly end a weakened enemy. This is very tiring to use more than once per minute so be careful to not be catched off guard. Also you can now sense weakened foes across entire battlefields to single them out before they could even get a chance of retreat.*

Adventurer Perks

We're gonna be rich!-100: *Adventurers may seek adventure, but why should your favorite hobby go unrewarded? As long as you keep doing what you are doing, you always seem to somehow get by with your money. If you raid a temple that has long*

since been graverobbed down to the last coin, you seem to find some old stuff (like some ancient scrolls) that you can still sell to get by with food and a small home. And if you saved the world? Then you seem to get at least enough Gold on your way back to buy a mansion.

Tombraider-200: *Are you a disciple of Harrison Jones? Because that would explain your surprising skill in all things needed to survive all these tombs you got your riches from. You can survive treacherous terrain full of animals, traps and whatnot that would halt your progress thanks to your agility and quick thinking. You can defend yourself good enough against some mummies or poisonous snakes, but don't think you can take on a Dragon or Beast that guards it's treasure. Also this makes you proficient with whips and sniffing out traps in treasure rooms.*

League-Maker-400: *As it seems you are quite capable of bringing together great individuals for great things. As long as you all share the same goal and aren't hostile to each other you can all become great comrades and friends for life. Now go and create your own League of Explorers! I mean Adventurers!*

JUMPER! PUT THAT BACK!-600: *But why should you? This is something really useful: If you take something that doesn't belong to anyone and should be cursed...it does nothing. Why is that useful? Because now you can pick up anything you want that you can, for example, find in a Dungeon without much consequence. Boxes that contain evil spirits? It will not open, just because you picked it up (If you open it, then that's on you). The Temple should collapse after you picked up that Idol? Seems the trap got rusty or something….*

Chosen One-800: *Ugh….One of those...Well, they are useful as long as they don't interfere with your plans...ahem. Well it seems you are now a so-called 'Chosen One'. This brings some interesting fate with it. First, you are made for greatness. When the World is in danger, you can bet you can do something to help it. Second, when there are powers or items reserved for someone special (like another Chosen One), they also work for you. This also allows you to have a certain backstory not unlike a...peculiar Member of the League of Explorers, for example even in Future Worlds (Reno Jacksons Draconic Heritage for example). Lastly, you will not die before you have a chance to even start something. You will not be killed as a newborn, or a child, but only when you wouldn't be able to use any of your abilities or powers. This will only give your survival some sort of narrative weight in these cases. As soon as you can do something, this protection stops working (being an adult who cannot use his powers also counts as a deactivation trigger for this).*

Warrior Perks

We will never be slaves!-100: *You can feel it. In your bones. They try to trick you.... That is now something you are able to. Whenever someone wants to trick you you shall be able to feel that something is wrong. A Demonlord wants to give you and your clan his blood to empower you all to become conquerors? Well now you know that he doesn't want that just for you. He wants just an army for himself. This doesn't help with helping against the attempt of tricking. But now you know if and when it happens.*

I can wait no longer!-200: *Patience might be king….but you never listened to anyone but yourself and forged your own path. You not only are far faster and agile than you look (even an Orc that is easily twice the size of a Human would still be able to catch up with a horse in a minute before tiring with this)* (Gain Charge for Free) *but destiny itself seems to grant you chances to find your own way. What this exactly does is that you will always have something to do in your life. Stranded in a desert after being exiled? You will be found by someone who needs help. Lost in an Underground City? You find an interesting talking weapon that may not be powerful, but can help you get out when you try to find its true owner. You will not be bored in your lifetime with this, that's for sure.*

Warmaster/Warchief-400: *You may be strong. But even with your might alone you will not win forever. What will be forever though, is your sheer skill in Warfare. From Tactics, to slaughter, to logistics for your comrades...all of that is easily dealt with. You also learned one valuable thing: Retreat isn't something to be ashamed of. You know when your troops are losing and more fighting will only result in losing more of your power. And when you order a retreat, even the most bloodthirsty and honor-driven brutes will follow your command, when you have authority over them. Controlling bands of savages and honor-driven beings comes as easy as breathing to you.*
Also when you are fighting with your troops on the frontlines they will get stronger and faster the more you show them why you are a good leader...by fighting right next to them. Lok'Tar Ogar Jumper!

TAAAAAAZZZ'DIIIINNGOOOOO!-600: *A peculiar ability which is mostly used by the Trolls. But thanks to me you seem to now have it as well. This allows you to activate a certain state which makes it impossible to kill you. You simply will not fall, break, kneel or surrender. As it stands now you can only keep this up for 4 seconds. Not longer. But only that wouldn't be worth this cost, so I will also give you this: your body will be able to keep up with any kind of damage, as long as you would be logically able to move. (Think of it like a 'Health Bar': as long as something is there you are able to move).*

Might of the Titans-800: *It seems your strength has reached a new height. Strength that you sought to be even more stronger. Whatever strength you had before is now doubled. The strength of your will is anything short of legendary. You could willingly*

absorb the leftover power of an Old God, be killed, get tortured and told for an eternity that what you did was wrong, get up and still stand to what you did. Your muscles also allow you to throw one or if you exhaust yourself some more, even two opponents about three times your height away from you. Those opponents of course need to be able to be thrown in the first place (you need to be able to grasp them, yourself being able to move and they should not be rooted in a ground which would halt them to be thrown by your strength). But this alone is not all. Not only are your muscles now more like enchanted armor and protects you way better than they normally should, it also allows you to fight against the pathetic Mages or other weaklings who think themselves above your glorious power. Punch their fireballs away or even back at them, crush their Mindblasts aimed at your head with a good headbutt of yours. Even magical arrows are turned away just like normal arrows on your flesh. The only ones who can come close to your sheer strength and might would be the strongest Azeroth had to offer. If you'd be an Orc you would easily be like Garrosh or Grommash. Woe to your foes if you'd be a Gronn or Dragon...

<u>Destructor Perks</u>

My power darkens the skies!-100: *Your demonstrations of power can be quite impressive. Terrifyingly impressive. Attack a town and people see you as a threat to their towns in a kingdom. Break a mountain and the world will fear you. Destroy a planet and even the gods will see you as a threat. This effect will even activate when your armies do it and make your enemies quake in their boots when they meet you in person or see your army marching at them.*

I'll bring the End-200: *What good is a Destructor when he can't destroy? And now you know where you have to be to destroy. Or better where to strike. You now have the insight where to strike on a personal scale and on a grander scale. You have a gut feeling on what to hit to create devastating damage. If you were capable of swinging a sturdy warhammer with one hand like a twig, you could now use that warhammer to strike down massive castle walls to just break through defences. You'd now also be capable of striking the weak points in magic to defend yourself from incoming Magic Missiles or break through weaker magical barriers.*

The Burning of Stratholme-400: *Ahh. Stratholme. A real tragedy in the history of not only Arthas Menethil but in the history of Humanity in Azeroth in general. I will not judge this, but it seems you now have something in you to repeat that feat. When you destroy something in anger, grief or other negative emotions it will be impossible for others to stop that destruction, even long after you've done it. Burn down a city in pain, hate and rage and it will burn for eternity. This isn't a nice power, but really most destruction isn't 'nice'.*

The Worldbreaker-600: *You seem to have an affinity for destruction ingrained into you. You are now able to change every single attack you do into a more destructive version of it. You can also combine these new created versions if it makes sense in a way. You were able to control the earth and rock? Now you can more easily create spikes and even summon magma and lava out of the depths of it. You have wings that allow you flight and you can breathe fire? You can now let your wings burn down everything you fly over. This also increased your toughness to the extent that you could survive in the depths of the earth and get boulders of your size getting thrown at you. This needs some sort of base as a power obviously but I can assure you there will be great potential.*

CATACLYSM!-800: *You are strong. Really strong. Strong enough to bring the end of the world by yourself if you would have the basepower of…let's say a Dragon Aspect. Besides boosting your strength and destructive power by an order of magnitude (you'd as a Human be capable on taking on the army of Stormwind without armor or weapons and have a good chance of bringing down the city in a few hours), this helps with another matter: you always will have a way of destroying an entire planet. Either through a doomsday device that you have to put together, an item of power that only needs to be charged or just attacking certain weak points on or in the structure of a planet. There will always be a way. Break the world with your power and burn it all down!*

<u>Empire Perks</u>

See the Armies of Stormwind!-100: *What good is a leader who cannot lead? While this won't bring you any power by itself, this will make you an able commander of forces and in time armies. With enough time you will be such a capable tactician that both the Alliance and the Horde would like to have you on their side. And maybe just maybe you will one day be a threat to both...Now you only need a capable army.*

So the Cub became a Lion?-200: *And what a lion he indeed became. Even when people see weakness in you, they will not do so anymore, after you have proven that you are capable. If you show any skill in something and are able to impress people, they will never hold your past failure at that task against you again. Unless you of course fail at that task. Then you need to prove yourself again of course.*

That which has sunken...Shall rise!-400: *Isn't it sad how many great empires eventually fall? Ever thought about what happens when you fall? Well now you don't need to worry as much as you did. Regaining what you lost or what was lost is now way easier for you. Making cities that sank rise to the surface again, regaining a*

throne that was stolen from you or even regaining your freedom. You are able to do this.
(Combo with Herald of the Void: Now you can twice every ten years summon up 6 individuals that served you and died, at once. They will be at their peak of the time when they were alive. This is not necromancy, they will be real people with their own will. They will be just inclined so serve you after their summoning but are free to go if they dislike you and your plans).

Face me, Coward!-600: *There are times a ruler will lose. There are also times where you get one chance to protect which you rule. This will give you help for both. You can always get one chance to shoulder the problems of your people on you. A war is raging across the battlefield? You can shout as loud as you need to provoke the commander to a duel. If he obliges and you win his forces will scatter. Don't worry. You will be great at attacking egos thanks to this. But this will also help you avenging your fallen. Everytime you witness the fall of an ally in person your strength increases by a very small degree. This has no upper limit, but of course you need to be able to feel angry for that death. (You cannot kill your allies yourself to increase your power). That powerboost is lost when either the target of you wrath falls or you fall. (In the case you get resurrected in any way (even by an ability or something else that you have) you also lose that boost and also gain nothing from your own death).*

Champion-800: *Might makes right here on Azeroth and you can now call yourself among the ranks of the greatest and strongest rulers this place has seen. Strength, Charisma, Wisdom, Magic. If you are capable of something at all you it is now just better. If you'd be a Human you could be compared to the High-King Varian in terms of strength and charisma. Calling entire armies to your side if they'd normally heed your call is now entirely plausible. And if you aren't a ruler already? Your people will wish you'd be it when you proved yourself at all capable. Their loyalty unwavering and their strength increased. Creating a cult with this can be accomplished.*
How could an Empire with such a capable leader ever fall? If you aren't careful you may find out...

Items

You gain two Discounts for 100, 200 and 400 cp Items and one Discount on one 600 and one 800 cp Item. And because I am nice you get +400 cp just for this section. All Items purchased grow with you in power and effectiveness and will be returned to you if broken, stolen or lost within a week.

Deck of Hearthstone Cards-(Free for all): You gain a deck out of 30 Hearthstone cards of your choosing. ***Ohh? Care for a game before you go?***

Hearthstone Collection-50: You now own enough different cards to have at least 10 games a day and use a vastly different deck each time. (You have about 400 different cards). If you pay double this price you now own them all in Golden. ***You have a very nice collection there... Want to play more with me?***

ALL cards of Hearthstone-200: You now own every single Hearthstone card in the game (for details see Notes). Here you can also purchase this a second time and gain them all as Golden Cards. ***Impossible. I never thought I'd meet someone that owns them all like me. Yes you are welcome. But now you just have to play with me.***

Iron Star-100: *An interesting piece of Horde Technology, these spiky metal orbs with a furnace inside are quite dangerous. They can continuously spin at great speeds to be used as either generators or to just use the movement to shoot things from catapults faster. They can also violently explode on impact, if they are thrown, shot or rolled towards an enemy. With enough power behind to stagger even a Pitlord for some time. You get 3 of these at normal size (a sphere about one head higher than a very big Orc), and the blueprints and plans needed to make more. And one hand sized one. The Hand sized one counts as a Pet and follows you around. It cannot be used as a generator or a bomb in any way. It is just cute. Look at it following you!*

The Hand of Rafaam-100: *Uhm...This..moving hand is definitely something interesting. This is a hand of the Archthief Rafaam himself, an Ethereal with a good stroke of stealing things that are ridiculously valuable. But this hand has other uses for you. First, it gives you a certain kind of luck, when you want to steal something big. Break into a museum and it seems all guards randomly avoid you, if you try to sneak. Sneak up on a sleeping Dragon to steal a Treasure Chest and it will not wake up by random stones. But you can also use it for another thing. If you throw it at someone and it grabs them, it will constantly sap away at their lifeforce if they don't use some mana or throw the hand off somehow. The hand itself is also good for puppeteering if you hold it up and give it some strings with puppets attached. High-Five Time!*

A Candle for you-100: *A candle that you can put safely on your head, not unlike the ones the Kobolds wear. It provides warmth for your head and constant light in very dark places. You don't need to wear it on your head if you don't want to. The heated and melted wax will never hurt you or impede you in any way. The candle will regenerate its wax when not lit up. Maybe go looking inside some catacombs?*

Zul'jins Axes-100: *The three axes of the former Troll Leader Zul'jin of the Armani-Tribe. Two axes big enough to be used in normal combat and one giant axe*

named ‘Guillotine’, bigger than the Troll himself. The 2 axes have the interesting effect of being thrown in arcs, curves or like boomerangs, with the right training. They also seem to simply reform in the hand of the owner after being thrown (There can only be 2 axes at the same time, the thrown axe breaks after impact). The axes seem to get lighter and lighter and to be able to be thrown faster and faster the less vital energy the owner has. The Guillotine is an axe that needs a lot of strength, but can be thrown high up in the air to fall down for enormous damage. It also seems to be more destructive, the less vital energy is left in the thrower. These 2 seem to be perfect for berserkers of the Armani. Taz’dingo Jumper!

The Twilight Hammer-100: *The feared weapon of Cho’gall and the name-giving artifact of the Twilight’s Hammer Clan it is a well known and mighty weapon indeed. It will be usable for you with just one hand, despite weighing enough to send a fully armored Tauren flying with one good swing. Its spikes are very hurtful to unarmored foes and it is perfect to channel dark powers through it. You could use it as a wand for Shadowspells. Should it break, it will summon a Twilight Elemental which will protect you until it is dead. A Twilight Elemental is strong enough as stated in the 400cp Elemental Version. Sadly, this version will never be able to bring the end of the world. You will need to provide that yourself...*

Gorehowl-100: *The family heirloom weapon of the Hellscream family, this giant axe is now in your hands. This is just a very durable and very sturdy and big axe. It also has the interesting thing that whenever it would break, it just gets a bit duller and does less damage. This can work indefinitely until the weapon would do less damage than a dagger, at which point it will just shatter. Still at its beginning it is strong enough to kill a Pitlord with one good strike in the skull.*

Rhok'Delar-200: *This bow is a worthy weapon for any aspiring Beasthunter. This bow not only increases any of your senses on the level of a normal beast, while you hold it, to the point that you could rival the great Rexxar or the Windrunners in their bow accuracy and hunting capability, it also makes you harder to be noticed with supernatural senses. Enemies either need extremely good sensory abilities or need to pick you up with their normal senses. This arrow also puts any ammo you have for it (normally arrows) from your quiver into it instantly when you pull back the bowstring. Now go hunting!*

Atiesh-200: *The Weapon of the Guardian Medivh himself, this mighty staff allows you to channel your magic more easily. You can focus any spell you have for something more concentrated with it, for example you can turn fire spells into mighty lasers with it, but it provides no real power for you that you don’t have in yourself already. Atiesh makes any Illusion and Summoning Magic you do way more effective, allowing you to use less energy for better results. Just...don’t hit people with it. It is quite durable, but besides hurting a bit, a dagger would make more sense...and more damage.*

Twig of the World Tree-200: *Ah. Nordrassil. Really a Tree to behold. And this arm-long (for a Nightelf) Twig is an interesting 'Weapon' indeed. It may be really weak when compared to any real weapon, but it is extremely durable for a simple twig. You could strike someone inside a full body armor and it wouldn't even dent. So it can be used perfectly as a defense against even strong blades. Or a walking stick. It still burns though like the rest of the Tree so be careful around fire.*
An interesting thing I might add is, that should it ever break, you would refill any reserve you have or might need for anything. The only thing it will not refill is your health, but when you have all of your mana and stamina again it will hopefully be enough for whatever you might need. For this purpose only, the Twig can be broken like any normal Twig you would pick up in a forest. You cannot make a new World Tree with this.

Skull of Gul'dan-200: *Having this is...probably troubling in the right time. You now own the Skull of the most powerful Fel Warlock outside of the Burning Legion itself. This Skull contains a lot of dark knowledge regarding the Fel and its many uses. It even has some small amount Fel Power left in it. You can either use it to learn more about the Fel. Knowledge itself is always good. Or you could use it for dark rituals that need sacrifices and instead use the leftover power in this skull. The skull can either be used as a battery for Fel to use its energy later, so you could charge it with Fel originating from you or if you cannot recharge it, it will get recharged between your Jumps. If not recharged, it can be used once per Jump for something big, like a Fel Portal for a few minutes.*

Hilt of Quel'Delar-200: *A...shaft of a quite Legendary Blade. Besides offering something to grip, this does not much. What it seems to do is, as long as someone holds it tight in one hand, they gain strength and some more durability. Maybe the metal has some sort of effect? Or is it the leftover power of the whole Sword?*

Chains of Kel'Thuzad-200: *A pair of spiked chains that you can let float around you, if not used. They do whatever you want when you will it, be it using them as whips, binding enemies towards each other, pulling you or others to each other, or just bind someone towards a pillar or spike. They are extremely durable and easily stay on enemies of around your size, even if the enemy wears unbreakable armor. Getting thrown around with these will hurt. You can also channel cold through them, if you are capable of Ice Magic or something similar.*

Phaoris' Blade-400: *The Sword of the King of Uldum Phaoris. Using this blade not only makes you able to be carried by the sandy winds of Uldum (which also grants you* 'Windfury' for Free *as long as you hold it), but the blade also has another interesting ability. Whenever you kill something with this blade, it gets a bit sharper and durable. This has no upper limit, but at some point the blade will give out and*

refuse to kill such pitiful creatures and disappear into a small sandstorm until an opponent worthy of a Pharaoh Weapon appears.

The Gatling Wand-400: *A peculiar object and weapon...This 'Wand' resembles a Minigun with 4 floating crystals in front of it. What makes this wand so much more effective? Simple: Any Magic you can cast is now cast instantly and shot through one of the crystals. And you can cast magic in extreme succession. The more powerful and fast the wand shoots the spells, the harder it will become to control and hold it, but if you are surrounded by enemies, this thing will be a lot of fun! Just...don't point the wand towards friends...This thing can hurt a lot. (You cannot import anything into this, but you can import this in Future Worlds into Miniguns, Rocket Launchers and Staffs or Wands. The Gatling Wand will mostly look the same and just gets some markings over the outer shell and crystals.)*

Shards of Quel'Delar-400: *Leftover pieces of the legendary Blade...These shards can be safely used as small daggers or you could try to make them into another sword to be used correctly...but should you do that, they would lose a lot of their power. They seem to have some sort of wish, but no matter what you do or what language you learn you seem to not understand them...they are too broken.*

Egg of Jumper-400: *This is an egg. What did you expect? Note that it is quite big. Bigger than any bear you could find. Maybe even some Elekks. What this does is simple: If you would ever die or lose your body, you could resurrect by bursting out of this egg. This is not the instant your body dies, but it won't take too long after it. It also makes you bursting out of it quite motivated and angry enough to do something productive right after. This works once per Jump or Ten Years whatever comes first. Yes of course you will be naked, if you come out of it. Did you think you have clothes inside of your egg?*
Interestingly enough, everyone who sees the egg never thinks about where it came from, including you. Better if you don't think about it.

THE CANDLE-400: *So you took it? Well be ready to be hunted by any Kobold then, that sees you with it. This is not a normal candle, like the ones every Kobold wears on their head. This candle is the real deal and when you use it you quickly learn why the Kobolds have so much respect for it. Not only is this candle constantly lit up and provides light and warmth even in the darkest and dankest of catacombs, it also has a very dangerous ability: If you blow out the flame, it creates a very strong Inferno in the direction of your blow, capable of melting steel and stone. The candle later lights up on its own again after a minute or so. It also can never melt, even if you throw it in Lava or Magma. Just don't touch the flame of it.*

Aluneth-400: *One of the mightiest Staffs ever used by mages. It is something that brings great power and will help you to destroy your enemies...and it will never shut up. This weapon is a staff made by legendary mages for legendary mages and can*

turn any spell you use into a way more powerful version of itself and even can give it's own mana for it, should your reserves run low. The only real downside of this staff is that it is really condescending and that you could hurt yourself using this, when it is used with too much power. Playing with fire is dangerous...but the power it brings you here is worth it. Something I might add: It isn't only the user that can hear Aluneth, but everyone around, so feel free to let him annoy your foes. This also has the side effect that even someone who could use any Magic Item or any Item will not use it, simply because it annoys him too much.

Shalamayne-400: *The Legendary Weapon of the Highking of Northwind. First owned by Varian and later his son Anduin. This weapon is not only extremely durable, to the point regular weapons will just be cut when hit by this weapon or maybe shatter if they hit it incorrectly, but it also can be split into two Twinblades, but that will of course lower the intensity of your strikes. Using Shalamayne also makes all Lightmagic you cast more effective, thanks to the Lightorb in the blade. It heals more, damages more and gains more range.*

Rune Armor of the Lich-400: *A well made armor not unlike the one Arthas has worn. Comes with very comfortable boots that allow you to walk on even the most slippery of surfaces like the ice of Northend or the Dunes of Uldum. The armor also never overheats or lets cold inside of you, so you could potentially wear it forever. This armor makes you extremely resistant to heat- or cold-based effects of any kind and gives you such a high resistance to magic, that your enemies should pick up a sword and try to stab you with it. Which is also really hard, since this armor is more durable than the best steel or similar metals you could find here. It would need repeated attacks with Dragon or Dinosaur Claws and Teeth, to get to you. But normal weapons or people? They would hurt their equipment or themselves more if they hit you normally in close combat. This also has a nice effect of being able to create a very small but extremely cold blizzard around you. This blizzard may not do much damage, since it will not hold up for long, but the ice and snow it creates will be very clingy even in hot weather and slow down close opponents considerably for some time. Does not come with a helmet, so that will be a very obvious weak spot. Better go buy one somewhere.*

Elemental Lord Weapon-600: *The Unnamed Trident of Neptulon, The Blade of Al'Akir: Thunderfury and of course the Hammer of Ragnaros: Sulfuras. Only Therazane bears no weapon of the 4 Elemental Lords. So I offer you something instead: You can choose an Elemental Weapon of your choice, even one that doesn't exist yet or isn't used by one of the 4. Want Ahune's Scythe? Or maybe a Stone or Earth Hammer? Make your choice now, since it can never be changed again. It still needs to be a real and direct weapon, like the known Elemental Lord Weapons and you cannot pick a weapon that consists of more than one piece (so no vehicle or a gauntlet pair but one gauntlet with spikes and/or a blade would work). This weapon is completely unbreakable, even for you. It will always be as big as it is*

needed to be handled as always by you (no matter how big or small Ragnaros is at the time, Sulfuras is always a one-handed hammer). Also this weapon of course is a perfect channel for any powers directly related to that element. With Sulfuras you can more easily control Fire, Flame, Lava and Magma, with the Trident more easily Water to a massive degree. (This is meant directly for the physical element and not metaphorically for fire in the hearts of others or something similar). Now go out there and show the Titanforged the Power of the REAL Elements. This can be purchased a 2nd time. If you do that you can choose to have a shield to be like Ragnaros, the Lightlord.

The Ashbringer-600: ***T****he Legendary Weapon of Tirion Fordring. A Sword with extreme might and imbued with Holy Light beyond measure. Using this blade makes even the darkest hours shine on with hope, for all who are on your side and your enemies will only see the light of a sunset for their plans in battle. What makes this weapon special, is that it can cut through other artifacts of power with ease. Like Tirion was capable of, you too can now cut through weapons like Frostmourne with this blade. The Ashbringer itself is quite durable on its own, but the cutting edge is what makes it so good.*

Helm of Domination-600: *Oh. I didn't know The Jailer Zovaal created another one… Anyway this thing is more well known as 'The Crown of the Lich King', despite clearly being a helm...stupid mortals. What this does is that it not only makes you able to control mindless Undead to an unlimited amount with a truly terrifying range (somewhat of a large continent at first but that will increase with practice massively), but it also makes Undead who can think for themselves more inclined to listen to you. If you have enough charisma that could help you to make them also obey you out of their free will. Also this Helmet is unbreakable to not have...unforeseen consequences when broken. But my version will not end here… this Helm is truly bound to you and not to the Maw in any way. If this Helm gets separated from you it will whisper to others nearby and corrupt them. Once they put on the helmet and don't have enough willpower left, they will just come to you and willingly give it back to you. Once per decade you can also use the Helm to come back from the dead. Because whoever puts the helmet on while you aren't 'alive' can be possessed by you and will slowly transform into you. Even the greatest of heroes can only resist this transformation for at most 2 years. But they will fall. And your rule shall begin anew…*

Focus Iris-600: *An interesting orb, capable of great things. Also terrible things, but you wouldn't abuse power now would you? Who am I kidding, you totally would. What this giant orb does is, that it allows you to redirect 'Leylines' or other naturally occurring ways of Mana or similar Arcane 'Veins'. It also allows you to create Mana Bombs that can wipe out an entire city (like the one Garrosh used to destroy Theramore) or you can use it to create Tsunamis that can drown entire cities in Tsunamis (like how Durothar got destroyed).*

Xal'Atath-600: *What is this? This dagger seems...cursed to say the least. It will never do anything to you, unless someone picks it up and stabs you with it...but that can happen with any sharp object, so why bother? What makes this dagger special? First of all, it corrupts anyone who picks it up and isn't you into a fanatic and insane mess that wants to sacrifice beings with the dagger to the dagger. Second it has a very strong lifestealing effect* (See 'Lifesteal') *which gets even stronger when used against beings of the Void. It also can hurt beings of the Void and similar entities, even if they don't have a physical body. A fine weapon indeed.*

Legion Ship-600: *This ship is a marvel of magical-technology. It not only can fly, create portals and can safely travel not only dimensions but also space itself. It also is a very comfortable way to raid worlds! The only thing you'd probably need is souls. Lots and lots of souls. This ship gets moved by multiple so called 'Soul-Engines' and is surprisingly efficient in that. You get a crew of moderately powerful demons which are willingly loyal to you. The crew includes: Three Pit-Lords that are assigned as commanders. 3 Nathrezim who can be used as either infiltrators or personal guardians. Hundreds of Imps who are a chaotic bunch but are willing to serve you and then around 6 dozen mildly strong demons. These are mostly used to guard the ship but can go out for the raiding of souls. They will not use the souls for personal gain and they are bound to the ship instead of the Nether. This means they will revive after some time inside the ship if they are killed and their soul survives. Well then...go out on a cruise and let the Soul-Engines sing!*

Quel'Delar-800 (Requires 'Shaft of Quel'Delar' and 'Shards of Quel'Delar' and gets discounted then): *The Legendary Sword Quel'Delar. A weapon of extreme might, pieced together again thanks to you. The Sword is one of unseen Might, only rivaled by the greatest Legendary Weapons and Treasures Mortals ever wielded. What this blade does is that it seems to damage all enemies with it's full might once more after it is swung. So should the weapon be able to do harm to one enemy and not break, it will create an undodgeable and inescapable shockwave with the range of a battlefield to everything in front of the wielder. Quel'Delar was broken once and it is not unbreakable by any means, but it is one of the most durable and sharpest weapons you could find on Azeroth.*

The Golden Candle-800: *Uhm. Okay. I have no idea what exactly this is. All I know that if you use this one and it lights up, it will transform everything, whatever it is and no matter it's defences or immunities, that includes you or anything that you will come across (that includes Bigglesworth and this is the only thing that can overwrite his immunity), into a Legendary Being. Even spells will be transformed midair into another Legendary Being. From Dragons to Murlocs, known warriors or Mechs, this candle can transform anything into anything. The only thing is that it is completely random. They will all have their old personality (or in case of things/beings without one, they get the personality of the Being they transform into) but an entirely new*

body with new abilities, while losing all of their normally accessible abilities and whatever items they were wearing. You yourself get transformed too, so this is good to use, if you are either losing or want an opponent not to be able to use any of their...more bothersome abilities. The Candle itself is so durable to the point that it could count as indestructible. So...you could use it as a club? Or as a weird shield?

Cataclysmic Armor-800: *This armor...is really something. Made from Elementium and literally grafted onto you. It will always be more durable than you normally are and will grow with you. Your overall toughness with this will be really something to behold than without it. This armor also cannot be removed from you, unless your enemies literally rip it off your skin, but that would need massive amounts of strength that you yourself barely have. It also cannot be controlled or manipulated against you by Magicians or other users of strange powers made to control metal or inorganic matter. It also has the strange effect of not slowing you down or restricting your movement, because of how perfect the plates intercept each other. Lastly it also keeps you body together if you would somehow rip yourself apart with your own power. Something that would rip your stomach and chest open from all the might bursting out, would instead heat the Elementium up to nearly Magma Levels of heat. Quite a nice defence mechanism, wouldn't you say?*

Frostmourne-800: *Huh. Both the Helm and the Blade….What was Zovaals servant up to? Well, it doesn't matter. It seems you now have a Runeblade of absurd power. It can be any form you want, as long as it stays a single sword or blade. It's extremely durable, cursed beyond measure and can suck the souls out of people you kill it with. You can also summon these Souls forth to fight for you. They will retain their memories and will feel all the pain of death even when you summoned them and would wish for their end. But they must obey you and cannot damage you at all. Even people who get stabbed by it and whose souls can flee by some divine intervention or something similar get their souls wounded and marked. Every soul that Frostmourne absorbs increases your power a bit. With enough souls you could be an equal to the Lichking Arthas himself. If someone would try to take it away from you, it will corrupt them into your servant over some period of time. The stronger their willpower the longer that will take, but even legendary heroes will fall after just a few weeks at most. If that happens they would go to you on their own will and give it back to you and stay forever by your side. On a Side Note: This blade truly belongs to you. It will never talk to you and you won't even hear a whisper of it, so it can never corrupt you at all.*

Structures

Here you gain another stipend of 400 cp that can only be used here. Also these are certain places which have special properties. You cannot import a

structure now, but you can combine it and any structures you otherwise own after you leave this world without an upper limit. As a courtesy from me you can use unused Item Discounts here. Structures cannot be bought by Companions. Structures get fully repaired between Jumps should they be damaged or destroyed.

Karazhan-400/600 (Discounted with 'The Guardian! Great Magus Jumper'):
Welcome to the most groovy magical tower on the face of Azeroth! A place where you can party until there is no tomorrow! This place resembles the legendary Tower of the Great Magus Medivh...when he was young and a party animal that threw festivals that would make the Great Gatsby proud. And now you own a tower like this too. This enormous tower can now be used by you to make grand parties that will become unforgettable nights by anyone who attends here. Any magic you can cast, you can now cast a Party Equivalent here, that is completely harmless but more flashy, any food and drink here is absolutely amazing, the tower literally radiates fun and easily dispels any bad mood possible. The only people who can be angry at you here would be party crashers that weren't invited and instead invited themselves. There is a giant animated Chessboard with self moving pieces. These can play against each other without a player if they are bored and noone is around, an empty Menagerie where you can put all animals and beasts you may find on your travels here to either study or just own, a stage where you can replay your favorite dramas like Julianne and Romulo or maybe The Big Bad Wolf and the Little Scarlet Crusader?
The tower is also full with portals that allow you to travel to alot of different places, invite people extremely easily or let people leave your party to get home faster, even across the entire planet. Still the Main Entrance and the Entrance Hall are truly something to behold, so please use them too. The portals are hardlocked to certain locations (in case of Future Worlds to the most important Locations in the World (these will never), except for one where you can change the location to somewhere the other portals don't connect to. Also good to gain food from all over the world extremely fast. Now have some fun! This place is good for housing alot if people but isn't really good for defending them. You should only party anyway if the threats are defeated anyway.

If you instead pay for the higher option here, this gets more than just a glorified party location. You now have not only staff which consists of a Dragon that watches over the portals and turns them on or off at your or his own judgement, a somewhat strong Golem that watches over your now included Menagerie (in this menagerie you can import any kind of zoo you own), some Elementals that work as your Bouncers at your main entrance, your stage now is owned by a Thespian Spirit not unlike Moroes that uses his powers to summon Ghosts to reenact your favorite plays on stage. There is also an Arcane Spirit of a deceased, powerful Magician that protects your own private chambers. He can manipulate Leylines to make ALL spells more

powerful, so that only Mages or users of magic truly become extremely dangerous. At least in his presence.
The place now also allows you to simply throw out anyone that you see at your party that you didn't invite, regardless of your difference in power. This doesn't say that they cannot try to come in again, but there is no ability that protects them against your 'GET OUT!'-spell. Even beings that are literally magic, control magic or delete magic get thrown out. This doesn't do any damage, nor can you control where they land but it will never be somewhere dangerous. Now you can have your favorite party in peace! Have fun!

Dr. Booms Lab-600 (Discounted with 'Here comes the BOOM!'): *A weird laboratory in an even weirder place. You are now the proud owner of a laboratory inside a Netherstorm. Nobody will notice anything you do here, except if they can see other dimensions or the future. Or when they just go there. Well enough of the things around and now about the actual lab. This place isn't a place of art. It's a place of SCIENCE! Here you have not only really interesting ideas, but also are capable of actually making them work. They are mostly of destructive nature, but if you really try you can create really...weird things. Also this must be an effect of the dimension but the 'hard laws' of logic don't seem to apply here too much. You can, for example, bottle lightning up. And when you throw that bottle and it breaks, it creates a big shock. Or you can just create mechs without end. As long as you create stuff for the purpose of destruction and the Lab is still intact (ergo you don't blow it up with your comically large and destructive equipment) it somehow provides you with ressources like glass and metal for your bombs, doomsday devices and whatever.*

Darkmoon Faire-400/800 (800cp Version discounted with Herald of the Void): *The Darkmoon Faire! Adventure and Excitement awaits! With this you get your very own island with a very successful faire on it (which contains everything from a giant rollercoaster, ferris wheel to even a circus) . It may only be really popular once per year, but in that time you will make more than enough money from your sheer popularity. You also gain the whole staff out of some talented people, so you can concentrate on simply managing the faire and entertaining guests. You also don't need to worry about things like energy and security. The energy for all of it will be provided by the magic of the island itself (which is why you shouldn't open it the whole year so the islands mana can regenerate) and security will be handled by some fairly strong beings like bound demons or retired warriors. Here is nothing wrong so have fun. Everyone will probably wants to be your friend with this….*

But for more points this gets something...corrupted. Everything mentioned before is still the same but now the whole Faire is full of madness (if you activate it). You can now use it to summon beings similar to the Old Gods (even in Future Worlds) with all of their might with some new twist to them. The curse of flesh spreads to your attractions (carussels grow teeth to eat the riders, won teddy bears grow teeth claws

and tentacles to attack the winners, etc.), your staff (clowns now juggle magical eyeballs which are stronger than fireballs, your Felfire Beasts for security now become purple and grow tentacles and eyes) and some other things. This can be used for yourself (if you have some sort of connection to the Void or Eldritch beings) to get stronger or come back through all the madness and consumed beings here. Now this place can be a lot more fun! And the best part? Even if countless people disappear or even some witnesses escape...there will be whispers...that will bring people here...sometimes even the horrified survivors will come back if they don't have enough willpower left...So come and play...

Icecrown-800 (Discount with Archlich Kel'thujumper and Helm of Domination (you need to have purchased both to gain the Discount)): *A cold, merciless and godforsaken place in Northrend. Seen as the bastion of the Undead, as the Lich King himself normally resides here. With this purchase you are now the Lich King in Title. An army of Undead heeds your beck and call of varying shapes and sizes and even one Frostwyrm similar to the mighty Sindragosa herself listens loyally to you. Also a strange effect befalls all who fall in the harsh cold of this place. They shall join your army of Undead with only you as the leader they listen to. They will guard your Frost Throne and you with literally undying loyalty, even in your absence and even when you aren't even awake. The Throne itself also has an effect of letting you sleep for an unspecified amount of time if you ever need rest (since it speeds up your mana and health regeneration extremely at the cost of putting you into an icy slumber. In Future Worlds all your servants which are Undead can be imported without cost as long as they stay in your palace as guards. You could even call them 'Bossfights', which need to be cleared to even see the Throne and to an extent you.*

Scholomance-600: *A cold, merciless place, that sucks the soul right of anyone foolish enough to enter. In other words: A School. To be fair it's more of a University but you know what I mean. This magic school that teaches all kinds of things to it's students regarding the many things you would need to survive in Azeroth and belongs to you now. You have a staff of quite interesting characters that keep the school running, even in your absence. You can always go wherever you want and listen to the lectures. Maybe you learn something new? Everyone you meet here thinks of you the way you want them to see you, within reason: You can choose to either be seen as the unapproachable cold-hearted teacher that gives everyone detention for even yawning wrong, the cool teacher that allows you to even drink beer if you want as long as he gets one too or other 'Archetypes' of teachers. You don't need to be a teacher but you should be able to if you even want to buy this. This can be imported for free in any open magic setting that you want in future worlds. Even if your Items or perks were to be locked out, you would still be the owner of this school and keep its effects.*
If you don't want to be the Headmaster a very nice, older man named Kel'Thuzad picks that job up for you. He likes his cat Mr. Bigglesworth very much, so it is obvious

he is a good man. Just listen to his schoolrule to keep upstairs in the halls. He wants to make sure nobody gets hurt...

Naxxramas-600 (Discount with Archlich Kel'thujumper): *Ahhh. The floating citadel itself. Truly a spectacle and sight to behold. It keeps itself aloft for an unlimited amount of time and is actually bigger than it looks. It houses strange mechanisms which keep pumping strange green, poisonous goo through it and let it fall out like waterfalls on the sides of it to poison the land it flies over. It is guarded by Monstrosities and even a giant poisonous spider similar to Maexxna. It's also a very good place to store a phylactery here anywhere you want. Maybe a throne? Behind a throne? Or somewhere else?*

Powerful City-800: *Do you know Stormwind traveler? Or Ahn'Qiraj? Or Manti-Vess? Zandalar perhaps? These places are all big places of power. And now you own one place with similar might! Once you buy this you now own one major city in Azeroth. You can choose to just have overtaken it and get accepted as owner and/or ruler or having always owned it. It also comes with a population that is appropriate to the race that normally inhabits it (Stormwind will have mostly Humans for example while Ahn'Qiraj will have Qiraji and so on). If you didn't pick a city that is owned by the Horde or the Alliance your army is as big to rival them both together. Or at least enough to conquer Pandaria.*

Companions

Import-50: ***If you want, I let you import Companions for 50 cp each. They get one Origin of their choice and 600cp (and only 600cp, they won't get stipends). to spend, but cannot buy anything that has a higher base cost than 600cp. They may take a Race worth up to 300cp for free.***

(All companions I offer you will stay loyal to you until you betray them)

Bob the Bartender and Bartendotron-Free: ***Come. Let me introduce you to the best friend you will ever meet. Bob is one of the nicest people I ever met, without any bias or fear towards anything. And his self made snacks and drinks are godlike and work for anyone, no matter what they are made of. He will bring a tavern, bar or even bazaar with him, depending where you may meet him. He will meet you in Future Worlds, without you needing to import him at all. He will always offer you a nice chat, something to drink and a small snack. His place is also something of a 'Safe Zone', so as long as it is not the End of the World, nothing can get damaged here at all.***
Bartendotron is just as nice as Bob. He is a Mech that serves Mechs normally with the best Oil ever. He takes Bobs shift, when he needs to rest, but will otherwise work just as him. You will never meet them both at the same time. Bartendotron will also work at places where a Human wouldn't normally be able to work, so you will meet him more easily when it is poisonous for Humans, like a Catacomb where the air is full with spores.
Feel free to talk with them as much as you want. They will only ask you to leave, when they need to close up. They will also throw out anyone that bothers their favorite Customer, You, no matter their powers and abilities and give them a lifelong ban from their bars and establishments. You cannot make them expand at all for this.

Mr. Bigglesworth-50: ***The best cat ever. This kitty is the nicest cat you will ever meet. Keep it safe. It will never scratch you or anyone you ever meet and don't want to be scratched. Also extremely cuddly. This cat is immune to anything that would transform it into something that would make it different. It will never age or look different. You also can never import this cat since it will import itself anyway but won't take up a Companionslot. It will always be an otherwise normal house cat. That is immortal (but not unkillable) and will always be a cat. And don't worry about KT himself. He seems to still have his own. I wonder how that works...***

Jaraxxus-200: ***So you face Jaraxxus. And it seems he doesn't want to kill you. That is really good. Well what can I say about him? He is one of the strongest demons around, capable of summoning Infernals (basically a giant Rock-Demon) by letting them fall down like a meteor (they will get up after a few seconds after impact), is physically even superior to them, is a master at Fel Magic and according to Medivh is a great karaoke singer.***

Waxadred-300 (Free for Waxxomancers): ***A...Wax-Dragon? Well Azeroth has seen weirder, I guess. Well Waxadred is surprisingly strong for a being made of Wax***

and his 'Candle-Breath' can burn way hotter and more things than someone may expect. The truly dangerous ability of him is that he is immortal. Whenever he dies he just melts into a giant pile of wax...Just to rise again with his full health. Defeating him is also a nuisance by itself since the wax he is made out of comes pretty close in terms of durability. Now ride your glorious Dragon into battle!

Mecha-Jaraxxus-500: ***It seems you faced….MECHA-JARAXXUS! Ahem. Well he seems awfully fond of you. Maybe you helped him or agreed to some sort of binding pact? Whatever it is, he was one of the strongest Demons around even before Dr. Boom decided to bring him back even more powerful. His upgraded abs are undefeated and he's still a merciless Alpha-Demon. He has all of his abilities he had when he was Jaraxxus, but now they are amplified with the power of SCIENCE. But that is not why he is so much more expensive. It is so much more expensive because he can also bring his entire Rusted Legion with him (he summons them once per Jump in full), which would have been capable of conquering the entirety of Outland.***

ACTUAL Kel'thuzad-400 (Discounted with Mr. Bigglesworth): ***He carries many titles...the Archlich of Naxxramas, Lich Lord of the Plaguelands, Commander of the Dread Necropolis, Founder of the Cult of the Damned, Summoner of Archimonde the Defiler, Betrayer of Humanity, Hearthstone Enthusiast, Creator of the Abomination and Majordomo of the Lich King himself...Kel'Thu-freaking-zad! He is a peculiar but surprisingly kind-hearted individual. Capable of great cruelty, but also highly affectionate to his beloved Cat Mr. Bigglesworth. A great friend to have.***

Mecha'thun-1000 (Free with Dr. Booms Lab): ***Ohohoho. This...this is something big. Dr. Booms greatest Doomsday Device ever built, this giant mechanical monstrosity is the strongest Mech ever built. I can defeat Dragon Aspects in battle with its sheer might, can regenerate any part of its metal chassis except it's eye and has the sheer tenacity to keep on fighting until it can't move anymore. But its most frightening ability is when it is destroyed. Either through using its self-destruct mechanism or being destroyed by an enemy, it creates a massive eradicating explosion capable of destroying and killing anything. No matter if it can die, no matter if its invincible, no matter what it is. The explosion will end it. Sadly it cannot blow up the whole world like its intended, but absolutely killing anything even when it lost is really something huh? Seems like the Era of Flesh has ended and the Old Gods are already obsolete...***

The Darkness-4000/Discounted for any Candle Item bought (Discounts stack: 2000/1000/500): ***This terrifying being is something else. It is capable of fighting against anything that is not a Titan or close to its power and win without taking***

much damage. It would need a being on the level of Deathwing and Ragnaros at the same time or one after another to bring this thing down. It by itself uses its immense power and size to its advantage. It can change its shape and size, but will always stay pitchblack and purple no matter what it does. It can use any Shadowspell known. From Mindcontrol, all Shadowwords, Hysteria to Twisting Nether and more. It can wipe out entire armies on its own and can constantly create new smaller versions of itself. These versions cannot grow or use any spells, but can be used as expandable footsoldiers. Their and to an extent only weakness of The Darkness is Light. It cannot be summoned if even one candle is lit where you want to summon it. Once it is out, only the Light of Day or something similar could banish it. It will heal whenever there is no Light and it is not inside of a fight. How you will use this behemoth of dark power, I will be very happy to see...

Staff of Scholomance (Free with Scholomance) (800 for all of them, 50 for one. Kel'Thuzad costs 200 and gets discounted if you have Mr. Bigglesworth): ***The staff workers and permanent occupiers of the School of Scholomance.***
Shan'do Wildclaw, a Dual Class Hunter and Druid Nightelf. She normally teaches her class outside, if the weather allows it. She can transform into any Beast she can see or empower Beasts however she wants.
Rattlegore, the Warrior Class Securityman of the School. This giant boney monstrosity is capable of coming back to live everytime it is destroyed near instantly by rearranging its body through all bones that are left. If the bones are shattered, then those cannot be used to regenerate and force him to rebuild himself abit smaller. He can only shrink himself this way 9 times, no matter the outside forces used, even by you.
Infiltrator Lilian is a Rogue Class that wanders the halls unseen to find out what makes the school so unnerving...aside from it being a school. She is a very good fighter with her dagger and has one special ability. If she dies, she will come back as a mad ghost that attacks whatever was on the dies of the one that killed her. The ghost can be killed too, if it didn't destroy itself by fighting a stronger opponent already.
Disciplinarian Gandling, a Dual Class Priest and Warlock. He is a really strict individual who takes his job seriously. Everytime a student fails he whips them into shape...by making them essentially a Zombie. The Zombie will not attack other students or crave brains or flesh….nono, the Zombie will crave studying. Yes he essentially kills their personality, but let's be honest, what kind school doesn't do that?
Mozaki, the Master Duelist, is a Mage Class Troll, who loves to...well duel. A peculiar ability of her is that her spells get stronger everytime she casts a spell. So that the longer a duel against her goes, her power snowballs more and more. Care for a fight against her?
Ace Hunter Kreen, a Nightelf-Illidari with the Dual Class of Hunter and Demonhunter. He is glad to be a teacher and wants his students to succeed on

their own. He doesn't make impossible tests for them, but they will be challenging. But he also in a way protects his friends. Everyone near him never gets hurt from attacking on their own. Go ahead and headbutt that rock for as much as you want. As long as the rock doesn't punch back, you will never even feel a thing.
Archwitch Willow, a Warlock Class on the other hand, finds teaching a pain as much as living. She is a prodigious Demon Summoner though and can teach Summoning and Fel'osopy surprisingly well.
Doctor Krastinov, a Warrior and Rogue Dual Class, is as his title suggests, the Doctor on the Schoolground. Funnily enough, he teaches the Weaponclass too. A special ability of his is that every weapon he uses get a little bit better everytime he attacks with it.
Then we have Star Student Stelina, a Demonhunter Class longtime Student. She loves to learn basically anything and was in nearly any class of any teacher Scholomance has. Although she would never admit it, she will take a small peak whenever she can.
The Lorekeeper Polkelt...is just the Librarian. He is capable of knowing where every single book inside of his library is, as long as it is inside of it. He can also rearrange them however he wants.
Vectus teaches the Care of Magical Beasts. That includes breeding, grooming and training them. He especially loves his Dragon Welps.
Ras Frostwhisper, a Mage-Shaman Dual Class Human, is a prodigious Ice Mage and can teach it to anyone who can keep up with his pride and hard classes.
Keymaster Alabasta, keeps his keys as close to him as possible. He has basically any key to any door you could ask him. He only gives them out if you promise to give them back though...and he always gets them back…
Soulciologist Malicia, a Demonhunter-Warlock Dual Class Bloodelf, is a rather unique individual. She can use Soul Fragments, little stones that can heal a little bit of health upon dissipation/usage and transform them into Spirits that attack what she wants.
Instructor Fireheart, a Shaman Class Human, wants her students to succeed on their own. She always gives you all options you need to succeed, sometimes even small one-time versions of spells she knows.
Professor Slate, a Hunter-Class Human, with a surprising talent to make anything he wants highly poisonous and/or venomous using his green sludge. Weapons, Traps, Beasts...that is either very good….or very bad…
Mindrender Illucia, a Priest with an obvious anger problem, wants everyone to share their thoughts… literally. She is capable of making everyone either speak what they think or just project their thoughts into the world for a short amount of time. A rather terrifying ability.
Forest Warden Omu, keeps the Schoolgrounds green like the nice Druid she is. She is a rather old Treant, but keeps calm like you would expect, for a woman

of her age. Extremely wise and happy to teach Younglings how to keep everything green alive and well.
Speaker Gidra, a Dual Class Druid-Shaman Hightauren, wants her students to speak to each other, the world around them and her on a deeper level. She understands Nature on another level and is quite good at teaching others that same level of understanding. Making them what you would call 'Hippies' is optional...sometimes.
High Abbess Alura, a Dual Class Paladin-Priest Draenei, teaches her students the right way of the Light...and keeps writing everything down. She wants her students to succeed but doesn't know how nervous she makes them by constantly writing whenever a Student does something. It also seems to be ingrained into her, since even if you or someone tells her to stop, she keeps doing it.
Lastly we have our Human Headmaster Kel'Thuzad. His motto is: 'To control Life, we must try to control Death Itself'. A fun individual. He is not above teaching the students the depths of Necromancy and its many fun usages! Like bringing your pet back to life! This version of him is capable of Necromancy but he isn't his Archlich-Self...yet. But his personality is as great as ever!

League of E.V.I.L.-(50 for one, 250 for all of them with their Special Items):
Interestingly enough, it seems these...peculiar individuals want to come with you.
Rafaam, the Supreme Archeologist and self-appointed, but still accepted leader of the League, brings his very interesting personality. He is a classical Arch-Villain and is an Ethereal. He is a very good thief, supernaturally able and lucky even, and can plan evil schemes with the best of them.
Hagatha The Witch, who got chased out of her swamp near Gilneas. She is an extremely powerful Twisted Shaman, that by herself loves to cause mayhem. She personally hates Worgens (and later Werewolves) and Dogs, because of her bad experiences being hunted by them.
Dr. Boom, the Genius Extraordinaire, that worked at Area 52. A Goblin with his own kind of crazy, As his name states he likes when things go boom, kaboom and everything in between. He can casually build Boombots (which are weak Mechs that explode way stronger than they should for their size) by using literal scrap lying around without minding much. He can build Doomsday Devices in the dozens, if he gets the right components. Otherwise he settles for Mechsuits with lots of buttons. Even he himself doesn't know what all of them do….so how should you or anyone else? Truly a Masterplan! Muahahahaha!
King Togwaggel, King of the Kobolds, will bring his trusty Candleflame-Elemental Rakanishu with him free of charge. Togwaggel himself brings his great Waxomancer skills, on a level noone else in Azeroth's History is or was ever able to (or never cared enough about it). He can create multiple

Waxdragons and is a quite capable Thief himself, but nowhere near the level of Rafaam. His greed is his greatest aspect of him, but he knows that patience can bring even more Shiny.
The last member of E.V.I.L is Lady Lazul. A Troll with a connection to the Old Gods. She always speaks in rhymes, no matter what. She also loves to see her future and the future of everyone else in her cards. She is also a capable Agent of Chaos, creating Chaos that cannot be ignored on the streets of every city you are raiding and recruiting new Lackeys for her and your ranks.

If you purchase them with their Special Items they gain the following:
Rafaam gains his broken Staff of Origination with the Might of the Golden Monkey infused as a Gauntlet. This Gauntlet of Origination allows him to transform whatever he hits with the lightning coming out of it, into a random Legendary Being but also gives him the ability to collect the might of the E.V.I.L. Treasures.
Hagatha brings a Shudderwock with her. It will be her mount and will repeat all of her spells she did.
Dr. Boom will come with his special Kaboombot. It is basically a Boombit just with MASSIVELY more kaboom behind it. It can wipe out an entire cityblock or big city plaza when it explodes. He will also remember how to make more of these, but it seems he can always just have one of them…
Togwaggel will bring his Legendary Wax Lance. It allows him to summon Wax Elementals, whenever it breaks proportional to its size. It will also do more damage when it is bigger. Those may be weak, but when they die, they in turn either turn into a Wax Lance again or if Togwaggel already has one, they melt on top of the Lance to make it bigger. So these create an infinite loop of lances and minions. Long live The Candle!
Lazul...doesn't seem to bring something herself...but what are these eyes and Tentacles? Oh. Right. Lazul now always has a special ritual done whenever she dies. She will summon Go'rath, a Mawbeast of the Old Gods, at her dying place, which will attack and consume anything that gets too close to it. It will constantly summon and regenerate its tentacles, as long as it stays alive. Its power is not to be underestimated since it can fight a group of Dragonflight Soldiers quite easily and win. It would need a Hero or a Dragon Aspect or something of similar power to defeat it.

League of Explorers-(50 for one; 300 for all of them with their signature treasures):
So you have befriended at least one of these huh? I can see why, they are certainly interesting individuals.
Sir Finley Mrrglton, a knighted Murloc who is capable of speech and has a high intellect combined with his instincts. He has both Classes of a Shaman and a Paladin.
Elise Starseeker, a very scholarly Night Elf. She has the two Classes of Druid and Priest.

Brann Bronzebeard, the more adventurous brother of the royal dwarf Bronzebeard Family. He has a fondness for riding beasts of all kinds, especially dinosaurs (he will bring his own King Crush Animal Companion regardless of your purchase). He has the Double Class of Warrior and Hunter. And finally the renowned Reno Jackson. He seems odder than most. He has the Double Class of a Mage and a Rogue. He also seems to have a certain potential...something starting with a 'D'...I can't seem to recall…
If you purchase them all in a group they also come with their respective treasures:
Finley will have his Mighty Steed. His name is Maxwell and he is surprisingly strong and swift for his size. (Maxwell has Rush and Reborn). Also he will have his Scales of Justice as a weapon, which is an indestructible golden fish which he uses as a club. It also is capable of shooting a homing waterbeam at his enemies which transforms them into very small Murlocs.
Elise will come with her trusty Machete, which was able to bring her through Un'Goro. It seems to be able to cut through anything plantlike and wood like and when it cuts off enough wood in one swing it seems to create Treants. She will also bring her Staff of Renewal which allows her to resurrect the strongest fallen allies (which gain Taunt to protect you).
Brann comes with his Saddle which allows him to ride any Dragon or Dinosaur with scales as long as the saddle remains on its back (no matter if it's poisonous, venomous or has spikes on its back). It cannot 'control' animals that are too big for the saddle to fit (King Crush is about the biggest it works on). He'll also bring his 'Friend': The 'Ol' Faithful'. It's a blunderbuss who seems to have a surprisingly helpful quirk: after it shoots it shoots a weaker volley of shots at all enemies.
And Reno brings not only his extreme musclepower but also his Trusty Lasso which allows him to steal 'something' small enough to be tangled up after he whips somebody senseless. He also found a so-called 'Gatling Staff' which is exactly what it sounds like. It shoots random spells at high speeds in the general direction it is pointed at. MAGIC!

Drawbacks

You can get 800 more cp through Drawbacks (read the Drawback Gauntlet Mode for more info)

Any Drawbacks that would give you certain enemies that either don't exist anymore or will only exist later, will either spawn a copy of them or someone who is very close to the Enemy in Question.
Drawbacks that are moved slightly to the right can only be taken, if the Drawback above it is taken first.

(+0cp) A Hearthful Story: *Hmm. Well this is awkward. It seems like you are in some sort of Tavern. And all the stakes have been lowered considerably. With this toggle you are in the nice place of the Innkeeper and get to play the card game Hearthstone for 1 year. You cannot purchase other drawbacks and cannot do any Scenario besides 'Hearth and Home/Tavern Champion'. And you are not allowed to use any kind of violence or abilities to cheat here. This also cuts down your time here down to 2 years at the maximum. Have fun Little One!*

(+0cp) Gauntlet Mode: *You do not have access to anything from your so-called 'chain' no matter what it may be. No Bodymod, no abilities, perks, alt-forms, items, warehouse, supplements or other things. I promise I will take good care of all of your unused Companions too. You will get all of it back, at the end of your time here in the exact condition I got it. What do you have from this?*
*Well….**This removes the Drawback Limit you can take at maximum, while not reducing your 1000 Starting cp and your Item Stipend of 400 is now doubled to 800 cp.** Now you can buy a lot more than otherwise possible. Don't disappoint me. Yes, I know this may be a gauntlet, but from your benefactor I got informed that other places don't take your body-mod away normally. But believe me, you will not need it, regarding what I offer you. Now have some real fun here. Death still counts as Jump Fail for this, but your Chain still continues. In the case of Races that can come back from Death, you need to be truly alive and whole when your time ends here.*

(+0cp and recommended but not mandatory, get partially disabled by certain Drawbacks) Safe Time: *The point of this one is simple: If you take this I will personally guarantee that noone will destroy the planet of Azeroth you are on. Sargeras will not come and stab or slash it into oblivion, no Voidlord or Voidgod will consume it….This is merely to protect you from something that could happen as long as you don't invite it. This bans any external tries of obliteration without you being able to do anything against it. You're welcome.*

***(+100) Jumpaam, The MAN!:** *Or at least you think you are. You now think you are the most important person in the room you are in at any given time. You may acknowledge the status of others like they are kings or mayors, but you will still think you are better than them and act like it. Certainly an eccentric individual...*

***(+100) Rhyming:** *You can only speak in rhymes. Isn't that nice? No matter what you try to say, it will come out in a very different way.*

***(+200) Anything but more rhymes!:** *Your rhyming now annoys everyone around you, especially your Companions. They will absolutely hate it and would just wish for you to shut up.*

***(+100) Kleptomania:** *You cannot keep your hands to yourself. Whenever you see something shiny, you will try to take it. This urge is ingrained into your being during this time, so even when you are under Mindcontrol you will still steal like there is no tomorrow. I hope you don't get in too much trouble for this.*

(+200) Tyrant's Name: *Good news: Your name is known. Bad news: it is tarnished. Everyone who knows your name, assumes that you are a bad person. Everyone thinks of you as a bad person and this reputation cannot be changed on a large scale. You may be known as a small town hero if you prove yourself to these people over a long time, but on a large scale everyone will think of you like an oppressor. At least they will not be instantly hostile, except for some truly dedicated or driven individuals.*

(+200) Why Technology?: *This makes it completely impossible for you to bring in any technology of any kind. You may have magic or physical power from outside, but any technology that you don't create here that a genius from here wouldn't be able to build themselves without any of your stuff or help, you will not be able to make. This also counts for any companions you import.*

***(+500) How do I Technology?:** *Anything technological that is more complicated than a bomb that you use will now explode like one. These explosions will only ever hurt you. For an extra 200cp for your imported companions this also counts for them.*

(+200) Haha! Poor!: *You will never have a lot of Gold. At most you will have 1000 Gold in your pockets in any way or valuable form at any given time. You literally cannot hold or have more in any way. This seems to also have an effect on everyone around you. If you try to rob someone, they will have nothing of value on them, if you try to loot a dungeon it is already looted empty. As another matter, you cannot sell anything. No matter what it is, you will never get any value out of things using that way. I hope you can live like an animal.*

(+300) A Gnolling Problem: *Gnolls love to rob you. This is not a good thing. Gnolls are a violent bunch of not too weak beasts that hunt, kill, maim and rob what they can get. And they now have their sights set on you. Expect at least one Gnoll everyday to come near you. And if you prove to be too difficult to rob, they just come in bigger groups towards you. Even when the Gnolls can't defeat you, they will always steal something important from you and get away. Hopefully it wasn't your main weapon that can kill Titans…*
For an extra +100 Hogger, the Gnollking himself wants your loot. Hogger himself is a very dangerous individual and will keep coming, no matter how many times you think

you killed him. And he will always get stronger too. Were those tentacles coming out of his back?

***(+300) Let me free…:** *So you got caught by Maiev? You are now trapped within a Crystal which stops your time. So getting free on your own is pretty much impossible. I hope you have some good and loyal friends that can get you out. Should you be trapped for more than 5 years happening outside your prison you fail the Jump.*

***(+300) Where the hell am I now?:** *Everything seems familiar and similar right? Because to you it now is. You get easily lost in any place you don't literally spend a lot of time at. I hope you will never go in any big cave system or forest, because frankly you will probably never get out again. The only place you will not get lost in, is a house you live in or a place that is relatively small for you. And taking long trips? Impossible without a guide.*

(+300) Idiot: *You know Reno Jackson Jumper? He is a valuable member of the Explorers League and brings laughs, muscle power and a lot of skills to the group. He is a very kind hearted man...and a moron. He goes headfirst into fights that are quite...dangerous, touches objects that will cause trouble and loves his uncontrollable magic tricks a bit too much...And now you are like him. You don't necessarily have the same interests as him and are guaranteed to not have any of his positive traits...but in the mental capacity and judgement area? Yes, you 2 could be twins...*

(+300) Attention: *Your existence didn't go unnoticed. You are now on the radar of everyone of your time. This isn't necessarily a bad thing. At least you don't need to introduce yourself anymore. This only counts for beings of your time on your planet, so don't worry about beings like the Titans to know about you through this.*

(+400) Sidequests are Mandatory!: *Exactly what it says. You now see if someone needs help by seeing a big yellow or otherwise colored exclamation mark above their head. You will need to go to them and talk with them about what they need. And then...you guessed it, you need to do it. These Sidequests are always something normally unimportant, so no worries creating a problem for you or anyone you know. You will just have to do errands at really inopportune moments. Also people will now have no problem giving you these Sidequests, even if you are their God, King or something else, so they will always speak their mind about what they need. At least you get small rewards?*

***(+400) '*Silence! The culmination of my needlessly complex master plan is at hand!*':** *All of your planning seems to involve really...unnecessary parts that are easily predictable. And they are really long...You sure are patient to span your plan over an entire year, involving constantly escalating stakes. I mean if they work the payoff will sure be great...if you get to that part that is.*

***(+400) People? I have NO PEOPLE!:** *And you will never have. Now you may never be part of a group bigger than some friends you may have. You will not be accepted in any established groups.*

(+400) Unwanted Attention: *This...is another matter. You know how sneaking or stealth works? Well that doesn't work for you anymore. Anytime you plan something or wanna do something in secret, it and you will be revealed. To literally anyone near you. So I hope you didn't plan much...and just do.*

***(+400) Deformity:** *Your body now is crippled, not unlike how the Orc Gul'dan was when he was young. Walking without aid is nearly impossible and using a walking stick is extremely painful. Being moved by someone or something else besides yourself, will also hurt your limbs and back immensely. Also unlike him, using magic or other things to regain or get a better body will not work for you. Your body may be weak, but your mind and magic will not be affected by this.*

***(+500) Target for mockery:** *You will now be an outcast because of your deformity. People may either avoid you, laugh at you, attack you or very violent sort may even try to kill you. And it seems you now can never win in a physical fight, even when fighting dirty, since your deformity will either hurt you so much that you will be reeling in pain or cannot move correctly. Maybe fate itself mocks you, for even thinking of winning with a body like this? I wish you luck in this harsh world.*

(+400) Who needs Items when you have arms like these?: *You cannot use Items or anything you could wear on your person as armor or weapons. You can wear trinkets if they are purely cosmetic and have no abilities or powers whatsoever, but fighting-wise and ability-wise, you can only use your abilities, magic, your own pure strength and wit.*

***(+500) I FOUND YOU:** *Maiev seems to hold a personal grudge against you. Don't worry, she will not kill you. Just hunt you for as long as she can. Maiev is a very capable Rogue-Class Nightelf, that is one of the most feared combatants in Azeroth. She has Umbral Vessels capable of pulling even the strongest Orcs towards her and bind them completely, can throw knives better than most skilled hunters, can shoot arrows, uses her Glaives to fight on par with Illidan and much more in her arsenal. But the one thing you should fear is her Containment Disk. If she hits you with that one, it will trap you in one of her Time-Out-Prisons. Yes, this will work regardless of how big you are or what your other abilities may be. Escaping by yourself is impossible (like described in the 'Let me free…' Drawback). Yes the Crystal you result in will fit your size, so it will be quite big if you are very big.*
And it seems whenever something would or logically should kill Maiev, she was able to escape using an Umbral Double of her. Even if every Nightelf in existence would be wiped out, she will still somehow hunt you to the ends of existence, like she did with Illidan.

If taken with 'Let me free…' this gives you an additional 200cp but also gives Maiev knowledge on how you fight and how she can capture you more easily with her abilities. Since she already did it once.
Regardless, should you still be trapped while 5 years outside your prison pass, you fail the Jump.

(+500) EVERYTHING HURTS!: *Now, now. Pain seems to be quite strong in you. Any time you take damage, it will feel a lot worse than it actually is. This will even work for the smallest amounts of damage. Even if it is just a Murloc running at you and hitting you with its fins will make you shout, like a Human would be hit with a twig on its back back with full force. But if you would take real damage? Then the agony will be massive and probably will persist for a few days after it….if your mind survives that incredible shock. Obviously this turns off anything that would allow your mind or body to ignore the incredible pain and shock. The only time this gets shortly diabled is during the short time 'TAAAAAAZZZ'DIIIINNGOOOOO!' is active. After it the pain comes back in. At least the use of your powers doesn't cause any pain...*

(+500) Death will rise, from the tides!: *Every Murloc everywhere and everywhen, with the exception of Morgl and Finley, hates you now. This is not a good thing. Murlocs are a weak and dumb race, but were like this for an unknown amount of time. They existed and will exist in any Era you picked. And they will never end. Entire villages full of Murlocs will be ready to hunt you down to the ends of Azeroth, even when that would be suicidal. They are clever when it comes to survival too, so don't think hiding in a desert or volcano will save you from these aquatic pests. And for every single one of them, their hatred against you increases. To quote a literal Demon: 'The Hatred inside a Baby Murloc already was something I didn't think was possible even for Demonkind. And I fear thinking about the true old warriors of that monstrous race.'. So...good luck. At least they don't always know where you are, but regarding that Murlocs live nearly anywhere, it is only a matter of time when you find another wave of them coming for you.*

(+500) Whispers…(Cannot be taken with 'Old Gods' Race): *The Old Gods invaded your mind. Or at least one of them. The Old Gods have already highly corruptive abilities and taking root within your mind is not something you would want. They will speak of temptations, threats and spread paranoia within you, however they can and whatever they need you to do to free them. If it persists for too long they will also be able to show you hallucinations which will feel real. You can get this Drawback multiple times, each time giving an additional +100cp by adding the voice of another Old God into your mind. This will make it harder for you to resist and will wear down your willpower way faster. This WILL mentally exhaust you. Silence and rest will be a thing of the past.*

***(+600) Enemy of The Alliance:** You seem to be hunted by the Alliance. If you are a Monster like Hogger that kept terrorising Innocents or did something big like how*

Gul'dan killed or will kill Varian, the entirety of The Alliance wants you dead or at least captured. Be ready to have the SI:7 or some other Assassins breathing on your neck or if you are a big enough threat and they aren't currently occupied with a war, that the Armies of Stormwind will hunt you down.

***(+600) Enemy of The Horde:** So...did you dishonor a Mak'gora with a Warchief? Because otherwise I cannot think of how you can be hated so much by all of the Horde. They will actively hunt you with everything they have, when they aren't occupied with something bigger than you.*

***(+400) Enemy of Both The Alliance and The Horde (Requires BOTH Drawbacks 'Enemy of The Alliance' AND 'Enemy of The Horde'):** It seems you are now something that cannot be ignored. You are now the Number One Threat to Alliance and Horde if Azeroth itself isn't in danger. They will both agree to hunt you down together. Maybe you should side with one of the Bigger Threats if possible?*

(+500) The Hunger...It calls me…: *You feel that nothingness inside you Jumper? That hole that never fills...and feels like it will kill you? If not yet, you should better get used to it, since you will now constantly feel a gaping hunger like Galakrond did his whole life. You constantly keep yourself fed, otherwise the pain in your stomach will drive you insane to gobble anything up you can find. Even if you can't eat or feel hunger normally, you will constantly have the feeling of starving, no matter what.*

(+600) 'You have absolutely no coordination!': *You and whoever you seem to work with, will have absolutely no coordination with each other. This has no upper limit on who this may effect, so you all will just do your own thing, which will cause some problems. And don't think trying to time things yourself will help, since your allies will seem to have the same idea at the same time so you all will wait for each other and probably don't do a thing. Doing Raids will be a nightmare…*

(+600) Could you NOT?! Be. So. INSUFFERABLE!: *Oh. Oh no. This isn't good. Are all on your side cursed with the Plague of Madness or something? Because otherwise I cannot explain why you all are so antagonistic to each other. Any allies you have now see you and each other as bigger threats, but refuse to leave, because you and they will live with the principle: 'Keep your enemies closer'. And these allies sure are enemies...*

(+600) Problematic Impulses: *Do you...really needed to do that? Well that is something you will hear alot now...if anyone is left to ask this question. You now use anything you are capable of for...negative reasons. How exactly this shows is up to you, but it must be detrimental to your long term plans, short term plans and to everyone around you.*

(+600) This Hunt is fun!: *It seems now everything and everyone loves to hunt you. They may not necessarily kill you, but some Beasts and Monsters or even some*

Hunters do forget that hunting doesn't need to end in the Death of the Prey. Be careful.

***(+800) Hated:** Any being hates you. Pretty simple, but highly dangerous. Think of how Deathwing hates everything: Everything hates you like he does now. They will attack you if they see you. For your mercy, they will not seek you out, if you weren't around them lately. So maybe find a nice place somewhere where not everything is able to kill you? I would not recommend Un'Goro. Staying longer than a few hours at the same place will activate 'This Hunt is fun! for anything in a mile wide radius for you. Stay vigilant.*

(+700) Pain...Agony…: *Your powers now cause immense pain. This works for anything not purely physical, but using magic or anything supernatural (this counts if you are passively burning, while not being a Fire Elemental or something similar) will now hurt you immensely. Breathing fire as a dragon? Would be less painful, if you were hit with it yourself, since your chest and neck will feel like a Human would drink lava without dying. Whispering into the minds of others? The tinnitus and headaches will be like getting hit with sledgehammers on your brain, if used for longer than a few seconds. I hope your body normally can dish out alot, otherwise you will be your own worst enemy in a fight. At least it is only pain and not damage…*

(+800) Personal Cataclysm: *Or not. Now your own powers rip your body to pieces and disintegrate it slowly. This scales to your size, so don't think just going or being bigger will give you more time. Also healing or replacing these 'lost' parts to this Drawback is now impossible. This is passive and happens over time, but using your powers on any scale that requires effort,will now eventually kill you. I hope you have something that holds your body together from outside. I hope you didn't plan anything big. Now it's just a matter of time when you will end. Make it count.*

***(+800) Enemy of the Burning Legion:** So...wanna tell me what you did in the Twisting Nether to make all of Demonkind hate you? Every single Demon will try to kill you and hunt you down. Expect Nathrezim to constantly try to assassinate or just disembowel you, Pitlords to wage war against you or any other Demon to straight up jump at you, to tear you to shreds. The only Demons that won't rip attack you are the ones aligned with The Light. A small salvation if even Demons unaligned with the Burning Legion attack you now. You should ask Illidan to maybe help you with this...but I think he would rather use you as bait...*

(+800) Jumper the Sha (Requires Old God Race OR Jumper's Sha purchased (at least one of them is needed))*: *You got ripped to literal pieces. By a Titan. That must have hurt. What really hurts more, is that you now are trapped in a spiritual form which locks any powers you have away. You also cannot leave the area you start in, without having a person to anchor yourself to. That person must be willing and must be intelligent enough to consent to this, so you cannot simply convince a dog or monster. The only abilities you may have with these are the great physical*

ability you gain with your pretty big size, but you cannot affect anything that doesn't attack you first with it. Your strength like this is enough to fight against a Dragon but you would barely win in that kind of duel. Otherwise you can talk and try to convince others to bring you towards your body, which is now sealed somewhere in Azeroth. Once your Vessel...I mean good friend opens the seal, temple or whatever binds your body, breaks or opens said seal, you can go into your body and start your real adventure. If you don't find your body within 2 Years you will be purified by The Light which will end you. So no pressure.

(+900) DIE, INSECT!: *Your Starting Location is now the Firelands, more specifically right in front of Ragnaros at the height of his power. This is not a good thing at all. Ragnaros is one of the strongest Legendary Beings on Azeroth and the strongest of the 4 Elemental Lords. He is also constantly angry with a very...fiery temper. You either need to run away from him or defeat him in battle in order to survive. And don't think defeating him is easy. He can control any kind of fire, flame, lava and magma which includes any of your heat-related abilities, ignore Ice and Cold based attacks and thanks to his new powerpeak, greatly weakens Water-Based attacks. He can move at the speed of tidal waves (which are also made out of lava and/or magma), has enough physical strength to rip or punch open a mountain and has an army of Fire Nagas and Elementals at his call. If he kills you, he will use his new peak of power to bring The New Age of Fire over Azeroth and basically ends all life that doesn't survive the burning tidal wave. Good luck and stay cool!*

***(+1000) HATRED:** *Do you feel it inside of you? The pure animosity towards everyone and everything? Now everything you feel, makes you feel hatred towards anything. If you don't let this out and vent you will eventually attack yourself. You will need a truly titanic will to not be consumed by yourself by this. This may or may not make you extremely destructive and potentially self-destructive.*

***(+1200) Enemy of the Old Gods:** *Well then. It seems all 4 of the Old Gods are now your enemies. They will constantly hunt you down with all they have at their disposal: Cults, Armies, their Servant Races and everything else. You also cannot kill the Old Gods since: you are either unable to, simply to the fact that they are outside the cycle of birth, life and death or if you destroy them, you destroy a gigantic part of the planet, with life unable to grow there anymore. So the biggest chance you have is (depending on the time you are here) either imprisoning them or keeping them imprisoned.*
If picked with 'The Black Empire' you gain an additional 300 points for this. The Old Gods then have no prison and you need to either hide and flee or be ready to destroy all life on Azeroth.

(+1300) The Black Empire (Cannot be picked if you purchased 'Old God' as your Race): *Ignore anything I said about your Starting Time, Era or Location. You are now in the Black Empire. The absolute zenith of the Rule of the Old Gods. You*

need to survive in this harsh world for the time being. All who do not serve willingly are either enslaved, transformed or killed by the Old Gods and their Servants, which include all 4 of the Elemental Lords. You would need to be able to fight against the entire World and multiple Godlike beings in order to win here, if you want to take conflict as your option. On the other hand, you could ask Sargeras for help, but he would probably try to destroy the entire planet…
Taking this will also lock you out of any possible Scenario, unless you manage to either defeat the Forces of the Old Gods, including all 4 Gods themselves (you don't need to do that yourself, but you need to play an important role), or decide to stay in this world after you survived in this horrible Empire, until it falls through the hands of the Titanforged. Stay vigilant...stay safe...and stay sane.

(+1500) Hatred of Sargeras (Requires 'Enemy of the Burning Legion'): *Well I hope you are ready to use alot of Portals when you are in the right time. Because Sargeras sees you now as something like a Juvenile Voidtitan. Something he fears so much that he destroys every planet where he suspects one ot be made as soon as possible. To put it into perspective: Back when he was the 'Guardian Titan' and learned about the Voidlords and the Old Gods, his first trail of thought was to absolutely eradicate everything in the Universe with his brethren and make a new one, just to make sure. Since the other Titans called him insane he went off on his own to make the Burning Legion. I hope you can flee or kill a gigantic God-like Being that can slice planets in half with his sword. Otherwise...yeah you will die.*

Scenarios

(If taken with Gauntlet Mode, these Scenarios will not end your Jump should you fail, but will end your attempt at gaining their Rewards.)

You can take certain Scenarios together, but some are mutually exclusive. If you choose multiple ones who aren't exclusive the events of these will happen not at the same time or interrupt each other. If one Scenario starts, it will not stop until you are done with it or you failed it. Companions cannot take any Scenarios, except Hearth and Home/Tavern Champion.
Scenario-Chapters marked with Optional can be taken by anyone, even if the overarching Scenario wasn't taken.

Hearth and Home/Tavern Champion
(Requires a Hearthstone Deck)

Well, well, well. Seems you found the Tavern… Welcome! There is a nice fireplace to warm yourself up, no one can hurt or attack anyone here and disputes or other things that cannot be agreed upon get settled by a nice round of Hearthstone. This Scenario can be taken at any time for a vacation time between other Scenarios
What you need to do here is just have fun and win as much as you can. There is no fail condition here, just the time you are ready to try it here.
If you won at least 1000 Games during your time, you gain a lifelong membership for the Tavern, allowing you to enter it anytime you can find it. If there would be logically no place for the Tavern to exist you also gain a Hearthstone Box. This allows you to get into the Tavern, even in an empty forest. You also gain Ava, a young girl who learned to play Hearthstone just a short time ago, as a Companion, if she agrees and you weren't mean to her. She is a very kind-hearted soul and a very good friend.

Ashes of Outland: Helping the Rusted Legion
(Requires Companion Mecha-Jaraxxus)

Do you hear that? The sound of metal...rust and...demonic power! The Rusted Legion wants to conquer all of Outland and Mecha Jaraxxus wants your help for that. I think you will be of great use for your new friend, don't you think? Your job here will be to stop Aranna from defeating most of his generals and possibly him in the end. Show no mercy. Your choice if you remake your opponents into Rusted Prime Versions of themselves later or completely end them.
Your enemies fall in the crimson sand and they have no choice, but to join your band, to serve Mecha-Jaraxxus's evil plan!
You fail if either Mecha-Jaraxxus falls, you fall or only 2 Generals are left. The Legion itself will respawn as long as Generals (that includes you for this case but not for the Number of Generals that need to survive) and Mecha-Jaraxxus are alive.
Your reward for helping your Lord Mecha Jaraxxus will be that you are allowed to keep any of the Prime Versions of the enemies you defeated and created and also take the generals who you saved with you.
Also you gain a Rusted Prime Version for yourself. What does this do? You gain additional Cyborg-like improvements, which will make you stronger and better even if that wouldn't make sense. With these you will be WAY stronger than you were before, regardless how powerful you were before. Also these parts will not rust or change over time. They also do not hinder you or any of your abilities in any way, so they will also regenerate if you heal.
Lastly, your new best friend Mecha-Jaraxxus gains a new Item for himself: The Entire Rusted Prime Legion. He can once per Jump, summon the entire Rusted Legion on the planet he is currently on using a Fel Portal. The Legion will rock and smack down any opposition it comes across that isn't capable of defeating enhanced Cyborg-Super Demons. It comes with Envoy Rustwix, a very enthusiastic singer and hypeman for the Legion. He will also be able to summon 4 Prime Legion Generals if it is needed using the Power of METAL! Join the Army of Flesh and Chrome!

The Felfire Festival
of Music and Vengeance
(Requires at least 1500cp Spent on yourself)

"Welcome Insects! To the...Wait, WHO ARE YOU? WHO DARES TO INTERRUPT ME, RAGNAROS TO...."
"Welcome denizens of Outland! To the biggest, baddest event on this side of the Dark Portal!"
Shut up! Both of you! But yes. This event is just for fun in Outland. You will take part in the Felfire Festival in the Red Sands of the Hellfire Peninsula. Here you will take part in many of the Events that will be full of worthy opponents.

Test your might in the Rumbledome and show not only your own brawn, but also your mind in tactical games.
Take part in a race against Zixor, the Apex Predator himself!
Play Hide and Seek with Akama and fight a Magic Duel against Solarian the Astromancer!
Show how much you know about Demons in a Quiz against Kanrethad Ebonlocke and many more challenges. Death isn't an option during these games, so if someone would die Felfire-Ragnaros will revive them, to keep the Festival going! **'BE GRATEFUL! I DO THIS FOR THE FELFIRE FESTIVAL; OF MUSIC AND VENGEANCE!' "Vengeance!"**
And if that wasn't enough, that was just the first half of it! Because if you defeat one of the competitors in something, they will unlock their Primeform. Another better and way stronger version of them, that was otherwise unavailable. Then you have to go for a round 2 with them in their respective category.
Win at least half of everything you take part in and Felfire-Ragnaros and possibly Outland itself will gift you with the ability of a Primeform of your own. Whenever you are defeated you will be able to unlock this form, which is still you just stronger and with a special ability you have twisted into a stronger form. For example: Zixor Prime gains the ability to summon copies of itself. This only works once per battle but it is quite a strong ability, considering his speed. Solarian Prime uses Chaos Magic with 5 Spells, but these spells target enemies if possible. And many more. Your new ability must make some kind of sense of what you were capable of, but otherwise it has no other limitation.
If you should win every Game you take part in, you gain the ability to host a new Felfire-Festival once per Future World you visit. There won't be prizes for you or anyone else besides something a fan would gift you, but it will be great fun, even for Demons. Especially for Demons.
If you should have taken part in every game and nearly won everything, without cheating (overuse of Outside Powers count as cheating for Felfire-Ragnaros), then you gain Felfire-Ragnaros as a Companion on account of impressing him. He is mightwise the equal of any Elemental Lord with the exception that he has, as his name implies, the Element of Felfire. But he is way more cheerful than his Azeroth Counterpart or someone made of Felfire than you would guess. He is still very loud and has nearly the exact same type of personality.

Knights of the Frozen Throne
(Requires to be in a Time where Arthas is The Lich King)

Might is something to behold. Something that everyone must learn sooner or later. And I think it is time for you to learn it now. This Scenario has 2 possible ways:
The First Way is to side with Arthas and his forces to defeat whatever Adventurers come into Icecrown. Not one is allowed to enter into Arthas Halls and live to flee. If

you make sure that Arthas himself stays safe, without being defeated yourself, you gain his approval as his new Majordomo. Sorry KT…

What this means is the following: You become immortal and undead (as stated in the 100cp (Un)Death Perk) and you gain Arthas and to an extent entire Icecrown as a Companion (You and him don't get all the benefits of the Structure aside from what it can do normally). You also gain a Death Knight form from him, that gives you new armor, weapons and abilities, without removing your previous powers. Shall the Lich King's rule be everlasting!

The second path you can choose is to try and defeat Arthas and Icecrown. This is not an easy task, since every single one of Arthas's Servants is a really strong opponent in their own right. You have to defeat Lana'thel the Vampire Queen, Sindragosa the Frostwyrm and many more.
The hardest part of the Challenge is to defeat Arthas himself. He uses abilities that could only be described as 'Cheating' and is generally a very strong fighter in his own right.
Should you defeat him there will be 2 things you could do: Either succumb to the power you gained and become the next Lich King yourself, gaining a Death Knight Form with the additional ability to raise and control Undead to a massive degree.
Or you could prove your willpower and reject it. Doing this monumental task of simply saying 'No' is now ingrained into your very core. No matter what temptation lies before you, be it power, something you would very much like to have that lies in front of you or something else. You can force yourself to say 'No'. This is not unlimited willpower, but more likely to not succumb to something, anything as long as you would truly wish to be it. This alone wouldn't be too much so this also now works for any who stand near you. They will not succumb to their urges or wishes or anything in front of them as long as you stand strong.

King of the Jungle
(Requires Beast as a Race and Un'Goro as your Starting Position; if taken with other Scenarios it has to be taken first because of your birth)

Welcome young beast. To the Un'Goro Crater. This place is full of life and energy, untouched by the ravages of time. Beings of ancient days roam this place and hunt and life with each other since time everlasting. But this is also one of the deadliest places in Azeroth for a Youngling like yourself. Flesh-eating plants the size of small houses, baby dinosaurs that are already the size of a hut and scream for their mother that is bigger than some mountains, elementals with unusual elements like tar and way more.
Oh you didn't notice? You are now a freshly hatched Beast. Not strong enough to be a real threat to anything that belongs here, but outside in a city you could spell trouble for some new adventurers and soldiers. But this is another matter. Anything

you purchased besides your Race Option is now locked behind your 'Evolution'. You gain all abilities you bought here when you grow, over time and effort. More expensive options will take more time and effort. This gets sped up if you defeat something bigger than yourself and eat it.

Here you not only need to survive and grow, which will take some years, but you also need to defeat all Alphas in Un'Goro in order to win this Scenario. This will be challenging no matter what abilities you have, since these are the strongest Non-Dragon Reptilians that ever roamed the land. Some of these can even go toe-to-toe with Dragon-Aspects in one-on-one battles and come out the victor. Not to mention the threats that the land itself poses. But you can do it, if you try and wait for your right opportunity and your right Mutation.
If you manage to defeat all Alphas, you need to fight against Tyrantus, the Alpha of Alphas in the Un'Goro Crater. This is a gigantic Terrasaur with a hide so, resistant to anything, that it is basically immune to magic and supernatural of any kind. You need to defeat it with what physical and biological might you gained here in the Crater in order to even hurt it. Make no mistake: Tyrantus is capable of bringing out a Draw with Deathwing, if he were to be on the ground with him, despite being smaller. Any other Dragon Aspect or weaker being would lose against him for sure. If you manage to bring down Tyrantus, you become the undisputed Alpha of Un'Goro.

The Reward for this is that you gain all of Un'Goro for you to take into Future Worlds. It will Import itself as a gigantic Crater full of an Ancient Rainforest with all Beasts here, even the ones you killed. This Crator will survive Extinction Level Events as long as the Planet could survive it. The Beasts here will also scale powerwise to be incredibly strong and dangerous even in Future Worlds, but will only be marginally strong. They will not go below their Azeroth Powerbase.
What you personally gain is the Title 'Alpha of Alpha Predators'. In you now lies your absolute Potential as the Ultimate Dino-Beast. Any Beast you find will either grovel before you to not risk your wrath, flee from you in sheer terror or fight you to gain the Title. What the Title does is that you gain insight in how to hunt any kind of Natural Predator.
You yourself are now at home in any Jungle, no matter how exotic, magical or dangerous and will be a nightmare to fight in these kinds of places.
Have fun hunting!

Amalgadon, the Last Whatever

(Requires Amalgam Race <u>AND</u> No bought Items (besides Hearthstone Cards of any kind) <u>AND</u> No bought Structures. Requires the Drawbacks: 'People? I have NO PEOPLE!' <u>AND</u> 'This Hunt is Fun!' <u>AND</u> 'Problematic Impulses' and 'Who needs Items when you have arms like these?' for no points. <u>Cannot be taken</u>

<u>with other Scenarios except</u> ‘Felfire Festival’, ‘Hearth and Home/Tavern Champion’ and/or ‘Ashes of Outland: Helping the Rusted Legion’)

So you really want to be the greatest Abomination that Azeroth has ever seen? Very well. You may now try to become Amalgadon, the greatest Amalgam Monster that ever walked the land. You now will start in Hagathas Witchwood and take the place of Experiment 3C. You just escaped Dr. Booms Lab from the Netherstorm and encountered Adventurers, who want to hunt down Hagatha and her beasts. Since you aren’t a creation of hers, she and none of her minions will help and save you. You have to survive the encounter against these Adventurers and survive in an Azeroth that will never trust you. Even when you are part of every Clan and Race on the account of your DNA, you will never be accepted anywhere. Your overlapping urges will make it hard for you to make any long term plans, since you will probably get distracted by many different things (none of these are harmful). You may crave fish like a Murloc, want to hunt something like a Beast, want to loot some treasure and yell ‘Yarrrrrrr!’ and many other things.
So what is your goal? Simple: You need to gain more pure, uncorrupted samples. Right now you have a lot of base samples that make up your being, to count as all clans, tribes and races for the effects of benefits and maladies. But you aren’t truly like them. You need to gain a lot of samples from uncorrupted Murlocs, Beasts, Dragons, Pirates, Mechs, Quilboars, Demons and Totems. All from a different source too, so you cannot just stalk the same Demon over and over. You only have 5 Years to do this, otherwise your DNA gets hard-locked and you cannot change your core Being anymore. This Scenario will take up all your time with this, so I hope you didn’t plan too much else here. Of course you need to survive, so dying even once will result in losing all your progress so far. You also need to watch out for the many Armageddons, Doomsdays and much else happening. Also you should probably stay away from Dr. Boom. He made you and he can unmake you quite easily.

And what is the Reward for all of this? Well first: You gain 2000cp for the Mutation Section to spend as you please. But the real Reward is the following: You can now mix and match any race you want...because you already are them in a way. In any Future Worlds you visit (so not this one, sorry) you can purchase as many Races as you want (as long as the Races aren’t the Origins of the Jump). You don’t get Freebies or Discounts, but you can now buy them by adding 200cp to each price. Also for the first additional race you pay 300cp there on top, for the second you pay 400cp on top and so on.
Otherwise your new form as Amalgadon also takes your affinity with all Races one step further: You are now bigger than a Dragon and stronger than one too. You are now also no longer obliged to negative effects of special Race-exclusive things: Bug-Spray is no more effective on you than it would be on a Dragon, Golakka Crawler cannot devour you in an instant, just because you are a Pirate and so on. Now go you Amalgamation! Be whatever you want! Even mix and matching Altforms on a fly is possible with this.

The Ultimate Hero of the Explorer's League
(Requires the League of Explorers as a Companion; Cannot be taken with 'The Prime EVIL of E.V.I.L.'-Scenario)

The Explorer's League:
The Explorer's League had faced many challenges. They went through the Crypts of Naxxramas, climbed the highest cliffs on Blackrock Mountain and have beaten the most dangerous temples that were full with all sorts of deadly traps.
But now they need help, because a new Evil arises that threatens the fate of the world and they are recruiting! As you are one of the few that joined the call, you will now need to help them to stop Rafaam, the Master Thief from gaining the powers of the Staff of Origination. This will not be easy, since Rafaam already stole alot of dangerous Treasures, including the Mirror of Doom, the Lantern of Power and the Timepiece of Horror. This will not be easy since this will be the first real adventure the League will do and they are nowhere near their level of power and experience they have at 'Saviors of Uldum',
You not only have to make sure you and the rest of the League survives each encounter with him and the problem he creates, but also stop him from assembling the Staff of Origination. If you manage to defeat him and break the Staff of Origination (which is necessary in order to defeat him), he manages to flee and plan his revenge over the course of some years. You and the League are now equals in your eyes and will come together should another Evil arise!

Reward for this part will be: Deeper level of friendship and camaraderie with all members of the League. If you all work together you can save the world from any single threat, if you can beat it at all.
But that alone wouldn't be enough, so after your adventure you get approached by one of the candidates who came too late...because he charged first into the wrong direction: Leeroy Jenkins, the Legendary Charging Warrior, wanted to be the first who wanted to be part of the League right after he saw the add in the cinema. Now he may not be a part of the League, but since you are part of it and could use his help, that is enough for him. He may not be the brightest or the toughest, but his attacks and his speed are devastating. Just keep an eye on him. He has a thing for...just running in.

The League now disbands for some time giving you time to do what you want until 'Saviors of Uldum' starts. You can either do 'Kobolds and Catacombs' and 'The Witchwood' in that time or do one other Scenario in that time, without the help of the Rest of the League that will have their own small adventures.

Kobolds and Catacombs: Optional (Can only be taken if you aren't enormous in size or if that is the case can take on a humanoid or smaller form for at least some time):

Legends tell of a vast underground world and the countless treasures that lie in store...for worthy Adventurers. Here you seem to be alone, except if you find another adventurer or a small group of them down here and manage to work together with them. But then you would need to share the treasure you get…

What you need to do here is quite simple: You need to go down the Catacombs, not get defeated yourself by the many dangers down here, which include: entire room full of traps or magma, gigantic hungry animals and Beasts, Dragons that guard their hoards, greedy Adventurers that don't want to share their treasures, Madmen and -women and of course the Kobolds that don't want you to take their Candles.

Another threat that is always there is...when you have no light with you at all. A single candle is enough to repel it, but should you be where it is completely dark...well The Darkness never let even a single Kobold go.

At the end of your path, regardless if you ventured to the very middle of the Cave System into his private hoard chambers or tried to flee with what you collected so far, King Togwaggle himself will wait for you. He will not let you go alive with his treasure. Do not underestimate him. He not only has the greatest Waxomancer skills in all of Azeroth, but also has the help of his Crown-Candle where the Elemental Rakanishu lives. It allows him to be immune against fire, heat, lava and magma in all its forms, which makes his Wax even more dangerous. He also has so many Legendary Treasures with him, that there is bound to be something that can hurt and or defeat you, if you aren't careful. You only need to defeat him so much that he cannot follow you. Whatever you throw at him, he and Rakanishu will survive, but will be very sad about all the Gold and Treasures they lost.

Your reward here will be the following: You of course gain all the gold you were able to carry with you and all the treasures you were able to find. All of these Treasures will not be kept by you, but you gain their worth in Gold back. If you carried out as much as you could hold on, you now have enough Gold to be able to buy everything you would need for the next century and would still have enough left over to live another few decades quite comfortably.

But only Gold is not enough so you now will be able to get through any underground maze and live, no matter how big or dangerous it is, as long as you at least try to survive. You will never get lost, you will always find something to eat and drink and even completely inescapable tombs can be found to have some sort of exit or wall you can climb up to get out of.

Should you have encountered The Darkness and lived (by either escaping or even defeating it), you now can see in any Darkness or Blackness, no matter what. Even if someone would put literal Darkness or Void over your eyes and face, you could still see as if it was midday. Another 'Reward' or Curse, if you wanna call it that follows you if you want: The Darkness now follows you into Future Worlds and Cave Systems as some sort of Threat. If you or anyone else inside dark places have no Light Source the Darkness will attack them and you. It can be repelled with candles

and torches, but fire and light magic will in future be completely useless against it. I hope you know what you are doing...

<u>The Witchwood: Optional (Can be taken as a Solo Adventure and doesn't require any other Scenario):</u>

Gilneas had faced many challenges already in its history. Arugals Worgen Curse seems to be unliftable and now the townsfolk need to live with the fact that they are Werebeasts and will not voluntarily turn into Monsters once the Full Moon rises up. After many years they were able to somewhat control this curse and now it is their greatest strength. But...something seems wrong…

Since the last few weeks, the forest seems...foul. A sunless gloom now is in the entire forest, the trees turning into hungry cursed Treants that attack any who come too close. In the witching hours, strange and dangerous beings appear that even tread and stalk through the city's streets. Anyone foolhardy enough to venture beyond the city walls after nightfall seems to disappear without a trace, never to be seen again.

King Greymane asks for the help of Adventurers for a Monsterhunt and so far only 4 have been brave enough. Will you answer the call too?

If you decide to help out the 4 other adventurers which include:

Houndmaster Shaw, a very serious man who has a whole pack of hounds following him, that will relentlessly hunt down anything he tells them to. His Hounds will be the Scouts.

Tess Greymane, the Princess of Gilneas and the last child of King Greymane that is alive. She hates being constantly held back and wants to stop this dangerous plague against her people. She will be the Tracker.

Darius Crowley, a very strong Worgen who will use his mighty cannons to break through the bigger threats in this forest.

And lastly the strangest of the 4: A Gnome with the name Toki. She seems to work a lot with her clockwork Magitech. Extremely powerful but prone to backfiring. It seems she didn't learn yet that you don't play with time.

Nonetheless. All of these 4 will be needed in order to stop the Evil Witch of the Swamp Hagatha, who started to live in the heart of the forest and poisoned it and all that entails.

Getting to her alone is a very challenging adventure in its own right, since the forest is full of mad monsters, people that attack anyone who comes too close and much, much more. Even the Shudderwock is here and he will not be an easy challenge.

Should you be able to overcome the many hardships and even defeat Hagatha, she will be able to flee and leave Gilneas and the lands alone for some time.

Your Reward for this will not only be the Gold Greymane promised to all heroes, but also the Companionship of any of your fellow adventurers that survived their own fights against their Nemesis and Hagatha.

But you also gained another thing for you: You can choose to gain a version of the Worgen Curse for you. You can now transform into a gigantic wolf-like form with gigantic claws and teeth. In this form you find it easier to follow your instincts and

can fight better in close combat, but using weapons in this form becomes a bit awkward. But to make this truly something strong you gained the same level of control as King Greymane himself: You choose when you have any form. You can walk around as a Worgen in broad daylight and stay a Human at midnight under a full moon. You can swap between these forms extremely fast and in quick succession, for example by either jumping/leaping at an enemy midair and becoming a Worgen to rip out their neck or by doing a dodgeroll and becoming a Human to take aim with a gun. You gain this Worgen Curse even when you aren't Human. You can choose if any of your children gain this Curse as well.

Saviors of Uldum:

Uldum, the Kingdom of King Phaoris, has been in peril ever since the League of E.V.I.L. flew in with their stolen city of Dalaran and started to spread chaos around. Monsters awakened and unleashed, Titankeeper corrupted and made to attack everything...Uldum needs heroes...and so out of the Hall of Explorers they answered!

The League of Explorers is back at it again and ready to save Uldum from the Plaguelords that Rafaam and E.V.I.L. released. Your job with your fellow League Colleagues is to survive the treacherous sands of Uldum, go into the Tombs of Terror and get your team geared up.

Normally the League Members will defeat one Plaguelord each:

Brann defeats the Plaguelord of Wrath with classic Dwarven Flair,

Finley def,eats the Plaguelord of Madness thanks to the inherent nature of Murlocs killing the Plaguelord of Death will be the job of Elise with her knowledge and help of the ancient texts,

lastly Reno defeats the Plaguelord of Murlocs with his amazing muscles.

But that will now be impossible without your help. You now need to come to the rescue of each Leaguemember. They will be able to hang on long enough to put up a stalemate against the Lord they are facing. You will not be able to defeat a Plaguelord by yourself and need to work together with your Leaguemembers. The other Leaguemembers you already helped out will be too tired to really help with the other Lords and instead will go towards Tekahns Temple already to make sure he doesn't go out.

You then need to band together to defeat Tekahn, the Plaguelord of Flame. He made a deal with Rafaam, but during your fight with him Rafaam flees with the 5th Plague and leaves Tekahn to the mercy of the League.

Tekahn then wants to proceed to burn down you 5 in a rage, so negotiation will be impossible. Even attempts to force him will become impossible, his powers as a Plaguelord making him immune against whatever you could throw at his mind, soul or body to cut the fight short. You all need to work together to stop him, otherwise you and all of Uldum will burn to ash.

After you defeat Tekahn, Uldum will be safe and Phaoris can get back on the throne.

Your Reward of this part will be that you not only get a Treasure of Uldum that you got out of the Tomb for free (you can choose to get a copy of one of the other League Members, or get and Item worth 400cp or less for free from the Item Section), but you also gain the Blessing of King Phaoris, which gives you strength when walking in Deserts and Dunes that are like the ones in Uldum even in Future Worlds. The heat will not impede you as much, you find oases easier and the sands don't impede you as much or get inside your clothes and items. You still need to watch out for sinkholes and sandstorms though. Otherwise the desert shall be a battlefield you don't need to fear as much anymore!

Galakronds Awakening and the Descent of Dragons:

This is the end. E.V.I.L. and their helpers are now in Northend and use their flying city of Dalaran as a base to destroy any who come too close to them. They also have an entire army of Dragons and Cultists and Lackeys on their side. But after your League fights them and loses, you get saved by the Dragonflights, but Reno gets kidnapped and thrown into the Violet Hold.

You and the other 3 members need to find out what E.V.I.L. wants to do. In the Wyrmrest Temple you will find out about Renos Heritage and about the Resting Place of Galakrond and his possible resurrection.

After very long and dangerous fights, you and the other League members, with the help of the Dragonflights and Aspects, need to fight the biggest Air Battle in the entire history of Azeroth. Dragons, Airships, Wyverns and more will fight. Even Deathwing, Murozond and Sindragosa and other Legendary Dragons partake in this battle, even ones thought to be lost to time and stand against you and the Dragonaspects. They will try to hold you back long enough to allow Rafaam to resummon Galakrond.

What you need to do yourself is get past this entire war and invade Dalaran. There you will need to defeat the last undefeated members of E.V.I.L and free Reno.

With Reno together, you need to stop Rafaam. It does not matter if he invokes Galakrond or gets defeated by you, Galakrond will be resurrected and Rafaam will sit atop his head.

Reno will also absorb some of the magical lightning in the invoked area and start to turn into his Dragonform of Renogos. With him together, you need to defeat Galakrond, wingflap for wingflap, with all the magical might you can muster up.

During your fight, the rest of the League and Dragonaspects will join you in your battle and help bring down Galakrond. You need to make sure all Leaguemembers and Aspects survive and take down the Ur-Dragon once and for all!

Rafaam will be defeated and E.V.I.L. will be gone after this, so there is no need to pursue the rest of them.

Your Reward for this part will be:

You will gain some Draconic Potential, not unlike Renos for yourself. If you absorb enough unused magic in an area around you (Dragon Graveyards with lots of rest-mana is ideal) you can turn into a Blue Mana-Dragonform of yourself. That

Dragon will still be you, but your magical power gets boosted by a tremendous degree.

Your Reward for becoming the Ultimate Hero will be:
For stopping the most Evil Thing that ever walked land, you and your Leaguemembers gain the title: 'Leaguemember of Heroic Explorers'. You all get a boost in your abilities and powers, if you fight to save the world and its people, to such an extent, that a Dragonaspect with some help could defeat a newly resummoned Galakrond that still needs to regain his old might. The title also works to make all aligned with good guys and heroes more respectful to you and allows for smooth work, even when you each would hate your guts, as long as it is for helping people. It also brings the weight of your actions in this world to any you Future Worlds you visit as a savior and Hero.
This title also allows you to always find some use of your heroic skills. No matter what happens, you can help with your skills: Need a device only a certain someone can build? Well there happens to be a temple where you can get a copy or even the original device, as long as you are ready to do some challenging adventuring. This will only activate in this case, if nobody is around to make a device or has another answer for the needed solution. As long as you do some real work and are ready for some real danger, you can achieve anything!

The Prime EVIL of E.V.I.L.
(Requires the League of E.V.I.L. as a Companion; Cannot be taken with 'The Ultimate Hero of the Explorers League'-Scenario)

So...you seem to be a Villain. Not necessarily a good one but...No, I didn't call you a Good Guy, stop being angry! Anyways. I know a certain Ethereal named Rafaam and heard he has a Masterplan, which needs the help of dastardly masters of their Area of Expertise.
This Scenario will take up to at least 3 Years until it starts and then last one uninterrupted, entire year to complete.
The Reason why you need to wait is because Rafaam and Lazul need time to gather the League of E.V.I.L. after each of them gets defeated by someone first. This will happen unless you try to do something, in which case you would in turn forfeit this entire Scenario instantly, since all 5 canon members are needed.

Dalaran Heist:
So here is the plan: You all do what needs to be done!
Sounds good? What? You want to know what the job exactly is? Well talking about unprofessional...it is quite obvious: It is only the greatest criminal undertaking in the history of villainy: You will steal the giant flying City of Magic: Dalaran!
Rafaam and the other members already decided what they will do, so here will be your job: You need to make sure they succeed.

Yes. They will all fail if you don't take an active role in helping them out, since the other applicants of E.V.I.L….seem to be gone...for now.

King/Heistbaron Togwaggle wants to rob the bank of Dalaran but will need help with all the safety measurements and guards but also...with a rival thief! Queen Wagtoggle is also robbing the bank, but will not work together with any of you. She wants all the shinies! And you will be better dead if you want her shinies!
But even then you still need to defeat Trade-Prince Gallywix, the Goblin King himself, who waits inside his vault. Whoever steals from Dalaran, steals from him. He is the greediest being on the entirety of Azeroth, but his ability doesn't stop there: Any spell you use, he can buy. Whenever you want to use any kind of supernatural ability on him, you instead find a coin in your pocket and he can use it. Be careful what you use...even punches can be thrown like this, but at least physical attacks like this will only be 'bought' after you use them.

Hagatha needs help by freeing the prisoners from the Violet Hold. She wants to either recruit them or that they at least battle the City Guard to sow more chaos. This by itself may be easy, but the prisoners themselves are not only powerful and spiteful, but they may also attack you. You will not know who will become and ally or who will try to end you, but you need to open all cells and survive. Important to add here that the most powerful prisoners are:
Cyanigosa, a Blue Dragon who served Malygos and wanted to follow Deathwing. She is powerful and uses her magic to a very destructive degree. She will end you quickly for freeing her. Show her who is the boss!
Moragg, an Observer Demon who uses his seven eyes and his powerful eyebeams to attack anyone who dares to come in his sight.
And lastly Zuramat the Obliterator, a Voiddemon with the Lordtitle, known for his extreme thirst for destruction and animosity towards any living being. He will erase any you and any allies you have from existence, if he hits you or them with his attacks. He then can summon them back from the Void to force them to fight you. Breaking free from this control is impossible as long as he lives.
If you defeat all 3 of them, Hagatha thanks you and lets you go to help the others.

Lazuul will sow chaos in the streets to make a distraction for Rafaam and Dr. Boom to get to their positions, since these 2 will have the most important job. Without your help she will get defeated and captured. Stop that from happening until she and you defeated Captain Hannigan and the Kirin Tor Guardsmen. This will not be easy, since every single one of them is a powerful and skilled Magic Knight, but they will empower each other. And Captain Hannigan can summon them endlessly! Make sure you get through his countless guardsmen and take him down!

Dr. Boom goes through The Underbelly to install rockets on Dalaran. The point of this will be to be able to control where the city flies. But of course the black market and some other people that love here want to stop that from happening. You need to

fight your way thróugh the sewers to get to one side of the city and start protecting Dr. Boom while he installs the rockets. During that time you need to hold off Madam Goya and her splinter group of the White Lotus.
But more importantly you need to stop Boommaster Flark. He threatens to blow the entire city up, just to show that blowing stuff up is better than stealing it. If you want help from anyone else...no. You can't. Nobody will believe a member of E.V.I.L. and they will not believe somebody wants to blow the entire rock of Dalaran up...that would be silly. But totally what Flark will do if you don't stop him.

Lastly, you need to help Rafaam defeat the Kirin Tor. This is by far the hardest part, since the Kirin Tor are the strongest Archmages in the entirety of Azeroth. You not only have to fight your way up to the tower to even get to them, but have to defeat 4 extremely powerful Mages:
Magistrix Norroa, a Spelltrapper with the peculiar ability to...take away your time. It seems she can somehow cut short the time you have to think, so you need to act quickly against her, which is exactly what she wants you to do, in order to run into her traps. Keeping your cool will be important in this fight, so make sure you keep your wits and don't fall into every single one of her traps.
Archmage Vargoth, one of the most powerful Archmages of the Kirin Tor. He will use his absurd Arcane Might to try to bring you down. Make no mistake, since his many arcane missiles will quickly block out any way of dodging you may have, if you don't take him out quickly.
Archmage Kalec, non-secretly a secret Blue Dragon wants to stop you next. He really needs to be defeated quickly, since his magic power will rise without end. If you don't defeat him fast enough, he may even turn into the Dragonaspect of Magic Kalecgos again and just destroy you with his overwhelming magical power.
Lastly, you need to defeat the last guardian of the city: Archmage Khadgar. He will prove a very hard challenge indeed. He can summon Kirin Tor Elementals, that will cast all his spells again and will counter whatever you may try to throw at him. All of his spells are devastating and can easily destroy what you may have in hand against him, so trying to stop him from doing any spells in the first place may be a good idea (a hint of mine: 'The Golden Candle' will make his abilities and spells useless, you just have to have some luck in getting the right Legendaries on your side).

After doing all of these and making Khadgar flee the city, you now own all of the flying city of Dalaran.

What your Reward of this part is, is the following:
You now own the flying City of Dalaran that will follow you into Future Worlds. It is quite big, but thanks to the rockets it can move surprisingly quickly. It will be a good point of some devious operations and the Violet Hold proves to be a wonderful and inescapable prison! To flee from the Violet Hold by oneself is impossible, since the Crystals one gets trapped in, stops time from passing for oneself, so help from outside to shatter or weaken the crystal is required.

The League also decided to give their best Lackey, You, some gifts for helping out: Dr. Boom gave you one of his famous Boomboxes. This is a crate that will continuously build Boombots. You also gain an Annoy-O-Horn, a big horn that will summon 7 extremely annoying Mechs when blown. These 7 Mechs are not only extremely loud and supernaturally annoying, they will also have Taunt and Divine Shield, so they are perfect for stalling out time for you.

Fire Fest-E.V.I.L. (Optional; This can be chosen, even if you aren't part of E.V.I.L. where you can choose if you help E.V.I.L. or help Ragnaros and Blackrock Mountain, otherwise if you take the overarching Scenario you have to help E.V.I.L.):

'How did we crash into A MOUNTAIN?!'
'Hey. Running into a mountain isn't an art. It's a science!'
Well as long as you are stuck here...you might as well have some fun. Welcome to the Firefest-E.V.I.L.! As Ragnaros tried to start the Fire Festival, he got interrupted by the City of Dalaran crashing into the side of Blackrock Mountain. Now he needs to get rid of these trespassers and insects before he can celebrate.
You can take 2 sides here:
On one hand, you can take the side of the Blackrock Mountain Forces and your Firelord Ragnaros, trying to fend off and defeat E.V.I.L. to start the Fire Festival for real. This will not be easy, since these Villains prove to be a real threat and challenge to even the Firelord himself and the strongest Blackrock Mountain has to offer.
If you manage to defeat Rafaam and the rest of the League and burn and/or melt Dalaran away, you can start the Firefestival and gain the approval of Ragnaros.

The Reward for this will be that you Ragnaros gives you his Blessing of Fire and his Companionship. In Future Worlds he will import himself into a giant Volcano without you paying any cp for it. If there is no mountain or volcano, Blackrock Mountain will just appear in a remote place where it would make sense. But unless it is a magical world, he will be asleep until you wake up Majordomo Executus and he wakes up Ragnaros and the rest of Blackrock Mountain.
The Blessing of Flames empowers any fire, flame, heat, magma and lava powers you have and makes you extremely resistant to any of these powers and ice or cold abilities used against you. Now go forth and start a new Era of Flames with Ragnaros!

The other side is obviously the side of E.V.I.L., where you need to fend off the forces of Blackrock Mountain until Dr. Boom gets you unstuck. You can also decide to go on the offensive and go for Ragnaros himself. In this case you need to go through Highlord Omokk, Baron Geddon, the Omnotron Defense System, Garr, Atramedes, Nefarian and Vaelastrasz to get to the Firelord himself.
All of these will be pretty strong and challenging opponents, but Ragnaros will be in another League. You will need more Villains in order to take down the Big Bad Rag.

Ragnaros' offensive was always really strong, but now he has so much health that it will take forever to take him down if you try to fight him alone. Better defeat him before he melts your entire existence away.
But it will not be impossible. Defeating him is possible with your Colleagues!

Your Reward with this will be that you stole the Blessing of Fire for yourself and get completely accepted as a member of the League of E.V.I.L., if you were part of them before! You are now no longer a mere Lackey but a full fledged member! What this means is that you are now very skilled in villainy and lackey management. You also get taken seriously if you prove to be a threat.
Additionally: If you were a Fire Elemental or Elemental Lord, you can also choose to take Sulfuras as a weapon for yourself and gain the title of Firelord. What this allows you is to spawn Fire Elementals when you are inside a Volcano and use Volcanoes as a 'Respawn Point'. You can only respawn there when you aren't defeated/killed inside the Volcano. You can only have one volcano count as a respawn point at the same time.

Corrupters of Uldum:
As you and your league approach Uldum, spreading fear, monsters and gigantic swarms of man-sized locusts, Rafaam explains the plan to you and Tekahn. You will all go out and free all Plaguelords in order to show the Uldum real chaos.
What will be the real challenge here is to get past the Titanforged and Titankeepers in order to free the Plagues in the first place. Of course you have to also face the Tol'vir Guards and King Phaoris, since they will not stand idly around when you attack their kingdom.
King Phaoris and Highkeeper Ra will be by far the strongest opponents you can face here, but you don't need to defeat them yourself. Freeing the Plaguelords will prove to be way better than fighting them, so starting a fight but going past them in order to break open the seals will be your priority.
After you freed all 4 Plaguelords you only have to steal the Plague of Undeath, make Tekahn the Plaguelord of Flame and flee before the League of Explorers comes to get you. Don't underestimate them, since they can defeat you and you cannot allow your plans to be disturbed by some Heroes!

Your Reward for this part will be: You gain 1300cp for the 'Powers of E.V.I.L.'-Section to spend however you wish, because you have proven what a good villain should go for: Don't let your Schemes be Dreams! Why 1300? Because 13 is an unlucky number and that is EVIL! Muahahahahahaaaaaaa!

Galakronds Awakening:
So...you wanna know why you needed the Plague of Undeath? Well...Rafaam had a plan form the very beginning of the year:
'That was the whole plan, because I've been a fan
Of the most evil thing that has ever walked land!

It's a Dragon I claim! Galakrond is his name! The unstoppable beast of nefarious flame!
Once you've run out of time, Azeroth will be mine! This world will be burning!
But I…'
Ahem. Well as Rafaam himself has said: Your goal this entire year was to use the Plague of Undeath to resurrect Galakrond. A gigantic Dragon from before Dragons were Dragons. Resurrecting him will be your number one priority, which means you have to protect him until Galakrond arises. You will have some really strong Allies consisting of Skycaptain Eudora, Deathwing, Murozond and Sindragosa for example, but the Explorers League will also have all Dragonflights and Dragonaspects on their side too. You will have time on your side but your enemies will be truly dangerous.
If you manage to resurrect Galakrond and defeat Reno Jacksson, nothing will stand in your way of making Rafaam and you the most feared beings in Azeroth. You will crush Alliance and Horde quickly with absolutely no resistance, because Galakronds power surpasses any threat they have faced so far.
And here will be a decision to make:
Rafaam quickly realises that Galakrond has not any desire to be known as a Villain and instead wants to destroy everything. You will have to choose if you want to side with The Prime Evil Rafaam or you want to side with the Ur-Dragon and to simply turn everything to ash.

If you side with Rafaam, you 2 will need to defeat Galakrond. There will be noone left but the other members of E.V.I.L. which Rafaam was able to resurrect too, but otherwise it is E.V.I.L. against the end of everything. Galakrond was able to tear both Alliance and Horde to shreds with your help, so I really hope you can use everything you have learned here in order to defeat him. All the Treasures Rafaam stole over the course of this year will be needed at the correct time.
Your Reward for this will be that you not only become known as the most Evil that has ever eviled, but you also gain a copy of the Gauntlet of Origination that Rafaam used to fight Galakrond. By sacrificing a Lackey or Ally to it, you can summon and use an E.V.I.L. Treasure, no matter how strong it is or what its needed requirements are. You will also be feared by anyone and anything, even beings that don't have any emotions or capability or feeling it or never had the concept of fear ingrained into them to begin with! You are the greatest Villain that ever existed. Just like Rafaam! You also can now narrate your own story! Why? Because you've learned it...from RAFAAM!

But if you side with Galakrond, you will need to see through Rafaams trickery and cheats. Since he can use any Treasure he wants, he can either take control of all of your summoned Dragons, recreate copies of them and much much more. You need to crush Rafaam, since he has fulfilled his role already.
After defeating Rafaam, Galakrond has seen your loyalty and worth and decides to spare you the same fate as everything else. He will gift you with Draconic Power, giving you spikes, horns, claws and teeth. Even a tail and wings if you wish. That

Draconic You will be better, tougher, stronger and faster in any way. You can apply this 'draconification' to any Alt-Form you amy have too.
This also has the effect of making any Being in Future Worlds that wish to destroy everything, abit fonder of you to the point that, if you would serve, they will spare you of any fate regarding what their plan is, as long as you decide to serve and help them.

<u>Additionally (no matter who you decide to side with):</u> If you are a Dragonaspect or higher in power (bought the Dragonrace for at least 1500cp), you gain your own Dragoncult. This Cult will follow you zealously and think of you as your God. They rather die than betray you, even mindcontrol against them will either be fend off or resisted long enough for suicide. They can empower you with rituals and will prove worthy Followers. Their Leader will be Kronx Dragonhoof, a very powerful Tauren, capable of vastly strengthening any Ritual about you, but you can also use him to channel so called 'Devastations' through him:
'Reanimation' allows you to resummon a fallen Dragon. These are strong but aside from 'Taunt' and the ability to fly they have nothing really.
'Domination' strengthens you and any allies you might have in a certain area.
'Devastation' deals direct damage against an enemy and heals you for the damage dealt.
And lastly 'Annihilation' allows your Breath Attack to deal damage to EVERYTHING in the area of your range, originating from Kronx.

<u>Additionally (no matter who you sided with):</u> If you chose 'Father of Dragons' as your Race you also gain the abilities of all Devastations yourself, but using these will take up some of your power, except for 'Reanimation'. But what you also gain is the very strongest ability of Galakrond: 'ANNIHILATION'.
What this ability allows is to unleash a gigantic somewhat homing attack at you can choose a single enemy. When this attack hist, it will not matter what abilities the enemy has or how strong it is: It and all 'copies' of it will be gone. If you hit an Avatar with this, all Avatars are gone and the Original too. They may be able to get resurrected, but being hit by this will end them. This will take some of your power, and it will cost at least 20% of your whole mana and has an objective cooldown of about one minute.

Your Rewards for becoming the Most Evil of E.V.I.L. :
All surviving members of the League and you gain the Title 'Prime Evil'. This title instantly brings the weight of your actions to whatever group that hears it. This also makes everyone take you seriously as a threat, even if your actions would be more aligned with a Mustache Twirling Cartoon VIllain. In each future Jump you can choose to be known as an Archvillain the instant it starts, which has the effect to make all Antagonists in the Setting more likely to seek an alliance with someone as grand in Villainy as you, without thinking about betraying you (except if they

somehow find out or suspect, that you want to betray them). They will not think of you as a threat to them, but will fear crossing you.
But lastly...you gain another special Companion: Your own empowered version of Galakrond. Galakrond has one canonical form, depending on who of the League resurrects him...and now you have one too. That form cannot be stronger than any of the other forms, but no matter what you choose, your Galakrond gains Apocalypse for Free and will not try to destroy you, as long as you don't want to destroy it. The rest of the World...is another matter. You can also once per Jump instead of importing him summon him through a 2 Hour Long Ritual, with all his might. After his resurrection he is terrifyingly powerful, but still at his weakest. Should he be able to defeat a Hero that tried to stop your Ritual or defeat him after his rebirth, he gains back his full might.

Notes

Special thanks to SIlentcrypt for allowing me to make this Jump and use some of his ideas for this one. These 2 Jumps are not meant to be taken as a better version of the others in any way. They cover slightly different Source Material.
Here is the Link to his Original Azeroth Jump which is highly recommended:
Azeroth Jumpchain

Also special thanks to neocorvinus for his help with Perk ideas and balance.

Drawbacks that are marked with a ' * ' are the only Drawbacks that don't automatically affect your Imported Companions. Any other Drawbacks have to also be taken by them, without them gaining cp for it.

Buying 'Cataclysmic Armor' while under the effect of the Drawback 'Personal Cataclysm' now gives you more time. It would about double your given time and slow down the effect of anything else killing you from the inside..

'Personal Cataclysm' will, if you just fight with your body, not kill you even in about 200 Years. If you use any power like Breathing Fire or channeling any magic power will cut that time down massively. Taking part in a Grand/Epic Battle can kill you within a few months, if the battle takes too long. Doing that continuously will end you within a few weeks. Even using Magical Artifacts will count for this and in fact will be way worse. If these Artifacts are more powerful than you, it will be just a matter of weeks.