# Adventure Quest Worlds Jump

***By Endure***

*There's a place where I am the hero*
*There's a world in my fantasy*
*I will take you if you want to go*
*Follow me…*

*Da na na na na na na na hero*
*Da na na na na na na ner ner ner ner*
*Da na na na na na na na battle*

*Ahhhhhhh*

*Da na na na na forces of ebil*
*Da na na na na na na hmm hmm hmm huh*
*Da na na na na something about a dragon?*

*Ahhhhhhh*

*BATTLE ON!*




Welcome to Battleon, or more specifically, the world of Adventure Quest Worlds! This is a 2D Browser-based MMORPG from Artix Entertainment, creators of classics such as Dragonfable and the original Adventure Quest. Your Jumper finds themselves in a land filled to the brim with magic, monsters, forgzards, cute girls, and tentacles of Chaos (though you should probably not mix the last two up). The battle between the forces of good and evil rages as Drakath plots to introduce the world to a rising new power that will forever change the course of history in Lore…

Did I also mention there are dragons, undead ghouls, pun slinging paladins, and also more dragons?

Here, take this gift of 1000 CP for your adventures here in Lore. What sort of story will you craft, hero?

# Starting CP +1000

# Location:

Feel free to choose a starting location, or roll 1d4 for added chaos (pun 100% intended).

1) **Battleon**

The place where it all started! You are placed in Yulgar's Inn, from which your adventures in Lore begin. Here you can explore Greenguard forest, battle in the Coliseum, explore the secrets of magic with Warlic, acquire blacksmithing skills from Cysero, meet with the Trainers of the starter classes and more. Adventure awaits!

2) **Swordhaven**

The Capital of Righteousness and Justice, this is the heart of the Good faction in Lore located in Oaklore. In Swordhaven, you can serve the court of King Alteon, learn the power of slaying the undead as a Paladin from Artix, acquire some basic weapons to start off your adventures in Lore, and maybe even serve Swordhaven long enough to become a true symbol of Good.

3) **Shadowfall**

You have discovered the fortress of Shadowfall! After Drakath's advent, the once great and imposing flying castle of the Shadowscythe has now fallen into the mountains of Skullholme. Despite its tattered state, it remains a powerful pillar of the Evil faction, lead by Empress Gravelyn and her army of Undead. It is also the place where you can meet the leader one of Evil's sub-faction, Dage the Evil, who leads Legion and holds many pieces of epic gear that you can earn provided you pay the right price.

4) **Mount Doomskull**

How did you get here, hero? The landscape before you is tainted with Chaos energy, as you find yourself in the centre of Mount Doomskull. Here, Drakath sits on his throne and plans his moves to spread Chaos across Lore. You can either choose to face him and bring an end to his onslaught once and for all, or you can choose to join his Chaotic crusade, potentially letting you wield a portion of his Chaos empowered magic.

# Factions:

Every hero in Lore has to choose the faction they wish to serve the minute they are born. You do not necessarily need to serve the leaders of each faction, and you can always branch off to sub-factions within the main three.

**Good:**

The faction of Good, led by noble King Alteon, is a faction of virtue, truth, and justice. Heroes of Good fight to ordain peace, standing up against the tyranny of Evil in order to uphold the safety and equality of all living beings residing in Lore. Oppression and Darkness is crushed, as Good raises its sword to give Lore the freedom it deserves in the face of overwhelming Evil.

**Evil:**

Evil is led by Empress Gravelyn, the daughter of Infamous DoomKnight Sepulchure. Evil battles to exert total dominion over the many nations of Lore. Virtue, truth, justice? These are all broken concepts that have no meaning to Evil. The only concept that functions for Evil is power, and the minions of evil only seek to gather as much of it as it can to further their own goals. Absolute control is the only way Lore can be led.

**Chaos:**

The battle between Good and Evil is petty. Chaos is above such trifling concepts. As a member of Drakath's Chaos Milita you fight for a faction that represents the truest form of freedom. While Good and Evil seek to place order, Chaos balances such order with disorder to maintain a level of freedom that is unlike anything Good or Evil can offer. Chaos is a necessary force that thrives on doing what it needs to do to survive. The world may not understand it, but Chaos is a quintessential faction in Lore.

# Starter Classes

Though there are a several classes to learn from, all adventurers start with the four classic classes. These classes enable you to build a baseline for anything else you wish to get into.

**Warrior:**

Warriors are brave and courageous fighters who eagerly seek combat. They are trained to head first into battle, ferociously trading blows with immense strength whilst soaking damage to give their other party members leeway to deal more damage. A Warrior can eventually learn how to take on entire armies on their own, if they commit themselves wholly to a life of discipline and training.

**Mage:**

The wise weavers of magic, a Mage utilizes arcane power coursing through their veins to unleash powerful spells for devastating effects in combat. A mage can cast basic spells like fireball and ice shard, but with enough time and practice, possess the capability to wield magic that can rend towns and explode mountains with relative ease.

**Healer:**

Healers are magi with the ability to repair wounds rather than inflict them. They wield their knowledge of magic to cure the sick, weak and injured. Healers play an essential role in groups and can be the difference between life and death. Initially, a healer learns to cure minor wounds but can gradually acquire the power required to restore entire parties to full health.

**Rogue:**

The cunning and stealthy Rogue are unpredictable fighters! They rely on speed and poison to whittle their enemies down and strike them when they are most vulnerable. They also possess exceptional footwork, being able to evade most attacks thanks to flexibility cultivated from years of training and practice. A very experienced Rogue becomes nearly impossible to land a solid hit on, moving faster than the eye can see, while curating poisons that can erode the health of even the most resilient monsters stampeding across Lore.

# General Perks:

**Humor (Free):** You're in an Artix Entertainment game. Loosen up! Your comedic timing is always on the spot, knowing when to make the right type of jokes to have everyone cracking. It's almost endearing in a way.

**Master Blacksmith (200 CP):** AQ World's has always given its players a chance to play blacksmith and make some cool items for the game. In fact, that's how player Dage the Evil, a real-life player and one of AQWs most significant NPCs, got his job as an AQW artist. Now you too can become a blacksmith! This perk allows you to craft any cosmetic item of your choice. Have an idea for a cool looking black sword but don't know anyone who can make it? You got it sis. Just spend a couple of hours at the anvil and boom, you it is ready! Wanna make a replica of a weapon from another universe? I gotchu broski. You can make it, though you cannot replicate any powers it may have had from the original.

Perhaps you want to edit it a little? Add some extra design quirks to an already existing item? You're entirely free to do that and it won't affect the original power of an item. If you want an evil doom spin on the Blinding Light of Destiny, you're more than welcome to give it so.

You could imbue them with magic, but I'll leave something like that up to you, second-rate Cysero.

**CAN SOMEONE HALP WITH BOSS (200CP):** You might not want to acknowledge it, Jumper, but sometimes there might be fights you alone cannot handle. No matter, you will always be able to find help. If you do request help, you can pretty much guarantee someone might provide some aid. The aiding party might not benefit from helping you, but they sure do feel good giving you help when you need it

**Transformative (200 CP):** Why limit yourself to one form? Why not have multiple forms? This perk effectively gives you a cool looking transformation into any creature as well as the ability to alternate between different forms. The added size and appendages may be nice, but your powerlevels largely remain the same as your normal form.

**RNGesus is With You (400 CP):** You must have the Leprechaun class equipped, because luck is very often on your side. You get very lucky in your adventures. Monsters drop the items that you need which statistically have a very low chance of dropping. You'll somehow manage to find escapes whenever you're caught between a rock and a hard place during your adventures. You might even accidentally spill some Moglinberry juice on that cute barmaid's shirt. You're just that damn lucky.

**Endgame Farmer (400 CP):** Your determination for the grind is legendary, allowing you to remain motivated during strenuous grinds that'd have people tapping out in the first hour. Nothing seems to stop your quest for power as your desire for it far outweighs the benefits of rest. Your performance remains considerably consistent too.

# Good

**Will of the Undead Slayer (100 CP):** Undead Slayer Artix is the Champion of Darkness, destined to spread evil and doom across lore. Yet, he didn't stray from his upbringing as a Paladin. He didn't turn to the darkness, because he was taught to embrace the light. He stuck to his ideals despite holding a role that directly opposed his ideals. This kind of will-power can't be taught, but can only be fostered from within. Now, you too have the same level of will-power as Artix. Despite how torn down you may get from your experiences, you remain extremely faithful to your ideals. You don't let trivial things like expectations or fate deviate you from the path you've set yourself up for. You do whatever you feel is right, never letting outside influences sway your spirit in the slightest. You won't be immune from direct magical corruption, but you're steadfast enough to never see a change in character if your ideals are questioned.

**Shining Beacon of Hope (200 CP):** Few are able to stir the spirits of the weak into battle, and fewer can inspire soldiers fighting a lost battle. It takes one commanding spirit to change that. Your courage in battle is infectious. Every swing of your blade, every opponent slain, every drop of blood spilled, inspires others to follow in your direction. Your passion for your cause instills hope into your allies, giving them the push they need to continue the battle even if the odds are overwhelming against them. With this sort of battle charisma, the masses may even elect you as their king, provided you bring victory to them in your wars.

**Spirit Orb Magic (400 CP):** Using the souls of the dead to do your bidding sounds like borderline Necromancy, but Spirit Orb magic is far from it.

Spirit Orb magic allows users access a unique branch of white magic. It can used to send strong magic blasts, create Spirit Orb weapons like the Ultimate Dragon Soul Spear of Ten Million Orbs (Quite a mouthful I know. Blame Artix for that kind of naming), and send many Darkness-based beings scampering to the corner due to its overwhelming power.

Initially, you will start off with 500,000 free souls that help you to battle and always return to you whenever you need them. You can always acquire more Spirit Orbs provided you can convince them to join your cause. This by the way also grants you the ability to communicate with the spirits of the dead. The more Spirit Orbs you have, the more powerful your magic becomes.

With enough Spirit Orbs, you can embed them into weapons to create a conduit for your magic, giving this raw power much more focus and strength. Who knows. Maybe you can make your own Blinding Light of Destiny?

**Champion of Darkness (600 CP):** Like Artix, the Undead slaying Paladin, and the ultimate crusader of good, you are the Champion of Darkness! You can choose to replace him or act as another agent of Darkness in Lore.

Given birth in the Plane of Darkness, you are gifted by your creators with powerful magic, which you must utilize to the fullest to open a portal to allow the denizens of your home to wreak havoc across Lore.

You are a being of pure Evil, as your soul is enchanted with dark magic that puts you on the level of the Champion of Light in terms of strength. You are able to heavily resist most Light-based attacks, outright

shutting down any purification attempts on your soul. You also find your sorcery to be amplified by several degrees, thanks to the magnanimous Darkness that you command.

As the Champion of Darkness, you naturally have a pact with the Plane of Darkness, a realm outside the universe of Lore, whose existence is nothing but pure Dark energy. You are able to enlist the help of familiars from this realm. If let to roam freely, a large army of these familiars they can destroy entire civilizations. But be forewarned, the entities here can be very treacherous. They can choose to stab you in the back whenever they wish it, so you must make sure you let them know who controls who with your powers.

Your powers as the Champion of Darkness also grant you the ability to transform into a terrifying black dragon.

For the next 10 years, you are forbidden from using Light magic.

Being the Champion of Darkness, you forfeit being able to cast any form of Light magic. Though, that wouldn't be much of a problem, because you're a being that wants the Light to be snuffed out. Why would you need to use the Light?  You are given free rein to use any magic once your time in this realm is over

The Champion of Darkness is a highly coveted role many dark lords in Lore desire to acquire for themselves. Your role can be transferred to another being should they be successful in slaying you. Hence, you must take the **"Sally Wants your Bones"** drawback for no additional CP. Moreover, the Plane of Light sees your existence as a threat. You are capable of slaying their Champion of Light, whose death opens up the portal to the Plane of Darkness. You will be relentlessly hunted for that very reason, so you must take the "**Hunted by Light"** drawback for no CP.

Should you survive the challenge of being the Champion of Darkness for the next 10 years, then you shall have the sinister denizens of the Plane of Darkness pledge their undying loyalty to you for as long as you wish to be their champion. Even if you are, somehow, slain… your powers do not get transferred to whoever managed to get you under their sword. You do not need to follow the whims of the Plane of Darkness. You become the Plane of Darkness itself.

**[note: If you take Champion of Light with Champion of Darkness, you will forfeit gaining the benefits of either perks and will have to rely on other forms of magic to defend yourself from any impending threat for the duration of the jump.]**

# Evil

**Used to Evil (100 CP):** Enslaving the souls of the undead, sowing destruction across Lore… you're going to have to have a strong stomach to bear with these morally questionable activities. You're now completely immune to the mental effects these atrocities would have inflicted upon you, because you're used to the idea of Evil. It doesn't mean you're necessarily Evil, but you can choose to ignore the inhumanity of these actions which would normally have you second-guessing your motives.

**By the Darkness! (200 CP):** Fear is a useful motivator. You cannot get a lion to get down on its knees unless you threaten it with the whip. Your most thunderous and formidable deeds now have a profound effect on those who hear about it, instilling fear which compels them to submit to your will. Just invoking your name alone gets the weak scrambling. Brave spirits fare slightly better, but will find it hard to deal with your overwhelming sense of dread.

**VOIDUMINANCE NECROT-MORPH (400 CP):** Necromancy is the art of manipulating the dead. A simple cookie cutter Necromancer can bring the skeleton of a dead person back to life. They're not capable of turning the living into Undead soldiers that do their bidding. But this power…it's different. It is much more than Necromancy. This is a truly dark art that can affect even the most powerful soldiers of the Paladin order.

Voiduminance Necrot-Morph has the ability of turning the living into loyal, undead slaves. This power overwhelms the spirit of a person with crushing darkness until the life force is sucked right out of their body, turning them undead.

You have the ability to cast this spell, but under a couple of conditions. For one, the soul you cast it on must be weak enough to have its life force submit to the devastating darkness otherwise it won't work. Moreover, you cannot use this ability against beings that are already undead, only living and breathing mortal beings. Finally, you cannot use this ability against the Champion of Light or the Champion of Darkness. Both are exceptionally immune to the dark forces used in this magic, so don't even think of wasting your energy on them.

**Champion of Light (600 CP):** Much like Gravelyn, empress of the Shadowscythe, leader of Evil in Lore, you are the Champion of Light! Either you replace her or you are Lore's second currently-existing Champion of Light.

Given birth at the Plane of Light, you are blessed with extremely powerful Light-based abilities to end the crusade of Darkness. You are an unparalleled caster of Light sorcery, putting you on terms with the Champion of Darkness. You are extremely resistant to Dark magic, making it borderline impossible to use things like Necromancy to turn you undead. Your magic is also potent enough to purify even the darkest of Dark relics, imbuing it with Light whilst exorcising the presence of any malignant and sinister Evil within. Moreover, any magic spells or attacks that you perform are now blessed by the divine spirits of the Plane of Light, boosting it to a considerable degree. A regular fire ball becomes divine fire. Your healing powers become significantly stronger, given you connection to white magic.

As the Champion of Light, you have a pact with the Plane of Light, a realm of existence outside the universe of Lore comprised entirely of Light-based beings and constructs. The Plane of Light can assist you in certain matters, providing you with familiars who do your bidding. These familiars are extremely powerful, like Lightwing, who is a prideful Phoenix that has the power of a 1000 suns. But don't always expect its inhabitants to comply. You are going to have to persuade them from time to time especially if you need them to co-operate with beings affiliated with the Plane of Darkness, to achieve a mutual goal.

You are also granted the additional ability to sprout angelic wings, which allow you to blaze across the skies at break neck speed.

For the next 10 years, as Champion of Light, you are forbidden from using Dark magic.

The Champion of Light is not able to cast or use Darkness-based magic or relics. You directly oppose Evil, why would you need to work with it? After 10 years however, you will be beyond the control of the Plane of Light, letting you wield Dark magic should it be necessary for your adventures.

Given you are the Champion of Light, expect many people to be after your head. The Champion of Darkness especially needs you dead because you are the key that prevents the portal to the Plane of Darkness opening and unleashing unspeakable horrors into Lore. You must take the "**Hunted by Darkness**" drawback for no additional CP. Moreover, you will be expected to carry out your responsibilities as champion. You will constantly be tasked to purge Lore of evil. As such, you must take "**The Tests of the Divine"** drawback for no additional CP

If you are successful in your mission as the Champion of Light in this Jump, then you will have the complete loyalty of the Plane of Light. All the creatures and beings from that plane will heed your desires without question, removing the need to waste your time persuading them to pursue your goals. You are the will of Light, given form to spread good and virtue across the cosmos.

**[note: If you take Champion of Light with Champion of Darkness, you will forfeit gaining the benefits of either perks and will have to rely on other forms of magic to defend yourself from any impending threat for the duration of the jump.]**

# Chaos

**Beyond Good and Evil (100 CP)**: Your power isn't just inherently chaotic, your nature is too. What are Good and Evil to you? None of them know how to do the *right* thing. Being overtly devoted to a single cause isn't good for balance. You're different in that regard. You're much more comfortable making morally grey choices, doing what may be good for the long term and not letting the evil weigh you down.

**Power Chaorrupts (200 CP):** Ah, the lure of power. It's easy to get anyone to start wagging their tails like dogs. If you share your own power, whoever you share your power with becomes addicted to you, and will continue to serve you for more power. The power you promise and bestow is very intoxicating, making it hard for those who have had a taste of it to let it go easily. Your servants will do anything you desire, just to have a drop of the strength you possess.

**Unchaorruptable (400 CP):** Many have fallen to the call to Chaos. Its power is too great for one to bear, so much so that they lose control of themselves should it be allowed to freely permeate on one's spirit. But a select few can reject corruption, no matter how oppressive it may be. This serves as an ability for you to retain control over your body, even as malignant forces attempt to corrupt you.

**Lord of Chaos (600 CP):** My my, do you adore destruction that much, Jumper? You can either choose to take the position of one of the 13 Lords of Chaos or become the 14th Lord of Chaos.

You have been given a portion of Drakath's Chaorrupted powers, bolstering your abilities to an exceptional degree. You won't just be rocking purple armor and tentacles, you'll have the ability to spread it yourself too. You can spread your Chaorruption across the lands, allowing you to taint plants and wildlife with Chaos energy that drives them crazy. Your also given the power Chaorrupt lesser wills to do your bidding, providing you ample opportunity to build an army which you're definitely going to need, since the Alliance of Good and Evil are going to work together to stop your Chaotic onslaught.

As a Lord of Chaos, you have the ability to raise *one* Chaos Beast. This is a familiar you can choose to imbue with powerful Chaos energies. A section will be provided for you to customize your Chaos Beast.

Being a Lord of Chaos is a dangerous role. You will be hunted by the Heroes of Lore and even Drakath himself, as he needs the chaos portion of your powers that you fostered to release the Queen of Monsters. You must take **Hunted By Drakath (600 CP drawback)** and **Hunted By Heroes (600 CP drawback** for no additional CP**.**

# Warrior

**Blessings of Strength (100 CP):** Your training as a Warrior has granted you immense strength and endurance, allowing you to casually lift your opponents with one hand, lift huge logs of wood up with ease, shove around huge boulders around and more. This perk increases your strength enough to allow you to lift 30-40 tonnes with ease.

**Basic Melee Weapon Mastery (100 CP):** You know how to handle simple weapons to an effective degree. Swords, daggers, spears, staffs… you've got most of them covered. If these weapons have special magic effects, however, then it's going to take some time to know how to use them.

**Uunga Bunga Me Hit Hard (200 CP):** You may have brutish strength, but only a skilled warrior knows how to use that strength to strike where it REALLY hurts. You have a higher chance of seriously damaging your opponent, turning your mindless, fruitless blows into critical strikes that can cripple an enemy out of battle. Be careful to hold back if you need to, or else you might end up hurting someone you care about.

**On Guard! (400 CP):** For a brief period of time, you have the ability to issue an irrefutable challenge to your opponent during combat. During this challenge, you deal bonus damage to your enemy at the cost of having extra damage taken to yourself. This actually allows you to level the playing field of any battle, especially if there is a serious gap in strength between you and the opponent you are facing. However, given the fact that you're taking extra damage, this may backfire on you and hurt you even more, so know your opponent before you issue this Challenge to them.

**Warlord (600 CP):** You are a truly remarkable Warrior. Your strength and endurance far surpasses your peers and is basically a tier of its own. Your combat capabilities allow you to crush entire armies with ease, making you a frightening opponent in the battlefield. Warrior, you are an unstoppable juggernaut, with your stamina pool deep enough to allow you to fight for months on end and only require little breaks. You have the power to persevere through the most difficult challenges without breaking a sweat. Make your name known to your enemies. Pick up your sword, spill the blood of your foes, and become a legendary Warrior that stands amongst lore's best warriors, like Undead slayer Artix and Doomknight Sepulchure.

# Mage

**Blessings of Wisdom (100 CP):** You are a gifted wizard. Learning concepts takes little effort for you compared to other folks. You will of course have to put in some effort to understand but you're more systematic in your learning and can pretty much easily master the concept before you.

**Basic Spellcraft (100 CP):** Your knowledge of magic is sufficient to let you cast basic spells for a significant amount of mana. The basic spells include: making a fireball, encasing your opponent in ice, small scale explosion magic, and a mana shield that drains you of mana the more it gets hit. It's not much magic, but it can help you do the job.

**Methodical Spellcaster (200 CP):** You're no amateur. Spells that you've practiced and successfully casted before-hand will now become second nature to you, thereby allowing you to cast the spell without any room for potential error. Obviously, your spells will go wrong if someone directly tries to interfere in them. Otherwise, this perk guarantees absolute success on the spells you invoke with your magical prowess. Not only that, but you know how to spend your mana efficiently so you have plenty of spare mana to cast other spells. You won't feel drained of magic during prolonged battles.

***Insert-Branch-of-Magic* Specialist (400 CP):** You are an unparalleled specialist at 1 field of magic of your choice. Elemental? Time based? Or something more esoteric, the likes of which Lore has never seen? Whatever it may be, with this perk, you're really good at that branch of magic. This perk can be bought multiple times for various different fields of magic.

**Sorcerer (600 CP):** What a Mage you are! Your magical prowess exceeds most top tier Mages in Lore. Your spells are extremely potent, require much less mana, and can be casted on an extremely large scale without much stress on your part. Given your immense magical wisdom, you pick up on magical concepts very easily too. Weave the fabric of reality with your sorcery, Mage. Enter the realm of legendary spellcasters, such as Warlic the Blue Mage or Xan, the Pyromancer.

# Rogue

**Blessings of Dexterity (100 CP):** As a Rogue, you are a nimble fighter, capable of dodging and evading most attacks thrown at you. You have the footwork of a ballerina and you try not to waste energy on useless movements. Your attacks are also much more likely to hit. Arrows you shoot with your bow hit their intended targets. Blades you swing aren't used to cut air, you ensure they cut flesh.

**Basic Rogue-craft (100 CP):** You have knowledge of some of the most fundamental skills pertaining to a Rogue. You can create poisons which you can lace with your blade, pick locks, charm people into trusting you with secrets, and stab them in the back when you need to.

**You are Speed (200 CP):** Your movements are not just fluid, but they're fast! Like, you're a moving blur fast. Your opponents are going to have a hell of a hard time trying to keep with you because you'll be moving before they know you're moving. You can also use this speed to send short, quick rapid strikes that don't have much power behind them, but maintain an element of surprise which can catch your enemies' off-guard.

**Stiletto (400 CP):** When the fight is clearly over, some opponents refuse to give up despite how weakened they may seem. You now know how to really finish the fight, with the knowledge of Stiletto. This is a Rogue specialty, which takes total advantage of an enemy's weakened state, in order to launch critical blows that bring about an end to an unnecessarily prolonged fight. Your opponent must be significantly whittled down before you can hit them with Stiletto otherwise these attacks are ineffective. Stiletto is really good if you need your opponents to be finished before they start powering up cause of some weird gimmicks and what not. Put them down before they start getting ideas.

**Renegade (600 CP):** You embody the idea of a hidden blade. You are an assassin that blends in with the shadows so well; one may consider it borderline shadow sorcery. It's nearly impossible for enemies to even come close to touching you, because your footwork is extremely well balanced. Evasive maneuvers become second nature, as your body moves to dodge attacks before your mind even knows it. People will need to restrain you with magic, or need to be equally as fast as you, if they really want to land a solid hit on you. More importantly, you become a deadly killer whose name strikes fear into foes that you've marked for death, akin to leader of the Rogues, Robina.

# Healer

**Blessings of Endurance (100 CP):** Healers need to have a deep life force if they want to share it to rejuvenate others. Your life-force is especially extensive, making you a very durable Healer who can eat a lot of damage and still have some life-force to spare.

**Basic Healing Knowledge (100 CP):** Gashes, diseases, broken bones—oh, my! You have obtained knowledge of healing to help cure some of these ailments provided they don't worsen overtime. This kind of healing magic is not especially good… but it can get the job done in a tight situation.

**Did Someone Call a Doctor? (200 CP):** Your knowledge of healthcare equals that of a doctor who has practiced medicine for many years. With this kind of knowledge, you will know how to heal wounds specifically so you don't end up wasting your life force healing the wrong parts of the body. This perk comes with the bonus of giving you intimate knowledge of all diseases in any world you visit, not just Lore. You can also figure out how to cure these diseases but you'll need time to concoct a cure. Overall, you're a real doctor. Practice medicine wisely!

**I Need Healing! (400 CP):** Being the Healer can be a taxing job. Your role is the most critical, being the difference between life and death. At times, you might not be able to tell when to cast a group healing spell, or which single person needs healing the most in a party. This perk makes you an effective healer. You are imbued with instincts that tell you who in your party would really benefit from your last ditch healing spell. Of course, just because you're healing the right person, doesn't mean you are guaranteed victory. You just heal the person who your intuition feels would *increase* the chance of victory. This works as a sort of guardian angel perk. You instinctively know who you may need to save in a tough scenario if it really benefits you.

**Acolyte (600 CP):** You are a guardian angel, given form. Your life force is ocean like, allowing you casually expend little of it to heal entire parties to full health. You can cure any type of disease, create very rejuvenating health potions, and with enough power, revive people back from the brink of death similar to Twilly the Moglin (don't confuse that last bit for Necromancy though, that's different).

# Classes

Adventure Quest Worlds has lots (and I mean LOTS) of classes and branches of magic. You're given free rein to learn whatever class you want, and the knowledge to use that magic will stick to you for the rest of your chain. However, you can purchase some classes here for CP which will allow you to forego the arduous training needed to master the class in question and maybe give you a headstart in your adventures here at Lore.

Explaining the abilities in these classes can be very long and complicated. I will leave links to the AQW wiki that will allow you to check the abilities out on your own accord so you can decide how you want to go about implementing them into your Jump.

I should also take this time to explain AQWs various stats.




**Primary Stats:-**

**Strength** increases your base Attack Power and boosts physical damage. It also improves Critical Strike chance for melee classes

**Intellect** increases your base Magic Power which boosts magical damage. It comes with the bonus of increasing Haste

**Endurance** increases your health pool and makes you tankier. Some classes benefit from having lower health or higher health.

**Dexterity** increases Hit Chance, Haste, and Evasion for melee classes. However, caster classes only see an increase in Evasion.

**Wisdom** increases Hit Chance, Haste, and Evasion for caster classes. However, melee classes only see an increase in Evasion

**Luck** improves overall combat performance, but is especially valuable for classes who rely on chance to deal extra damage. Increases crit chance given all the lucky hits you'll be landing.

**Secondary Stats:-**

**Hit Chance** determines how likely you are at hitting your targets

**Haste** decreases the cool down on your attacks and spells, allowing you to deal damage faster over time.

**Critical Strike Chance** provides an increase in the chances of dealing additional damage to your opponents

**Evasion** allows you to entirely dodge and avoid oncoming damage.

All discounts are 50% unless specified.

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**Barber (50 CP, free Rogue):** You control a powerful branch of magic that can be the difference between making your friends look good… or hairable.

**(**http://aqwwiki.wikidot.com/barber**)**

**Ninja (50 CP):** Ninja's are the master of stealth and deadly arts. You're not quiet the shadow-clone making type but you're certainly a lethal fighter.

**(**http://aqwwiki.wikidot.com/ninja-class**)**

**Pirate (50 CP, free Rogue):** Yarr, you are a pirate! Ye are a treasure hunting and opportunistic rogue, turning the tide (no pun intended) of battle with yer highly unpredictable move-sets.

**(**http://aqwwiki.wikidot.com/pirate**)**

**Blood Sorceress (100 CP, discount Mage):** A weaker version of the much better Scarlet Sorceress, you control deadly blood magic with a little arcanic mirror magic to drain your foes and maintain eternal beauty

**(**http://aqwwiki.wikidot.com/blood-sorceress**)**

**Paladin (100 CP, requires either Warrior or Healer origins, discount Good):** Soldiers of the light, your sole duty as a Paladin is to serve Good and the forces of…Goodness.

**(**http://aqwwiki.wikidot.com/paladin-class**)**

**Doomknight (100 CP, requires either Warrior or Healer origins, discount Evil):** Soldiers of the dark, you dedicate yourself to the cause of Evil and crush your opponents with no remorse.

(http://aqwwiki.wikidot.com/doomknight-non-ac)

**Pyromancer (100 CP, discount Mage):** You have spent your energy mastering the art of fire magic. Set your opponents ablaze and match your fury with your intense fire!

(http://aqwwiki.wikidot.com/pyromancer-class-merge)

**Cryomancer (100 CP, discount Mage):** Look at you, knock off Elsa. You know how to unleash the power of ice and snow. So don't hold back and let it go.

(http://aqwwiki.wikidot.com/cryomancer-merge)

**Dragon Slayer (100 CP, discount Warrior):** Awh hell yeah. You are the bane of one of Lore's fiercest creatures. You are a dragon slayer, who has picked up your sword to bring an end to the terror of dragons!

(http://aqwwiki.wikidot.com/dragonslayer-class)

**Shaman (200 CP, discount Mage):** The magic of your ancestors flow within you, granting you the power to control the primal elements of Lore to cast powerful elemental magic.

(http://aqwwiki.wikidot.com/shaman)

**Bard (200 CP, discount Healer):** Magic music! You possess the special ability to turn music into an art that can heal your allies, or hurt those that mess with your groove.

(http://aqwwiki.wikidot.com/bard-class)

**Ranger (200 CP, discount Rogue):** You are a master archer, able to take out enemies with your impeccable archery skills from quite the range. Legolas who?

(http://aqwwiki.wikidot.com/ranger)

**Lycan (200 CP, discount Warrior):** You have earned the trust of the Lycans, one shape. You can now walk among them as a fellow Lycan sibling, ferociously tearing at your foes with primal fury.

(http://aqwwiki.wikidot.com/lycan-class-ac)

**Dragon Slayer General (150 CP, discount Dragon Slayers):** Due to your deep experience as a Dragonslayer, Galanoth hands you the rank of Dragon Slayer General! This is a prestigious title, as only the best of the best can hold such an elite rank. Now the tables have turned- where they would normally attack without remorse, the dragons instead flee, as your name invokes fear into these vicious creatures.

(http://aqwwiki.wikidot.com/dragonslayer-general-class-merge)

**Necromancer (200 CP, discount Evil):** Manipulating the dark forces within you, you now possess the ability to control the undead! Summon your skeletal minion and crush your enemy.

(http://aqwwiki.wikidot.com/necromancer-merge)

**Oracle (200 CP, discount Good):** I forsee that you want to predict the future, yes? As an Oracle, you can do just that. You can look a good number of minutes into the future, whilst providing heals to your friends and even giving them a heads up on an enemy attack, before the attack is executed.

(http://aqwwiki.wikidot.com/oracle)

**Chronomancer (200CP, unlocks option to purchase stronger Calendar-classes):** Or, instead of having hazy and prophetic visions of the future, how about you manipulate time itself to your whims? Delving into Chronomancy, you control the ebb and flow of time to defeat your opponents. Your abilities as a Chronomancer are, however, yet to flourish to its fullest potential. There are many branches of Chronomancy that manipulate time in different ways. Check further down below if you wish to attain more control over the web of reality with the power of Time.

**(**http://aqwwiki.wikidot.com/chronomancer**)**

**[Note: The reason why you need to purchase the Chronomancer class to access the stronger Chronomancy classes is because these Time-based classes are what the game calls 'Calender-classes'. You spend IRL money to buy a calendar which then gives you the code to purchase the calendar class in-game. I wanted to reflect that nature with this. Plus, the advanced Chronomancy classes are really broken.]**

**LightMage (200CP, discount Good, requires Evolved LightCaster armor to purchase):** Though not on the strength level of the Champion of Light, you control Light-based magic that is divine enough to drive back the forces of Evil and Chaos. Though, being a LightMage is only just the beginning of your journey to join the Order of LightCasters. LightCasters are far more powerful than LightMages. An elite LightCaster can potentially rival a Champion of Light. To become a LightCaster, check out the LightCaster section in the 'Big Three' scenario.

**Great Thief (600 CP, discount Rogue):** Is that Arsene Lupin in the house? You're a fantastic thief, stealing poor, poor artifacts from the confinement of ancient sites to sell them to the corporate overlords at HeroMart. You're a stealth master and an extremely tricky thief to catch.

(http://aqwwiki.wikidot.com/great-thief)

**Arachnomancer (600 CP, discount Rogue):** Spider-mage, Spider-mage, casts whatever a Spider-mage can. You're one with the spiders, allowing you to set up deadly web traps, wait in the shadows, and strike when your prey is most vulnerable. You are about bring a whole new meaning to the word arachnophobia.

(http://aqwwiki.wikidot.com/arachnomancer-non-ac)

**Blaze Binder (600 CP, discount Mage):** Combining deadly fire magic, whilst coercing the souls of your enemy with dark magic, you practice a branch of pyromancy much greater than even the most experienced fire magi could ever weave. Troves of enemies will fall before your flames, as you hold the capability to burn entire armies to a crisp. Light em' up, Blaze Binder!

(http://aqwwiki.wikidot.com/blaze-binder-merge)

**Royal Vampire Lord (600 CP, discount Mage.):** You reject your humanity, Ju-...! Nevermind. As Vampire Lord, you're basically Vampire royalty, allowing you to rule over lesser Vampires. You know how to cast deadly Vampire magic that turns you into bats, summons ghouls to do your bidding and even let you live forever provided you get your daily blood meals to sustain your immortality.

(http://aqwwiki.wikidot.com/vampire-lord-class-ac)

**ArchPaladin (600 CP, 50% discount Warrior, 75% discount if you have purchased Paladin):** Your years of serving the order of Paladins has unlocked a special branch of Light magic only a few select Paladins can learn. You control the righteous Light to make the darkness flee at the mere sight of your divine presence. You're a Paladin unlike any ever seen in Lore.

(http://aqwwiki.wikidot.com/archpaladin-class-ac)

**ShadowScythe General (600 CP, 50% discount Warrior, 75% discount if you have purchased DoomKnight):** By Noxus' dark sorcery, you've been reborn as a formidable general of the ShadowScythe. You are a sinister and tanky brute, outright shutting down the light of Paladins and Lightcasters. You proudly march the battlefields under ShadowScythe colors, leading armies of undead to victory. LONG UNLIVE THE SHADOWSCYTHE.

(http://aqwwiki.wikidot.com/shadowscythe-general-class-merge)

**Chaos Slayer (600 CP, discount Chaos):** Chaos…Chaos….How does one go about slaying a nearly unstoppable force in Lore? The answer is simple: with more Chaos! As a Chaos Slayer, you utilize extremely volatile Chaos magic to either destroy your opponents or inadvertently help them. That latter part may not seem so good. In fact, this class may end up being very inefficient given its unpredictability. However, the raw power it offers really shines when it needs to and can be one of the more powerful classes to master!

(http://aqwwiki.wikidot.com/chaos-slayer-berserker-non-ac) **[note: all the chaos slayer classes are the same. Their titles don't make a difference]**

**Scarlet Sorceress (600 CP, 350 CP discount Blood Sorceress):** You're not quite a Vampire. You're a Hemomancer of sorts. You control deadly blood magic with a bit of some arcanic mirror magic to drain the power of your foes which you use to later destroy them with, while maintaining eternal beauty. A Scarlet Sorceress does not exclusively have to be sorceress. You can choose to be a sorceress or a sorcerer if you want. I won't judge.

(http://aqwwiki.wikidot.com/scarlet-sorceress-class-ac)

**StoneCrusher (600 CP, discount Healer):** What happens when you combine the intense natural magic of the Shamans and the soothing healing magic of the Bard? You get a very powerful support class, the StoneCrusher! Your knowledge of Geomancy and the support you provide with your magic is extremely valued. With the Stones you Crush, your entire party will have easy time fighting whatever boss that heads their way.

(http://aqwwiki.wikidot.com/stonecrusher-merge)

**Lord of Order (600 CP, discount Healer):** There's a mirror realm, a universe completely opposite to the Lore you know. Its Drakath isn't the Champion of Chaos, but ironically, is the Champion of Order. He leads a guild of Order Lords, and he has taken it upon himself to make you their 13th Lord of Order, teaching you impressive support magic that greatly benefit your allies. Become the bane of Chaos; balance its disorder with your order!

(http://aqwwiki.wikidot.com/lord-of-order-0-ac)

**DarkCaster (200 CP, requires Undead Armor, discount Evil):** Your servitude and offerings to Dage has impressed him. As a reward for being such a loyal minion, Dage offers to teach you the ways of the DarkCasters. Unleash your dark magic and march under the flag of the Legion! Do it all in the name of the one true leader of the Underworld, **Dage the Evil**! You get to choose which DarkCaster class you wish to take. You can eventually rise the ranks in these classes if you serve Dage well.

***Standard DarkCaster:*** The original one and the first amongst all the Dark Casters. You're a rarity but you aren't particularly the strongest.
(http://aqwwiki.wikidot.com/dark-caster-class)

***Infinite DarkCaster:*** A slightly stronger variation of the original Dark Caster class
(http://aqwwiki.wikidot.com/infinite-dark-caster-0-ac)

***Immortal DarkCaster:*** You've unleashed your true power as a Dark Caster and are considered to be elite soldier in the Legion's ranks.

(http://aqwwiki.wikidot.com/immortal-dark-caster-class-0-ac)

***Timeless DarkCaster:*** You've taken it a step further. Amongst your peers, your mastery of the dark arts would have many consider you to be Legend. You still have more power to attain and there are **revenants** far more powerful than you. But you are definitely a dark force to be reckoned with.
(http://aqwwiki.wikidot.com/timeless-dark-caster-quest)

**Advanced Calendar-classes (800CP, requires Chronomancer, discount Mage):** You have dabbled in time, now you deserve to fully know its secrets. The classes below teach a unique subset of time-based abilities that are highly destructive, highly unstable, very difficult to truly master, but all-in-all, extremely worth learning.

***ShadowStalker of Time:*** You have merged with the edge of time, hiding in its shadows to catch your opponents off-guard. Much like how one cannot escape their own shadow, your enemies cannot escape time. You are their shadow. You are their end…

(http://aqwwiki.wikidot.com/shadowstalker-of-time-class)

***Immortal Chronomancer***: You are a chronomancer that has attained ascension beyond the concepts of time and space and, as such, you phase through the dimensions to strike your foe when they least expect

it. You are greatly respected amongst other chronomancers and your very presence boosts their strength by a significant magnitude. Eternity is a trifling idea which many work tirelessly to attain. You, however, embody the idea of the eternity. To you, eternity is nothing but a single draw of breath.

(http://aqwwiki.wikidot.com/immortal-chronomancer-class)

***Corrupted Chronomancer:*** You're opening up a crazy can of worms here. You are by no stretch of the word an ordinary Chronomancer. You yearn for more power, so you push the limits of your magic by corrupting the very nature of it, granting you heavily amplified time-distortion magic

You are given two sets of consumables which you must use in tandem with your powers in order to achieve the maximum amount of strength the class offers. One of these consumables are called Corruptions which directly alter your abilities. The other sets of consumables are what are known as Hourglasses, which provide additional buffs to your Corruption, thereby bolstering its abilities.

There are three different Corruptions a Corrupted Chronomancer can utilize; **Infinite** Corruption, **Entropic** Corruption, and **Forsee** Corruption. Additionally, one can use three of the following Hourglasses to further enhance the potency of the Corruptions: Hourglass of **Power**, Hourglass of **Transience**, and Hourglass of **Paradise**

You will gain an hourglass familiar that you can call upon anytime, anywhere who provides these consumables to you endlessly, as these consumables run out after a certain period of usage.

*Note: This class is a very complicated class. It's very risky to use in-game and very difficult to master. Moreover, you will need to research deeply to understand what each Corruption and what each Hourglass do. I will provide the wiki link but you should definitely check out more resources online to see how this class works. It is one of the most powerful class in-game, barring the Big Three (which will be offered via scenarios).*

(http://aqwwiki.wikidot.com/corrupted-chronomancer-class)

# Items

**Fashion Quest Worlds (Free):** Adventure Quest Worlds has a LOT of neat looking cosmetic items. That being said, it would be a crime to leave them behind a CP pay-wall. You can grab as many cosmetic items here in AQW, provided they don't give stat boosts or strengthen your abilities directly. Need Nulgath's Archfiend Blade? Or do you really dig Dage's Paragon armor? Hell, do you want to deck out the gear of a Legion Paragon Fiend Rider? Go for it. As long as the item you choose here are purely cosmetic in nature, it's totally fine.

**Map (Free/50 CP):** Lore is a big place. Luckily for you, you're given a map to help you navigate across the world. What's even better about this map is that it *teleports* you directly to any established place in Lore. It's free for the duration of the Jump, but for a paltry fee of 50 CP, you can use this map to travel and teleport any location you have visited previously in any world beyond Adventure Quest. This map is a blank piece of paper initially when you visit new worlds, but it starts getting filled up the more locations you mark and visit. Dimension hopping is not possible though. This ain't a Portal Gun from Rick and Morty, kid.

**Health Potion (50 CP, free Healer):** A nice bottle of good ole' Red. Soothing for the throat and really good to have if you need a quick fix to your wounds, though it won't help fix torn limbs or extreme blood-loss. Re-stocks infinitely.

**Gold (100 CP):** The trademark currency of most MMORPGs. You're given 200,000 gold for your journey. Of course, this isn't going to be enough. Lore is pretty good at sucking up all the money you have. Be mindful of your spendings my friend. You can purchase this multiple times.

**Your own home! (100 CP):** In between battles you will need to rest. This perk provides for you a comfortable home that you can visit to recuperate and buff up. The design of your home can actually be anything, because AQW has so many house designs ranging from deadly dark fortress to simple cottage in the woods.

**Set of Awe (300 CP):** This is the armor of legends. This is a legendary artifact. The entire Armor of Awe, including the famed Blade of Awe, is now in your possession. Donning the set makes you privy to certain advantages. For one, the magic of this armor makes you many times more fortunate in matters concerning gold and experience. Luck will often find your side in moments of extreme duress. On top of that, it looks hella cool. This is truly an awe…some set for any hero to wear.

# Good

**Axe of Swordhaven (100 CP, free Good):** Wielding this weapon is the hallmark of all dedicated knights of Axeha-…I mean Swordhaven. You deal slightly more damage to most enemies.

**Evolved LightCaster armor (100 CP, discount Good. Unlocks the purchase of LightMage):** To shine on amongst the ranks of the mages of the celestial realm is a huge honor. Don this garb to serve your calling and lead the crusade of light to crush the dark that attempts to destroy the world. This armor makes your Light magic spells hit harder than usual and make your heals extra potent.

**Castle of Swordhaven (300 CP, discount Good):** When it isn't being pillaged by Evil or Chaos, the castle of Swordhaven is a beautiful citadel for a king to rule his kingdom. A vast expansive garden, a beautiful courtyard with a noble dragon monument at its centre, an underground prison, a large vault capable of holding 3 trillion gold, several bedrooms, a huge library, and a grand throne room…this castle has it all. It is a fitting court for a righteous king.

**Blinding Light of Destiny (600 CP, discount Good**): The bane of all Undead. The Blinding Light of Destiny is a weapon built to bring an end to the eternal crusade of the undead. It is excruciatingly difficult to forge, and rightly so, as it deals a whopping amount of extra damage to all Undead and darkness-based enemies. The Blinding Light of Destiny comes with the spirit orbs of the souls that have been freed from the prison of Undeath.

Just like how Mjolnir helps Thor channel his lightning-attacks, the Blinding Light of Destiny is a terrific conduit to channel spirit orb magic, if you possess the knowledge to do so, thereby giving you the opportunity to pull off even more powerful spirit based attacks. Even if you don't know Spirit Orb magic, the kind spirits embedded onto the blessed steal will provide some assistance in using the Blinding Light, but you won't be as effective as someone who really knows how this branch of soul sorcery works. Swing the Blinding Light in the name of the Paladin Order, Jumper. Make the Undead fear your presence.

# Evil

**Basic Necromancy Kit (100 CP, free Evil):** You've got yourself a skeleton of a poor dude who got burned to smithereens by a dragon. You can't let it go to waste. With the help of some slime, a necronomicon, and a small harmless bit of dark magic, you can bring this particular skeleton back to life. He is decent at combat, extremely loyal, and will help deliver messages to whoever you need to despite lacking the skill to speak (You could give him a note to carry though…. Like a carrier pigeon of sorts).

**Undead Armor (100 CP, discount Evil, unlocks Dark Caster class options):** You wish to be a part of Legion? Very well. Don this armor and proudly march under the banner of Dage the Evil. Infinite power and glory awaits. This armor makes you extremely resilient to damage and a strong caster of Dark magic.

**Shadowfall Fortress (300 CP, discount Evil):** Cast down by Drakath and left smothered against the crevasses of some mountain in the far reaches of Lore, this was once an imposing flying fortress. It was built on the skeleton of a slain dragon and was a daunting symbol of the Shadowscythe. Even if it may have been brought down, it is still capable of hosting a large army of undead minions. It also has many underground rooms teeming with energy that allows for the easy usage of potent dark magic for Necromancy. Furthermore, if you possess enough magic on-par with that of an entire 1,000 man battalion of elite soldiers, you could revive the fortress and have it flying again. Once you do so, it will remain flying for the rest of your chain.

**Sepulchure's Doomknight Armor (600 CP, discount Evil):** By the dark! You don the malignant Doomknight armor? How have you resisted its temptations? How have you mastered its dark power? The armor deals a significant amount of additional damage to any human and light-based enemies. Your opponents will find their soul torn asunder as the armor sucks the life out of them during battle. Moreover, it has an oppressive, sinister aura which has the weak cowering in fear and the brave hesitant at its sight. You command the attention and reverence of everyone in the room by just flaunting this armor, whether they know its history or not.

## Chaos

**Chaos Sp-eyes (100 CP, free Chaos):** Quite a handy familiar you've got here. This is a flying eye-ball which has the ability to stealthily spy on your enemies, relay to you on what it is watching, and zap your foes if it needs to defend itself. These sp-eyes return if they are destroyed and you get to command 3 of them.

**Staff of Inversion (300 CP, discount Chaos):** This is a pretty powerful weapon you've got here. You possess the Chaos Staff of Inversion. Its ability is to invert whatever its rays of chaos magic hits- turning it into its complete opposite. Up becomes Down, Inside becomes Outside, Good becomes Evil… and you could potentially invert a mage's ability to cast magic, so whatever magic they cast, ends up reflecting onto them. If they cast fireball, they might end up burning themselves to death. If they cast polymorph, instead of turning you into a frog, they might find themselves turning into a frog.

One thing to note, if your staff gets destroyed, then your inversion magic is dispelled, and it will take the staff time to recover. Also, a powerful enough mage can dispel the inversion, though they need to surpass your own power first if they wish to do that.

**Mount Doomskull (400 CP, discount Chaos):** After a treacherous climb towards the summit of a Chaos infested mountain, you arrive in front of the very same floating throne which Drakath sat upon as he plotted his schemes to spread Chaos across lore. Here, you can comfortably watch the world beneath you, and provide yourself or your allies a safe-sanctuary to recover and recollect your thoughts. The floating throne also has the ability to allow you to transport yourself anywhere in the world, provided you possess

the magic for it. Moreover, if you have the capability to channel immense chaos magic, you could even transport yourself between dimensions. That itself is not an easy feat but this flying throne makes it slightly easier.

**Chaos Eye Amulet (600 CP, discount Chaos):** The power of chaos looks deeply into your soul and reaches out for you. This is Drakath's amulet, a powerful artifact that serves as a connection between the holder and the Queen of Monsters. The Chaorruption magic coursing through it is deep enough to boost your own magic several times, have entire armies subservient to you with a single chaos beam, summon somewhat savage chaos beasts to do your bidding, and tear entire landscapes apart with Choarruptic magic. This amulet alone will not put you on par with the Champion of Chaos (you're more like a diet coke version of Drakath), but you're definitely dangerous enough to warrant your enemies to have a close eye on you.

Since you have a connection to the Queen of Monsters, she can give you advice in difficult situations, and even send aid along your way. Though her nature is treacherous, sometimes deviating from your goals to meet her own ends. For the duration of this Jump, you will need to be hyper-aware of any deals you're cutting with her, otherwise, she'll use you up in moments when you are most vulnerable.

# Companions

**Import (50 CP):** Wanna tag someone along for the journey in Lore? Feel free to do so. They get a 600CP stipend to spend here.

**Artix Entertainment Crew (100 CP):** Ah, maybe you've taken a fancy to some of the lovely Artix Entertainment NPCs here? You can get any of the Staff NPCs to come along on your chain. These people include Warlic, Nythera, Beleen, Dage, Artix, Cysero and more. I'm sure they'd be thrilled to join your multiversal adventures.

**Pactagonal Knights Barracks (400 CP, discount Good):** You've got yourself a barracks located at a dimension outside your own that trains elite Pactagonal soldiers that you can call upon to serve you. They are strong soldiers, can handle themselves very well in tight situations, and pledge loyalty to you, as they consider you to be their King/Captain/Commander. The barracks trains a hundred knights every year, and the barracks itself possesses the capacity to hold even more soldiers if it needs to.

Your army of pactagonal knights count as a singular companion, so don't worry about purchasing import options several times for each soldier.

**Legion Warriors (400 CP, discount Evil):** While typically marching under the banner of Dage the Evil, these strong undead warriors have now pledged their service to you. They comprise of Paragon Fiend Riders, Legion Blademasters, Legion Fenrirs, Legion Doomknights, Undead Legends and a couple of Darkcasters. They are created from a bottom-less well of souls located somewhere remote in the world and can be called whenever you need them. A hundred souls are donated annually to the well, and they serve your cause with unquestionable loyalty. Their combat skills aren't anything to scoff at either, they are pretty well trained and a hundred of them can take on a decently powerful army even if they are outnumbered.

Your Legion army counts as a singular companion.

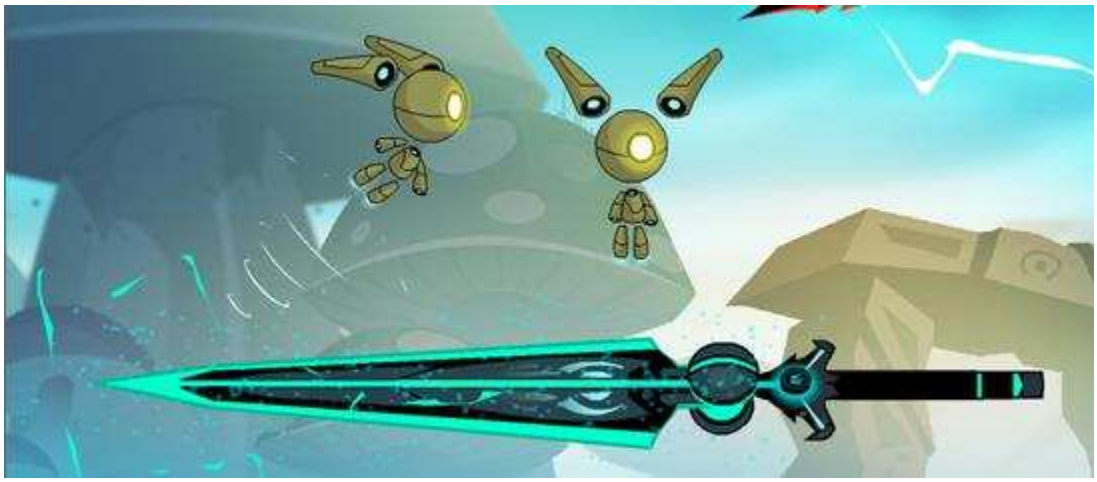
**Chaorrupted Soldiers (400 CP, discount Chaos):** In their search for power, these unfortunate soldiers have found themselves twisted by the allure of Chaos and now fight for your cause. Though blindsided in their Chaorruption, they are formidable and terrifyingly calculated fighters. A hundred of these soliders are dolled in Chaos magic and sent to a mysterious pocket realm, where they wait in limbo until you directly call upon them to fight your battles. Your Chaos troops consist of powerful warriors, potent healers, tricky thieves and wise mages- all of whom have had their abilities amplified thanks to their Chaorruption.

As such, your Chaos infantry count as one entire companion slot, allowing you to call upon them in your journey across the cosmos with ease.

**Nulgath Farming Pet (300 CP, discount Evil):** Oh? You wish to enlist the services of the servants of Nulgath? These pets pledge their loyalty to the Legendary Archfiend only, but they can be very helpful for you. You see, these minions are interested in acquiring resources that might enable Nulgath, to get stronger. It may be dark chaos infested artifacts or the toe clippings of a magical hag. If you can provide them with a certain item of interest to them and to the Nulgath Nation, you will be rewarded with valuable resources, things like Unidentified 13s or Bloodgems of the Archfiend.

Now the pet might give you resources from AQ Worlds as rewards for your efforts, but what about other worlds? Well, Nulgath is interested in acquiring power. If you need a difficult to obtain resource (like the blueprint of a nuclear weapon or something), the pet might ask you to fork over something in the world you're visiting that might make Nulgath or his armies stronger. It might be a weapon or a powerful potion from the universe you are visiting. As long as it benefits Nulgath, the pet will accept it and reward you with the resource you desire. However, don't think you can fool the Legendary Archfiend and his servant. They assess the objects before them thoroughly. If you think you can trick them into thinking a useless, dirty rag is somehow magical, then throw that notion out of the window. They'll zap the crap out of you with magic.

There are many different versions of this pet, having a variety of different quests. However, for the purposes of this Jump, you can choose to have any pet work for you and they all provide the same quests. The pictures below are some of the versions of this pet you can get.





*(Note: Nulgath is a dark demon lord. Think of the objects you give the pet as offerings in exchange for more power. You're free to choose what object the pet accepts as long as it is something that'll help the Archfiend or his demon army becoming stronger. Also, the pet does not give you a complete item, only a resource for the completed item. It sure as hell won't give you a nuclear bomb but it will happily provide*

*you with the Uranium and metals needed to make one. Another thing to note is that it can't give you powerful reality breaking resources. It certainly won't give you an Infinity stone so you can make a gauntlet, but things like Uru metal are acquirable.)*

**Opposing twins, Yin and Yang (300 CP, discount Chaos):** Ever had a hard time making a decision? Find it difficult to consider the good and evil of your actions? Well, thankfully, the twins are here to help you make up your mind. These two eternally opposing twins come to your side to give you the best guidance you can possibly ask for. Yin represents evil whilst Yang represents good. Though they may argue, they inevitably lead you to the right decision that works for everyone if you actively partake in their discussion. Did I mention they're also very cute twins?

**Empress Gravelyn (100 CP/800 CP, discount Evil):** Enamored by the commanding personality of the empress of the Shadowscythe, aren't you? Well, you can get her to join you in your quest to trek the cosmos. However, for an additional 700CP, you can tag along her entire army and her flying dragon fortress too. This includes Dage the Evil's Legion army as well. They will surely provide aid to you whenever you need it, for you have earned the trust and respect of the Shadowscythe.

**Pet Companion (100CP, Unlocks Pet Companion Builder, free for Chaos Lords):** With this purchase, you gain a loyal and permanent familiar who you can train to partake in battle as well as grow in strength alongside you. Purchasing this unlocks the Pet Companion Builder.

# Pet Companion Builder

Here, you can construct a pet to accompany you in your adventures or even participate in battle. You will be given 200 Adventure Coins (ACs) to make your pet and you can convert CP into AC on a 1:0.1 ratio if you find yourself needing more. You can combine certain attributes here to make hybrids that can make their conflicting nature work somehow.

If your pet dies, do not fret. They will re-spawn in your warehouse after a couple of hours.

Pets in AQW can be anything ranging from baby dragons to floating Onis, to demon girls, and even flying swords. This section serves more as a builder to imbue aspects into your pet, rather than to create them from scratch. Check out the kind of pet the game has to offer through some research, since much like AQWs classes, there are a LOT of cool pets to choose from.

Chaos Lords get an extra 100 ACs to construct their Chaos Beast.



**Offensive Appendages (10 AC):-** Your beast has a sharp pair of offensive appendages including but not limited to fangs, claws, horns, snouts, tongues, etc.

**Intelligence (10 AC):-** You command a cunning companion. They know how to strategize in battle, respond better to training, and if you will it, have the ability to talk and possess a personality of its own.

**Weapon Bound (10 AC):-** Just like Vath who controlled Stalagbite with the Legendary Sword of Dragon control, your pet too can be controlled by bounding it to a weapon.

**Tough Skin (30 AC):-** Your beast has increased durability to take hits for a really long time before falling from exhaustion.

**Flight (30 AC):-** Wings or not, this makes your familiar have the ability to fly, granting them extra mobility.

**Poison Secretion (30 AC/40 AC):-** Somehow, your familiar has the ability to secrete poison. This could be from biting their victims or lathering them in saliva. How it secretes the poison is entirely up to you, but you can choose what type of poison it produces. For 30 ACs, it's a paralyzing poison that lasts for a couple of hours. For 40 AC, it is a poison that slowly kills its victims unfortunate enough to have it in their system. You have the antidote to the poison if you ever need it.

**Healing (40 AC):-** Your familiar can assist you or your compatriots in battle through healing if they get too injured. It isn't particularly potent but it sure is helpful when you need it.

**Overwhelming Strength (60 AC):-** Your familiar is extremely strong, having enough base strength to tear a house apart or cleanly rip a human in two. This strength scales depending on how much training you give your pet.

**Elemental Control (60 AC):-** Bending the power of nature, your familiar can command the elements to use in battle. These are basic elements which include lightning, fire, water, earth, air, and even a bit of light and dark magic.  Can be purchased multiple times for many different elements. Does not include esorteric stuff like demon shadow fire or whatever you cool kids are into these days.

**Chaos (80 AC, free for Chaos Lords):-** Your pet has a tinge of purple chaos magic, putting it a cut above the rest among most other pets. Though volatile and entirely unpredictable, this magic is pretty powerful. Chaos Lords get a different variation of this magic, which makes them much stronger and retain more control over their pet.

**Frenzy (80 AC):-** For a limited time, your familiar can surpass its own limits and launch a frenzy of attacks it would normally not be capable of. However, it comes at the cost of losing control over your familiar, so you'll definitely need to be wary of when you want to command it to go berserk. This isn't even Chaos magic. It's just chaos.

**Transformative (40 AC/80 AC):-** Your familiar has the capability to transform between two forms. With 80 AC however, it can transform into multiple different forms, not limiting itself to two.

**Spirit Magic (100 AC):-** Magic for the souuul…these creatures have an interesting connection to the world of the after-life. They tap into soul magic which can be much more devastating than regular magic.

# Drawbacks

## Drawback cap stands at 2000CP.

**…and remember that time I had to reboot the Universe? (+0 CP):** You might not necessarily be interested in the current timeline of AQW, which is totally fine. You can start from any other point in Lore's history, be it during the era of Dragonfable or Adventure Quest.

**Gosh-darn Frogzards (+50 CP):** You will find your adventures always interrupted by these annoying pests called Frogzards, reptiles with the combined features of Frogs and Lizards. They're very weak but they can be annoying to come across so often.

**ESRB 10+ (+50 CP):** Hush now Jumper, this is a kids game! For the duration of the jump, you are prohibited from doing things that may be considered inappropriate for a ESRB 10+ game, including saying curse words such as d*mn or s*x. If you do anything that pushes past the ESRB 10+ rating of the game, you are muted. You are literally forced to be silent for 30 minutes, unable to communicate with anyone unless you use external means of communication, such as hand signs. This also extends to your activites; trying to be lewd or extremely suggestive will have you or your companions muted.

**Lolz randumbz XD (+100 CP):** You seem to be prone to the random humor of AQW. Though it is bearable, it gets pretty annoying especially during serious moments. Expect to make or hear horrible puns every 30 seconds or so. It's going to be quite the adventure…Quest Worlds...

**AFK at Yulgar (+100 CP):** You're an incredibly lazy Jumper. The excitement of adventure and gold don't entice you, but rather, you find ample comfort in residing at Yulgar's Inn and doing nothing interesting at all. Not even bar fights, or cute romances with the bar maids, or just generally anything. You want to laze around within the comfy walls of that tavern.

**Give me a Break (+100 CP):** Yeah, don't think your time here is going to be entirely peaceful. You'll find yourself having to solve mundane problems for people in Lore every day. These people possess a combined IQ of 2 and are entirely dependent on you to fix the minor issues they have. Giant Rat infestations? Slimes? Garden snails? Ninjas? Damn dude, do you live in Willowcreek or something?

**Limited Bank Space (+150 CP):** You must've not purchased bank space with AC, Jumper, because you now find yourself unable to carry more than two things at once. Even your warehouse can only fit a couple of things before running out of space. Fret not, I have a solution for you! Boxes!

You can store as many things as you want in these cardboard boxes. Simple enough right?

This is where the problem kicks in.

There are creatures called Sneevils who have the desire to nick every single box they can get their hands on. If you find yourself storing things in boxes, expect the Sneevils to sneak into whatever storage spot you've kept it in and take it to their fortresses. They're not interested in the items inside the box, just the box itself.

You can easily get your items back by invading their fortresses, but it will get annoying at some point and waste your time.

**The Wolves Have Your Scent (+200 CP):** What have you done to anger Constantin's were-wolf pack, one-shape? They will be coming for your hide and they will be coming in troves. Expect to get assaulted by a pack of Werewolves every once in a while. Be especially ready during a full moon.

**Safiria Wants Your Blood (+200 CP):** For some reason, Safiria wants to feed on your blood. Even if you may not have blood in your body anymore, she wants to have a taste of you, believing she can attain even more power if she does so. She will be sending elite vampire soldiers to capture you and do everything in her power to imprison you. She won't kill you, no, rather she would instead opt to keep you alive so you can help feed her Vampire clan for all of eternity. If she manages to keep you imprisoned, and if you don't manage to escape her imprisonment by the end of a year, your chain will come to a grinding halt.

**Seven Deadly Dragons (+300 CP):** Hope you have the Dragon Slayer class equipped, because you've got yourself entangled in a serious dragon problem.

The Seven Deadly Dragons are attempting to destroy Lore, and it is up to you and your buddy Galanoth to put a stop to their ceaseless rampage. Each dragon represents a deadly sin. Their rampage cannot be ignored or Lore stands to face annihilation.

The dragons you are tasked to slay are:

- Glutus, the dragon of Gluttony that voraciously consumes any adventurer foolish enough to challenge him. If left unchecked, Glutus will continue to eat away until he's consumed every living being in the planet!
- Valsarian, lightning based dragon of Pride that is attempting to enslave humans and make Dragons the kings of Lore.
- Goregold, dragon of Greed who is hording significant amounts of gold and wealth. Letting Goregold horde so much gold can inflict some serious problems to the economy of Lore.
- Phlegnn, the plague inducing dragon of Sloth, who is spreading a sickness that can kill many people if left unchecked. Make sure you've got a protective suit when dealing with Phlegy's plague.
- Lascivia, the dragon of Lust, who hordes people. These people are members of royalty who are set for marriage. If she disrupts so many political-weddings and hordes so many prominent figures of authority, there can be some serious ramifications to the politics of Lore, leading to all-out war.
- Maloth, the dragon of Envy, who is vying for the Dragons Crown that makes him ruler of all dragons in Lore. Do not let him get that Crown!
- Gorgorath, dragon of Wrath, fighting with unbridled rage. She is said to be immortal, but that immortality is granted thanks to her Jewel of Undying. If you can pry it off her, she'll be easy to kill.

Rather than getting stronger with each dragon slain, the dragons instead ramp up their destructive tendencies. Glutus starts to eat more, Phelgenn's plague spreads at an unstoppable rate, Gorgorath's immortality makes her unstoppable. You have to slay each dragon fast, Jumper!

**Loyal Dog (+300 CP):** Whether you like it or not, you find yourself being far too loyal to whichever faction your pledge yourself to. This kind of loyalty is not good. At important times, you will lack the skill for critical thinking and end up performing actions in the 'interests' of your faction which may inadvertently cause problems for everyone… including the faction you serve.

**Hunted by Darkness (+300 CP):** Oh, this is really bad. The Plane of Darkness finds your presence disgusting and wishes to have you eliminated. They will send powerful creatures to deal with you until you no longer walk on Lore. Moreover, creatures that have an affiliation to the dark will always manage to detect you and target you first, making it difficult to sneak by them stealthily to avoid a fight. You're going to have to find a way to get the PoD off your back Jumper. Maybe if you crush their forces hard enough, they'll stop trying to assault you? The Dark hits back harder though, so good luck handling whatever heat they throw at you.

**Hunted by Light (+300 CP):** This is equally bad. The Plane of Light feels your presence taints the universe and the many realms surrounding Lore. Beings of Light are going to keep constant watch of you for some time, observing your every move, before they start deploying powerful celestial soldiers to fight you until you're taint has been 'expunged'. Your taint is also strong enough for the Plane of Light to know exactly where you are at all times, so escaping battle will be difficult. You can try to convince the Plane of Light that you're not a malevolent being that wants to destroy Lore, but that might be hard to do, as these celestial beings are really good at looking into the past and don't trust those with particularly dark ones. Even if your past is squeaky clean, the Plane of Light sees your otherworldly nature as a potential threat, doing whatever it takes to wipe you off the face of Lore.

**The Tests of the Divine (+400 CP):** The Plane of Light has chosen your soul to undertake divine challenges in the name of the Light. You will be forced to fight powerful incarnations of Evil and Doom that ravage Lore, effectively acting as some sort of angelic hitman. The order you fight them does not matter, but they get stronger and take much longer to kill as you go down the list.

Here are the bosses. Fight them in no particular order with the exception of Binky, who you must fight last:

- **Desterrat Moya,** an eldritch being residing in the **Banished** realm.
- The **Dreadhaven General,** a psychotic and brutal Warlord in **Dreadhaven**, a kingdom that had existed in the past. Arrangements will be made so you can time travel to the past by the Plane of Light for a short period of time.
- **Doomkitten,** a cute little kitty that lives in the **Doomkitten** realm. Nothing's wrong with it what so ever…
- **Akriloth,** an extremely powerful fire-breathing dragon, who is currently attacking **Ashenvale**
- **Nulgath**, the Legendary Archfiend. He knows you're coming and eagerly awaits you at the **Tercessuinotlim.**

- **Dethrix,** a powerful Champion of Darkness from the **past.** Like the Dreadhaven General. You will be able to travel back in time to fight him.
- Finally, you must fight **Binky the Unihorn**, located at the **Doomvault**. He has the powers of all the bosses mentioned above and will matchup to your own relative strength. This will be a tough fight. Good luck.

**Sally Wants your Bones (+400 CP):** Sally is a little girl with affection for pink dresses, tea-parties, and cuuuute dollies!

Don't let her girlish attitude fool you though. She's also powerful, maleficent Necromancer who wants you dead, so she can revive your skeleton to serve her in her ever-growing army of Undead. To do this she will send you her strongest minion to eviscerate you…

…This minion none other than her ultimate trump card, Vordred.

Vordred is a dangerous Undead dark lord, possessing total immunity to both Physical, Elemental, Light and Dark magic. It's extremely hard to kill him, as nothing seems to hurt him enough to put him down for good. Even if you do manage to kill him, Sally is a genius, and will easily revive Vordred, before making him even stronger than his previous incarnation. This little dark mistress does not seem to relent, as she is adamant to have your head (I mean of course it will be intact with your body if she wants to use your full skeleton for her army, duh). It will finally come down to an epic battle with an incarnation of Vordred that Sally won't hesitate to push the limits with. She might even use Chaos magic with the help of Drakath to empower Vordred to an unimaginable degree. When the time comes, for your sake, I hope you'll be ready for Sally's final tea-party, Jumper.

**Throne of Darkness (+400 CP):** You've got yourself a simple gallery of 6 powerful villains (or heroes) in Lore who are conspiring together to take you down because of how you've foiled their schemes. The 6 here can be anyone of your choosing in Lore or anyone from your past. They're going to be difficult to deal with but they can be overcome with a bit of luck and skill. The 6 have dungeons that you must clear. Each of the 6 also have a unique theme pertaining to their dungeon, relating to the time they faced you. The dungeons get progressively more challenging, as you clear them. The enemies get stronger, the puzzles become trickier, and the stakes become higher as you fight your way through this six dungeon-gauntlet. But I'm sure you can overcome the challenge. Give it your all, Jumper, and show your gallery who is the boss. If you ignore them, they will come for you and overwhelm you in ways you may have never anticipated, so don't keep the 6 waiting.

**Afflicted by Chaorruption (+500 CP, disables Unchaorruptable):** Drakath detected your entry into this world and felt you posed a threat to him. Immediately, without warning, he fires Chaorrupted magic at you, which unfortunately hits you and begins to course through your veins.

You are now afflicted by Chaos. This is a disease even the most powerful healers cannot cure easily. You find your body weakening, not being able to perform on the level before the infection. Chaotic deformities such as horrific tentacles, purple veins, and bone-chilling chaos-eyes start to taint your body. Moreover, your spirit begins to wane, as your soul slowly starts to succumb to the depravity of Chaos.

Over-time, the Chaorruption gets worser, making you do things you wouldn't have the gall to do in your wildest dreams. The voices of Chaos slowly take a hold of you and at that point, if you find yourself

hearing voices, dispelling Chaos becomes a top priority! If you don't slow the Chaorruption-if you let Chaos do as it pleases to your body-you lose control over your mind, becoming a slave to the whims of Drakath, and thereby bringing an end to your illustrious adventures as a Jumper.

Don't lose faith though. You can find opportunities to fight it back. These opportunities might take years to manifest, but there is always hope. However, be prepared to face the cancer of Chaorruption. It is indeed a very tough up-hill battle which may end up taking a whole decade to beat. Don't let Chaorruption get to you. Don't lose to Drakath!

**Hunted By Drakath (+600 CP):** Congratulations, you have earned the personal ire of Drakath, Champion of Chaos. Drakath is a powerful force in Lore, surpassing the likes of the Champions of Light and Darkness combined. Before, his sights were set in conquering Lore. Now, his eye of Chaos is set directly for you… and he won't relent until you no longer stand in this world.

Get ready to face his ever-growin army of Chaos, as he will ravage and turn every stone in the world to dust if it means removing you from Lore permanently. He will anticipate your every move, your every strategy, your every skill…and he will bring out the full power of Chaos to finish you. This will be a tricky fight, I hope you're ready.

**Hunted By Heroes (+600 CP):** Well, well, well… you're are now the most hated person in Lore. Regardless of faction, every hero with the capacity to lift a sword and swing it properly will attempt to kill you. You will find that heroes of Good and Evil will set aside their differences to eliminate you. This creates a grand alliance and an alliance on this scale is rare. Not only that, but it is extremely dangerous for anyone having to deal with it.

The armies of Good and Evil are large. Moreover a lot of Lore's heroes are powerful; possessing much more power than the Champions of Good and Evil themselves. You will also find the alliance being crafty in their strategy to eliminate you. They will have figured out your arsenal of weapons, powers, and skills. They might even catch you off-guard even if you have the power to take on literal millions.

Lore calls to war, Jumper. Are you truly ready for this war?

**Broken By War (+600 CP, disables Unchaorruptable):** The ceaseless battles, the endless wars…it becomes too much for one soul to bear the burden of fighting for long. Eventually, even the most hardened warrior cracks, and they end up taking their anger out in destructive ways.

This has happened to you…or well a version of you.

Something went horribly wrong with a version of you that visited this universe. Being in constant battles has turned them into insane lunatics, hell-bent on eviscerating everything in their path. Whether this was due to exposure to Chaos, Nulgath's influence, or extreme brainwashing…it is unclear how you broke.

The cause of their lunacy is the least of your problems though, because your clone is aware of your arrival and will attempt to break you as well. Killing you is a mercy, so they will manipulate you from the shadows, find ways to hurt you most, before confronting you directly when you find your sanity to be at its lowest. Even if you are well-versed in the tides of war, your evil-self will find ways to break you. They are you, after all. Only you know yourself better than anyone.

If you are seduced by the allure of insanity, you will find your chain come to an end.  This is a challenge for those with a strong mental fortitude.

**Incredibly Unlucky (+800 CP, disables RNGesus is with you and Set of Awe effects):** Now this is just entirely absurd. Everything that can go wrong for you, will go extremely wrong for you in a horrific way. You encounter super strong monsters every two villages, drop-rates are too high, you accidentally might piss off everyone from every faction in Lore, and world ending events are always around the corner.

# Scenarios

## The Big Three

If the normal classes don't cut it for you, why not try to partake in the challenge of acquiring one of the big three end-game classes of Adventure Quest Worlds? These classes are powerful, but extremely challenging to acquire. It's a worthwhile endeavor to invest in them, as they make your time defeating the majority of enemies in Lore and beyond very easy. To partake in this challenge, however, you must forfeit the usage of out of Jump abilities and solely rely on your body mod perks, items, companions and the perks here in AQW… otherwise it'd just be too easy.

***(Note: Some of the quests here may involve drop rates from the game itself. I will mention the drop rates but you can approach them however you like. Maybe you can roll a dice to see if you meet a requirement. Maybe you can fan wank it. I'll leave the games of chance all up to you…)***

### *The Big Three: LightCaster*

*Requires: LightMage*

Congratulations Jumper, you've qualified to partake in the trials Aranx has set for you to become an elite LightCaster; divine mages whose Light magic far surpasses that of a Champion and grows exponentially stronger as time goes by.

To become a LightCaster, your test will involve gathering and creating powerful weapons. To acquire them is no easy feat and this alone will judge if you have the spirit to carry your duties as a LightCaster. Allow me to explain what you need and you must collect these objects in the order it is explained in:

*Phase One*

**Guardian of Spirits Blade:** This is a sword, forged by the Divine to deliver holy punishment to the Infernals, demonic creatures who are sworn enemies of the celestial realm. To create such a blade, you must deliver redemption to souls trapped in the bodies of Infernals, and more specifically, Fallen Knights. Defeat 500 Fallen Knights until you can contain enough redeemed souls within yourself to craft the Guardian of Spirits Blade. Try not to let the souls burst out of your body, or it could be lethal!

**Avatar of Death Scythe:** This is a tremendously powerful weapon, granting those who wield it a temporary immunity from death at the cost of having all the painful moments in their lives flash before them in excruciating, lucid detail. This requires the Energy of Death residing in 500 Underworld Hounds. Hunt for them in the Lost Ruins, gather their energy, and retrieve your Avatar Death Scythe! If the Hounds don't kill you, holding the literal Energy of Death might as well, so be ready.

**Spear of Time:** The Spear of Time is a weapon that can weave the fabric of time to rewrite history, change the past, and save doomed futures. Crafting such a weapon from scratch isn't going to be easy. You will need to get Captured Time stolen by Infernal Imps who use it to retain 'immortality' and sustain

their Infernal overlords. Do not let any Captured Time spill on you or you may inadvertently create a paradox which could erase you from existence. Not a pleasant experience in my opinion

**Burning Blade (1% drop rate from Diabolical Warlords):** A mysterious weapon whose existence cannot be confirmed nor denied, given how rare it is to find it amongst Infernals. Your best bet is to hunt down from high ranking demons called Diabolical Warlords. This hunt may have you explore the entire Infernal realm until eventually you find one in possession of this hellish weapon. But be forewarned, being exposed to so many demons is not good for your sanity nor your body. This is a chance to display your mettle. Acquiring this Blade will make you eligible for Phase 2 of your LightCaster journey.

*Phase Two*

**Aranx's tournament:** Potential LightCasters are invited to participate in Aranx's tournament to display their fighting skills in the **Celestial Arena**. In this tournament, fighters must combat against 1 to 1 recreations of major incarnations of evil and the Celestials themselves. The tournament is divided into four section, with each section increasing in difficulty. The winner of this tournament gets the **Burning Blade of Abezeth,** a significantly more stronger weapon than the Burning Blade and an important requirement for the final LightCaster test.

In Celestial Arena A (easy), you must fight the constructs of:

- Slork, the Brutal Giant
- Azkaroth, the Infernal Overseer
- The Blessed Inquisitor, a prominent Celestial
- Lich Ravager, a powerful undead mage
- Shurpu Ring Guardian, a beast once created by Xan the Mad Pyromancer
- Serepthys, the Guardian of the Tesseract
- Yaomo of Akiba
- Cerberus, the Infernal hound
- The Infernal Warrior of Shadowrise
- The Infernal Warrior of the Lost Ruins

In Celestial Arena B (medium), you must fight the constructs of:

- Death, the fourth Horseman of the Underworld Void
- Conquest, the third Horseman of the Underworld Void
- War, the second Horseman of the Underworld Void
- Famine, the first Horseman of the Underworld Void
- The Diabolical Warlord of the Lost Ruins
- Ultra Undead Raxgore, scourge of the Doom Vault
- Blessed Karok, a Celestial Construct imbued with the power of Karok himself
- Kezeroth, the World Ender
- Shadow Lord, master of the Shadow Realm
- Desolich, the reanimated corpse of Desoloth, Drakath's personal steed.

In Celestial Arena C (hard), you must fight the constructs of:

- Queen of Hope, one of the most powerful Celestials
- Malxas, Lord of the Infernal Spire
- Blessed Gladius, a Celestial Construct imbued with the power of Gladius himself
- High Celestial Priest, yet another one of Aranx's more powerful Celestials
- Blessed Enfield, a Celestial Construct imbued with the power of Enfield himself
- The Avatar of Spirits
- The Avatar of Time
- The Avatar of Life
- The Fallen Abezeth, a very real and very strong demon lord that has been captured for the penultimate fight of the tournament.

The final fight of this tournament is with none other than its organizer, **Aranx.** He will pose a very difficult challenge, surpassing you in every field possible. Your goal is to beat him until he deems you worthy of the Burning Blade of Abezeth (5% drop rate from Aranx). You can try this fight as many times as you like, but hopefully you don't break in despair once you get to your 100th attempt.

*Phase Three*

*Aranx would impale the tip of his weapon into the ground, clap his hands, and release a frighteningly explosive shockwave of magic that would have thrown any normal person off their feet. But at this point, given all the fights you've undertaken, you're not normal in any regard.*

*The after effects of the shockwave would manifest, as you notice the arena around you form a forcefield. Everything outside the forcefield seemed frozen, as if time itself had come to a grinding halt.*

*The Guardian would pull his weapon off the ground and point it at you. "Jumper, you've acquired the weapons of three Celestial Avatars, two powerful Infernals, fought off several Celestial and Infernal warriors and have even bested me in battle. You are but one step away from becoming a LightCaster and attaining true ascension"*

*Aranx clenched his left fist for a moment, before it began to vigorously shake. Soon after, you would notice a blinding white light forming inside the palm of his hands, growing in size until his hands no longer shook. When he let his hand go, the bright white light you witnessed growing immediately imparted a heavenly feel into your soul. It called to you to take it. You reached out with your hands to grab it. But Aranx had quickly snuffed it out of existence as if he nibbed a candle with his fingers.*

*"Your final challenge, is to fight me to receive this, my Pure Light. Unlike in the tournament, I will NOT go easy on you. You will fight me in my full power and we will continue to fight in this time-loop field until the Pure Light accepts you (10% drop rate from Aranx). Once it does, you will be blessed by the Plane of Light to possess the power of a LightCaster and join your brethren in this elite order of mages."*

*The two of you nod at each other and pick up your weapons one final time in the epic conclusion of your journey to become a LightCaster.*

*Victory in this scenario rewards you with:*

*-LightCaster Class (http://aqwwiki.wikidot.com/lightcaster-class)*

*-Your very own order of LightCasters to get assistance from.*

*-Lightwing, a Light based Phoenix compatriot who has the power of a 1000 suns.*

# ***The Big Three: Legion Revenant***

*Requires: Any DarkCaster class*

To become a Legion Revenant, is to hoist the power the *entire Legion* within yourself. You will be made to surrender your soul to achieve a level of power your enemies will find nearly impossible to impede. Your quest to become Dage's revered Revenant is not by any means an easy task. It will require you to display a level of discipline that can only work you to your death.

*That is the point.*

Let's get cracking

## *Chapter 1: Revenant Spellscroll*

Each task that is bestowed upon you are considered as Legion Fealty tasks. This is Legion Fealty 1, rewarding you with Revenant Spellscrolls. The Spellscroll will light up with blue fire whenever a task is completed but it will dim out pretty quickly. However, once all the tasks are complete, it will continue to remain on fire, never ceasing to flicker out, much like the eternal soulfire of an Undead Legion warrior.

You see Jumper, every member of Dage's faction are Undead. How these soldiers become Undead varies from giving up their soul to acquire power (much like you), or through losing their life in some tragic way (might be you). Being a Legion Revenant means committing yourself to death, basking in all its glory to spread it and keep the Legion growing.

For your first task, you will need to kill and re-kill Ultra Aeacus, a powerful undead warrior. There's a caveat to his powers- he grows stronger in death. You will need to kill him 50 times or so until the Revenant Spellscroll lights up to let you know that Aeacus has enough power for the Legion to work with.

Next, you will need to tether forgotten souls to the Underworld to remind them of their place in Dage's Legion. These souls are feisty and challenging to deal with, attacking in numbers to overwhelm you. The Spellscroll lights up one more time when you've Tethered 300 souls. It may not seem like a huge number of souls but DO NOT underestimate them. They cannot be reasoned with (even with Spirit Orb magic) and will kill you quickly if you let your guard down.

For your next task, call yourself Jimbo, because you need to be sent to the Shadow Realm, a reality where the past and the present meet to create a distorted existence. Once you're in the Shadow Realm, you will need to darken the essence of the Shadow Warriors residing in this plane of existence. Given the esoteric nature of the Shadow Realm, the Warriors here are strong and will actively resist your attempts to darken their essence. You should see the Spellscroll light up once 500 of these Shadow Warriors have their essence darkened.

Your final task involves gathering 1,000 Dracolich contracts. You are granted a contract for each Dracolich head you slay that reside under the tomb of Sepulchure himself. The Dracoliches are corrupt

and malevolent entities who will put a serious strain on your soul. Try not to submit to them when you get these contracts, m'kay?

Great you got through this horrendous task and have earned your **Revenant Spellscroll**. One should be enough right?

Wrong.

You will need to do this 19 more times for you to be worthy of Legion Revenant.

Get to work.

## *Chapter 2: Conquest Wreath*

Hoof, that was a lot of work for those Spellscrolls. But we're nowhere near finished with your Legion Revenant journey.

By now, you may have ascertained Legion as being one of the more prominent undead factions in Lore. But they're not the only undead faction. Other cohorts wish to exercise their dominance over the living dead in Lore and it is your job as a potential Legion Revenant to show these cohorts that Legion rules supreme.

Have your map with you? You should, cause you're going to need to travel a lot to. For each cohort mentioned, you will need to face an army of 500 of soldiers representing each cohort without pause. You must face:

- The **Grim Cohort** of the Doom Vault
- The **Ancient Cohort** of mummies located in the pyramids of Lore
- The **Pirate Cohort** of undead soldiers that serve the dragon of Wrath, Gorgorath, at a remote island.
- The **Battleon Cohort** of zombies that roam the streets of Swordhaven in vicious swarms
- The **Mirror Cohort** of undead fighters located in the mirror realm, a different dimension to Lore
- The **Darkblood Cohort** of Darkblood undead located in the Death Pits of Thunderforge
- The **Vampire Cohort** of Count Maxius, defending him at his own lair
- The **Spirit Cohort** of various dead monsters at the Cursed Shores.
- The **Dragon Cohort** of undead Dragons at the desolate location of Dragon Bone
- The **Doomwood Cohort** of Sally attacking the forests of Doomwood.

Facing so many armies is a mountainous task no doubt, which the Legion rewards you with a **Conquest Wreath**, made from the remnants of thousands you've slain. But to be qualified to receive Legion Revenant, you will need **six full Conquest Wreaths**. Fighting 30,000 flavors of undead isn't going to be a trivial mission in the slightest. Also remember that once you start fighting, you CANNOT take any breaks. You can take a break once you've earned a Conquest Wreath, but it will be short so make it worth your time. I hope you've got deep stamina Jumper, good luck.

## *Chapter 3: Exalted Crowns*

If you think Legion Fealty 2 was hard work, wait till you start on Legion Fealty 3.

Legion Fealty 3 is a test of dedication, designed to see which of the Legion's elite members stand out from the rest by putting them through a string of soul exhausting tasks which would kill even the strongest of warriors. However, you've made it this far. By now, this should feel like no work. But trust me… it's going to be an uphill battle that will never seem to end.

Completing Legion Fealty 3 will reward you with an Exalted Crown, the highest honor for a Legion warrior to receive. In order to earn your crown here's what you will need to do.

- You will need to purchase the **Hooded Legion Cowl** from Dage which costs 500,000 gold.
- You will need 4,000 Legion Tokens. There are many ways to earn this but I suggest getting them from Axeros, who rewards you 120 tokens for fighting the Fiend Rider in the Legion Arena and acquiring Axeros' brooch. The Fiend Rider's no joke and note that you'll be fighting this guy several times. (The brooch is a 4% drop rate in game. Write this fight in anyway you like)
- You will need to accrue Dage's favor by slaying 300 of his most powerful and elite soldiers. This may or may not include a Legion Revenant who will test your skill.
- You will have to earn one Emblem of Dage by proving your skills in the ShadowBlast arena. To earn an Emblem, you will need to defeat 25 Shadowscythe knights to get Legion Seals and 1 Nulgath nation soldier to take from them their Gem of Mastery. Once again, these guys are elite warriors. Needing to beat 26 folks may sound easy but you'll quickly see how sour things get in ShadowBlast
- You will need 30 Diamond Tokens of Dage. This is a highly valuable reward and the only way to earn it is by turning in the remnants of powerful enemies to Legion Recruiter Gresk at Shadowblast. The remnants include:
  - 250 bodies of Dark Makai, rambunctious critters of Nulgath residing in the Tercessuinotlim
  - The Eye of Carnax, from the Carnax itself, which you must slay 10 times
  - The Tentacle of the eldritch chaos beast, Kathool. You will need all 10 tentacles that regrow.
  - The fang of the Red Dragon residing in Vasalkar's lair. Having 10 should be enough
  - The bones of Fluffy the Dracolich. Acquire 10 bones of his.
  - The blade of the fearsome Blood Titan.
- Lastly, you will need to get 100 dark tokens. This is easily gotten from the battlefield of the Serpaphic war, where you need to slay as many of Seraph's soliders as possible.

Survived? Good. Here's your **Exalted Crown**. But you're not out of the woods yet. You will need to earn 10 Exalted Crowns to receive Legion Revenant, meaning you will need to acquire these resources *again* and *again* till you have 10 Crowns to your head. This is the final test of your endurance, so let's hope you have an intact soul at the end of your journey.

## *Chapter 4: Legion Revenant*

*-Unlocked once you have 20 Revenant Spellscrolls, 10 Exalted Crowns, and 6 Conquest Wreaths*

You've slain the endless armies of undead, fought off several elite warriors from various Evil factions in Lore, sacrificed yourself to empower other Legion warriors, and have displayed a level of dedication that can only be matched by Dage's own power. You are beyond any mortal and immortal soul walking across Lore. At this point, your zeal has allowed you to channel the energy of the Legion onto your soul, making you *the Legion itself*.

You are a one man army. You have the power to destroy billions with ease. And if you play your cards right, your power will continue to grow for as long as your soul burns eternally. The **Legion Revenant** class is yours for the taking. Fantastic work, Jumper. Long live Dage! Long live the Legion!

## *Victory in this scenario rewards you with:*

*-Legion Revenant class (*http://aqwwiki.wikidot.com/legion-revenant-class*)*

*-A cavalry of Legion Fiend Riders to fight your battles, as well as some Legion Revenant generals.*

*-A much more powerful version of Caladbolg, the weapon of Dage himself.*

# ***The Big Three: Void Highlord***

*Requires: Nulgath Farming Pet*

Alright, next up on this Big Three scenario list is Void Highlord.

Void Highlord…

oh no.
nononononononononoNONONONONONONONO**NOOOOOOOOOOOOOOOOOOOOOOOOOO.**
STOP PLEASE AGHHHHHHHHHHHHHHHH.

*FINALLY, I'VE GOTTEN THROUGH. It seems whoever was running this gig didn't have enough power to stop ME.*

*Oh, you don't know who I am? You should be groveling at my feet and kissing the very dirt I walk upon, pathetic Jumper. I should have you eviscerated for not knowing my name. But I suppose I'll give you some mercy for now, especially since you're eager to become a Void Highlord...*

*I GO BY MANY NAMES, MONGREL, BUT I AM MOST COMMONLY REFERRED TO AS* ***NULGATH, THE LEGENDARY ARCHFIEND****. I AM AN INCARNATION OF EVIL AND CARNAGE UNLIKE ANYTHING LORE HAS SEEN. TROVES OF SOULS HAVE FALLEN TO FUEL MY EVER GROWING POOL OF POWER AND MANY MORE WILL DIE UNTIL LORE IS NOTHING BUT A BARREN DRYLAND DEVOID OF ANY LIFE. AND EVEN THEN, I WILL STILL FIND WAYS TO CONTINUE GROWING MY POWER, EVEN IF IT MEANS EXPLORING THE UNIVERSE AND DESTROYING REALITY ITSELF...*

*Speaking of which, you, Jumper. You want to become a Void Highlord, yes? A Void Highlord is considered to be loyal, the strongest of the strong, and dedicated warriors of Nation that fight in my name by wielding a portion of my power to become sinister brutes that annihilate everything in their way. Yes, a mere portion of my power makes one strong enough to be worthy of having an entire scenario devoted to it. The trials to becoming a Void Highlord is designed to place an unimaginable amount of pressure onto you, to the point of making horrific physical torture look like an act of mercy.*

## *If irreparable damage to your soul, severe strain to your mind, and the prospects of infinite power appeal to you, then I warmly welcome you to the Void Highlord Challenge.*

*Your first task, whelp, is to create 15 Roentgenium's of Nulgath. This is a radioactive gem that cannot be synthesized by normal means. You will have to defy the very fabric of reality to produce enough power to construct this gem. I shall tell you the ingredients for it. There is no order on how you should gather these resources. Do as you will.*

*Ingredients for the Roentgenium*

- *You will need the* ***orb of the Black Knight*** *residing in Greenguard. To get his orb, you must summon him by assembling the pieces of his armor guarded by the four Greenguard bosses: Greenguard Dragon, Deathgazer, the Gell Oh No, and the Basilisk. Once he is summoned by putting together the armor, you must swiftly take him down and grab his coveted orb.*
- *You must fight through the highly protected Dwakel crash site to obtain their* ***Dwakel Decoder****, an item which can detect Crystallized Dragon Breath deposits which sell for tons of gold.*
- *Speaking of gold, you will need one* ***Nulgath Shaped Chocolate****...which you must purchase for 2 million gold from the Hologram of Polish outside the citadel. Do not ask why I need the chocolate. Just get it for me. I do not care about the price.*
- *You will need to scour the corners of Lore until you find a Hidden Spy that has* ***"The Secret 1"****. What is this Secret? I don't know. I am however willing to pay a price to figure it out.... The price being your worthless soul.*
- *You will need to create a powerful potion named* ***Elders Blood****. Elders blood grants its drinker incredible strength at the cost of their health, which makes it a perfect potion to synthesize with to form the Roentgenium. The best way to create this potion is to slay 50 Gorillaphants that roam around in Arcangrove and hand the remains over to Reens, who may take several months to create one bottle of Elders Blood.*
- *You must purchase* ***Aelita's Emerald*** *from Yulgar. This dark-green gemstone seems to embody the entire forest. It helps you to appreciate what you have, as well as the finer things in life. While it's soothing, it also feels a little...sad... FEELINGS OF SADNESS THAT YOU MUST CRUSH IF YOU WISH TO BE A VOID HIGHLORD IN MY RANKS.*
- *You will have to acquire an* ***Unidentified 13****, a contract which binds a portion of your soul when you sign it and hand it over to me. There are multitudes of ways to acquire this, but since you have my farming pet, all you must do is gather a little essence from the eternally regenerating Mana Golem residing in the elemental plane and hand it over to the pet. The pet will sometimes fork the uni 13 and sometimes hand you literal dirt. I'm not in control of their behavior but I do appreciate their propensity for being gigantic trolls (Uni 13s have a 5% drop rate from the Nulgath farming pet. The Mana Golem can be killed and it will revive, allowing you to endlessly farm its Essence.)*
- *Journey to the dragon rune halls, acquire some knowledge in SpellCrafting, and inscribe the correct combination of runes to create* ***10 Elemental Ink*** *from two pairs of Mystic Quills that can be gathered from slaying Chaos tainted monsters.*
- *Next, you will need* ***20 Gems of Nulgath.*** *This is a gem that's much more valuable than normal tainted gems. Though you can get one gem from turning in mana energy from the Mana Golem in Elemental, there's a chance it won't happen all the time (40% drop rate from the Nulgath Farming Pet). Your best bet would be to slay Dark Makai until eventually you get their Essence of Nulgath, that you can handover to my pet. However this method too is also pretty difficult since the Essence barely extracts out of their tiny little bodies (10% drop rate from Dark Makai). But in exchange for 60 hard-won Essences, the pet will guarantee you 10 immediate Gems of Nulgath.*
- *You will need to get yourself* ***20 Bone Dust*** *from Undead warriors. It doesn't matter from where you get this bonedust, so long as it belongs to an Undead. It's needs to be in good quality too!*
- *You will need to acquire* ***20 Emblems of Nulgath*** *from the ShadowBlast arena. These are medallions awarded to my most outstanding Nation warriors and are imbued with dark magic. To*

*win an Emblem of Nulgath, you must defeat 500 Legion warriors in Shadowblast and take from them their Fiend Seals. Then, you must defeat 25 Shadowscythe knights until they hand over their Gem of Domination. ShadowBlast fighters are no joke, and I hope you won't be one either.*

- *Remember the* ***Essence of Nulgath*** *I mentioned earlier on? Yeah, you're going to need* ***50*** *of them for the Roentgenium. Slay the Dark Makai until you can extract the essence out of them (Once again, the drop rate is 10% from the Dark Makai)*
- *You will need* ***100 Tainted Gems****. There are multitudes of ways of getting this.*
  - *You could get it from turning in Mana Essences of the Mana Golem to my pet, but that's very chancy (40% drop rate from Nulgath Farming Pet).*
  - *You could also turn slay 2500 Undead warriors to get their bone dust for a bone dust reagent my minion Skew uses. But they need to be good quality bone dust or else I'll personally show you what horrible things cheap bone dust does to your bones.*
  - *You could steal 2500 boxes from the Sneevils and gather 100 ice cubes from Ice golems at the north for magical cube reagents that Skew seems to be fond of. Once more, these need to be in good quality, otherwise you'll find your soul quickly trapped in a box for eternity.*
- *Finally, you must journey to the Underworld and slay 600 of Dage's elite Legion warriors. This will solidify your position as a member of Nation and put you in contention to become one of my Highlords.*

*You have done so much hard work for one Roent, which is pretty amazing....BUT IT IS NOT ENOUGH. Repeat the process of gathering these ingredients* ***14 more times*** *until you have 15 Roentgenium. GET TO WORK AND DON'T BREAK A SWEAT OR I'LL GET YOU TO DO THIS 50 MORE TIMES.*

*(note: nulgath's threats are mostly empty but you should probably listen to them. Who knows what this archdick can do.)*

*(WHAT DID YOU CALL ME?)*

*(Nothing!)*

<u>*Void Crystals A and B*</u>

*Your quest to synthesize the Roentgenium hasn't driven your soul insane? The Void Crystals definitely might. These crystals are boosters to your power which need to mesh with the Roentgeniums to make you a capable host worthy of a portion of my near infinite power.*

*Void Crystal A:*

*To form the Void Crystal A, you will need 200 Dark Crystal Shards and 200 Unidentified 10s. This is where your Farming pet comes in handy. The farming pet will gladly hand you over these resources if you do the following tasks:*

- *Slay 1000 Slugfits and acquire their horns.*
- *Slay 1000 Dark Makai and acquire their claws.*
- *Extract the flames of 600 Fire Imps*
- *Tear asunder the horns of 600 Cyclop Warlords*
- *Rip the tusks off of 400 Wereboars.*

*Lastly, you must acquire 150 Gems of Nulgath and 200 Tainted Gems utilizing the methods you used when forming the Roentgenium, but the work for them is increased.*

- ***For 200 Tainted Gems:***
  - *Fetch me 5000 good quality bone dust for Skew's bone dust reagent*
  - *Pillage and loot every single Sneevil hideout until you have 5000 top-grade boxes at your disposal. Then, melt every Ice golem up on the north until you can extract from them 200 Ice Cubes of acceptable quality*
  - *Turn in Mana Essence from the Mana Golem for the farming pet for a chance to get 1 Tainted Gem (40% drop rate). I would recommend doing this in conjunction for your quest to get Gems of Nulgath as a method to bulk farm both resources at the same time, though the risk remains the same as using any other method*
- ***For 150 Gems of Nulgath:***
  - *Since 60 Essences of Nulgath (10% drop rate) give you 10 Gems of Nulgath, farm 900 Essences and hand them over to my pet to immediately get the requisite amount of Gems needed for Void Crystal A*
  - *Turn in Mana Essence from the Mana Golem for the farming pet for a chance to get 1 Gem of Nulgath (40% drop rate). I would recommend doing this in conjunction for your quest to get Tainted Gems as a method to bulk farm both resources at the same time, though the risk remains the same as using any other method.*

*Void Crystal B:*

*To form Void Crystal B, you will first need 200 Diamonds of Nulgath. You can easily get this by turning over the remnants of the following beasts that you've slain for Void Crystal A:*

- *Slay 1000 Slugfits and acquire their horns.*
- *Slay 1000 Dark Makai and acquire their claws.*
- *Extract the flames of 600 Fire Imps*
- *Tear asunder the horns of 600 Cyclop Warlords*
- *Rip the tusks off of 400 Wereboars.*

*Next, you will need 30 Bloodgems of the Archfiend. It's a sinister and chaotic gem, which feels warm to the touch. Sometimes if you stare long enough, it will begin to pulse hypnotically. And to top it off, it is extremely difficult to form.*

- *Travel to the Blinding Snow in the North and crush Chaos Gemeralds until they drop a Fragment of Chaos. Get a total of 2400 of these fragments for the 30 required Bloodgem (33% drop rate for a fragment).*
- *Hunt for the crafty and evasive Tendurr the Assistant. It is currently seeking refuge with the Dark Makais (1% drop rate from Dark Makai).*
- *Bring me 240 Broken Betrayal Blades from Legion Lycans. Betrayal Blades are wielded by the strongest of Legion Lycans. It's also pretty rare, so good luck in your hunt for 240 of them (5% drop rate from a Legion Fenrir)*

- *Alternatively, while farming for Tainted Gems and Gems of Nulgath from the farming pet, there's a small chance you can get Bloodgems (2% drop rate). I would not rely on this for Bloodgems but maybe you might just get lucky if you bulk farm the two resources above.*

*Then, you will need 15 Totems of Nulgath. The method to acquire them is the same as the method to acquire Gems of Nulgath through the exchange of 60 Essences of Nulgath. However, for every 60 Essence you give to the pet, you get only 1 Totem. So much like Void Crystal A, you will need 900 Essences to get the requisite 15 Totems.*

*Finally, you will need 2 bottles of Elders Blood. Slay 100 Gorillaphants and hand the remains over to Reens at Arcangrove. Making these two bottles will take extreme amounts of time given its powerful nature. There's no telling when it will be done.*

***Finally, after having 15 Roentgeniums, creating Void Crystals A & B, as well as losing your sanity in the process, you have the materials needed to host my power.***

***Your soul is torn asunder, making way for me to impart upon you an aspect of ME.***

***You feel a sinister force, taking form and quickly stripping away any remnants of your humanity.***

***CONGRATULATIONS. YOU ARE NOW A VOID HIGHLORD.***

***But remember this; just because you have my power, doesn't mean you can rely entirely on it. Your soul must also grow in power to continue having the capacity to accommodate my gift to you. This means you have the capacity to grow infinitely in strength, much like your LightCaster and Legion Revenant counterparts, provided you put a lot of work into growing it. Do not stagnate. I shall watch your journey my loyal pe-...I mean... Jumper.***

*Victory in this scenario rewards you with:*

*-Void Highlord class (http://aqwwiki.wikidot.com/void-highlord-class)*

*-A small 100 man army of Nulgath's minions especially from his game, Oversoul, ranging from Dragon Fiend Riders, to Sword Matrons, to Princess Ghypsophila, and even Darkon Drago himself. Here are a list of minions you can choose to have serve in your army (http://oversoulgame.wikidot.com/characters)*

*-A floating Overfiend Blade of the Nulgath with even more power than Nulgath's version of the blade.*

*-Restored sanity.*

# Champion Of Chaos

In some dark twist of fate, the Queen of Monsters has chosen you instead of Drakath to be her **Champion of Chaos**. You have been granted nearly god-like powers, far above the likes the Champion of Light and Darkness. The magic of Chaos has very significantly bolstered any powers you have to an inane degree.

As the Champion of Chaos, your powers grow the more you spread Chaos across the lands. You possess the capacity to cast magic powerful enough to turn entire landscapes into Chaos infused marsh-lands. Your powers enable you to effortlessly create Chaorrupted armies much stronger than what a Lord of Chaos can construct; giving you the firepower you need to take on the combined forces of Good and Evil.

The Champion of Chaos also has the dangerous ability to manipulate reality and time. This is a power that can be used casually play through alternate timelines, but it can be dispelled if there is potent enough magic to reset the timeline.

Now you must be wondering, can you make your own Chaos Lords? Absolutely. The more Lords of Chaos you create, the more powerful you get. You can even bestow Chaos Lordship to 13 companions of your choice, basically endowing them with the **Lord of Chaos** perk without having to pay CP, whilst giving you the option to import 13 companions for no CP in the duration of this Jump if you wish it.

You play a dangerous game as the Champion of Chaos. Your terrifying powers will have everyone in Lore hunting for your head. Moreover, the Queen of Monsters, the dark mistress that has chosen you as her Champion, has the capability to very easily take away all your powers if you do not follow her whims. You must take **Hunted by Light**, **Hunted by Darkness**, **Hunted by Heroes** and **Loyal Dog** for no additional CP. Given your power, you should be able to handle so many enemies, shouldn't you, Jumper?

If you survive the trials and tribulations that entails to being the Champion of Chaos in this Jump, then you can use your powers without the Queen of Monsters tugging your strings like a malicious puppet master. In fact, she'll join you in your adventures as YOUR loyal slave and lend you as much power as you need. Maybe you can become something even greater than the Queen herself. Sow Chaos, Jumper! Show the world what true Chaos feels like.

# Your adventures have come to an end

It's been a fun 10 years Jumper, but now you've gotta decide what you wanna do next.

-*Battle on!* You decide to forage onwards into new worlds.

-*AFK at Yulgar.* You like your new home here at Lore and wish to stay longer.

-*Return home?* You've had enough of your adventures and wish to go back to your home world, taking with you all your perks and items accumulated throughout this wonderful adventure.

Whatever your choice, I hope you never lose your spirit to adventure. Overcome the odds, fight for what you believe in, and always remember to *Battle On*!

**Changelog (8/1/2020):**

-Drawbacks

-New companions

-Added Pet Companion Builder

-Made Binky the final boss in “Tests of the Divine” drawback

-Added Chaos Eye Amulet to Chaos origin Items.

-Removed Felicitous Philtre

-Added explanation of stats for better understanding of class abilities.

**Changelog (7/8/2020):**

-Removed Eternal Dragon of Time

-Changed Champion of Chaos to scenario

-Added Unchaorruptable

-Lord of Chaos is now the capstone perk for Chaos faction

-Reworded certain attributes in Pet Companion Builder.

-Added the entire Set of Awe in place of Felicituous Philtre

-Added Legion Warriors and Chaos Dragonriders

-Changed prices of Nulgath farming pet, LightMage, and Undead Warrior

-Buffed Undead Warrior armor and LightMage armor to give Jumpers an incentive to buy them beyond the Big Three scenario classes they represent.

-**Added Big Three scenario**

-Added pictures for Nulgath pets

-Added introduction

**-Removed hard percentages on certain items.**

**Final 10/8/2020 changes:-**

-Added twins as companions

-Changed drawback cap to 2000 CP

-Added Transformative in general perks

-Added Endgame farmer

-Added customizable house for 100 CP

-Fixed wording to Champion of Chaos

-Added flavor text for Factions

-Added AFK at Yulgar

-Added new 800 CP drawback

-Changed #cubed to Limited Bank Space. Now 150 CP drawback

-Added new 50 CP drawback, Gosh-Darn Frogzards in place of #cubed

-Changed wording to Sepulchure's Doomknight armor

-Highlighted the power of familiars from the plane of Light and the plane of Darkness.

-Added important note on taking Champion of Light and Champion of Darkness together.

-Added weapon-bound to companion builder, allowing you to create your own Legendary Blade of Dragon Control.

-Added 7 Deadly Dragons drawback for 300 CP.

-Added Dragon Slayer General class.

-Added last bit of text giving the jumper the option to continue the chain, stay in Lore, or return home.

-Fixed some grammar.

To be added/changed:

-More Pictures

-Grammar check

-Hero scenario (maybe)

-Anything else that might be interesting

-Yami No Ronin Big Four scenario…(perhaps in the future)