Heroes of Might and Magic (I-IV)

Introduction

Welcome to the world of Might and Magic! Adventure awaits, as this Jump places you in the position of one of the Heroes that lead troops to battle, conquer cities, and uncover new lands and untold treasures for glory and power. Starting from humble beginnings, you will gather a host of creatures of all shapes and sizes. Do not worry for their possible inexperience: Heroes are trained in all sort of skills that allow them to make their soldiers excel in Might, while the Hero's spells allow them to harness the power of Magic (explaining the title).

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1. Location:

The series takes place across the parallel worlds of Colony and Axeoth, more than a millennium after the event only remembered as the Silence, where the technology-advanced Ancients severed communications with the lesser races. This is the start of the local calendar: AS = After the Silence.

Note: This Jump is in continuity with the main Might and Magic RPG series, which for its VI to IX episodes happens in direct parallel with HoMM. However, the scales involved are radically different, M&M being about a small party of mighty adventurers while HoMM concerns itself with the management of entire armies. As such, while nothing's stopping you from getting involved in the M&M plots, this isn't the focus of this Jump, and you won't get the full experience unless you ditch your troops for the duration of the adventure.

Roll 1d8, or pay 50 cp to choose. As a Hero, chances are you will get involved in the main plot, but the specifics are up to you.

1. A Strategic Quest, circa 1110s-1120s AS (HoMM I):

On Colony, three lords rule over the vast continent of Enroth, in an uneasy equilibrium. This status quo is shaken to its core with the arrival of a stranger from another world: Lord Morglin Ironfist, a Knight in exile determined to carve his own territory. War between the four major factions breaks out as everyone strives for total control of the land.

2-3. The Succession Wars, 1151 AS (HoMM II):

King Morglin Ironfist unified most of Enroth into a single political entity, but his death marks the beginning of new troubles. The royal seers tasked with designating the successor get assassinated, and of Morglin's two sons the evil Archibald crowns himself king while the noble Roland flees for his life. Each brother will summon his allies among the various nobles, and only the clash of arms will determine who is the true king.

4. The Shadow of Death, 1155 AS (HoMM III):
Roland won the Succession Wars and Enroth knows a new period of peace. Thankfully for bored adventurers, the far away continent of Antagarich promises much opportunities for glory: King Nicolas Gryphonheart of Erathia has offered his daughter's hand in marriage to Roland, and Enrothian heroes discover a new continent of adventures! Among them, the ambitious Necromancer Sandro...

5-6. The Restoration of Erathia, 1164 AS (HoMM III):
Nicolas Gyphonheart has been assassinated, and Roland is himself in trouble back in Enroth. It is up to Queen Catherine Ironfist to keep Erathia from falling apart, as its rapacious neighbors use the political chaos as an excuse for pillage and conquest. But even more sinister plots draw on the horizon: the wretched resurrection of Nicolas by the Necromancers, and years down the line the discovery by the demonic Kreegans of a supreme weapon: Armageddon's Blade...

7. A New Beginning, 1175 AS (HoMM IV):
The Reckoning. The clashing of the Armageddon's Blade with the Sword of Frost has triggered a catastrophe that has turned the entire planet of Colony into a fiery wasteland. Fortunately, emergency portals left by the Ancients have allowed refugees to cross over to the world of Axeoth. But life is harsh for the newcomers, and a new generation of heroes will be needed to defend them.

8. Free Choice:
You may choose any date across the timeline, even outside of the options offered here.
More info: http://mightandmagic.wikia.com/wiki/Timeline_(Ancient_universe

2. Origin:

– Drop-In:
You arrive through a closing portal at the start of the Jump, from an unknown origin. While these occurrences are rare and rely on poorly understood magic, they're not completely unheard of, and despite your strange ways you manage to prove your worth to a small group of locals, who put you in charge of their humble community.

– Commander (100 cp):
You are an established and respected leader of men and monsters, having possibly participated in the campaigns that determined Colony's history. Either at the service of a lord or on your own, you know how to strike fast and hard against random marauders and organized enemies alike.

– Explorer (100 cp):
While you're not unfamiliar with the battlefield, you're more used to poking around the map with less impressive packs of troops. You have a talent for mapping new territories and getting in the right kind of trouble, and with enough bravado you might discover most of what there is to see from this world.

You may choose any race from the Supplement. Those that come in groups for 100 cp are free, other cost the indicated price (with a discount if you are of the corresponding Faction). You will get access to its abilities and general strengths, though being modeled on a weaker creature template will mean that you are a particularly powerful specimen.

3. Faction:

You may freely choose any of the factions detailed below, along with one of the two (Might or Magic) Hero classes available. An undeveloped Town of the corresponding alignment will be given to you as your first base of operations.

▯ Castle ▯

Humans are the dominant race on every continent, and Castle towns offer the greatest concentration of them. Organized around strict military discipline and monastic studies, they typically prefer to push their numerical advantage rather than rely on non-humans, with the notable exception of Angels.

Castle Heroes:

Knight – Brave and honorable warriors of the light, Knights lead through example, along with extensive martial expertise. They can easily make use of any army they manage to recruit thanks to their Leadership skill.
- Free Leadership, discount Defense, Tactics, War Machines.

Cleric – Simultaneously priests and keepers of sacred knowledge, Clerics are the Hero class most dedicated to avoiding unnecessary bloodshed, with diplomacy first and healing spells second.
- Free Diplomacy and Life Magic, discount Order Magic.

▯ Dungeon ▯

Scattered across the remote parts of Colony, Dungeons only lure in the ones most attracted by the promise of power. Once under the exclusive control of the Warlocks, they have since incorporated adventurers and monsters of various kinds. All sort of strange creatures dwell there, but none so feared as the Black Dragon.

Dungeon Heroes:

Overlord – Mercenaries, raiders and slavers, Overlords rule by fear and strike by surprise, focusing on mobility at the expense of proper training. They are thus ideal for leading the naturally strong Dungeon troops, as long as the plunder is worth these expensive monsters.
- Discount Leadership, Logistics, Scouting, Tactics, War Machines.

Warlock – The Order of Warlocks is the most prestigious of the dark magical traditions, and even if their influence has waned in the modern era they remain unparalleled masters of destructive hexes.
- Free Chaos Magic, discount Mysticism, Scouting, Sorcery.

▯ Rampart ▯

Built on the edge between nature and civilization, Ramparts are simultaneously guardposts and retreats for forest dwellers. Their armies seamlessly match fair folk and magical beasts, and their wandering heroes are as much guardians and channelers of their surrounding environment as they are generals.

Rampart Heroes:

Ranger – Rangers are versatile and adaptable fighters, making use of a lifetime spent in the wilderness. While above all masters of guerrilla, they can take on a variety of role in support of Rampart armies.
- Discount Archery, Defense, Leadership, Resistance, Scouting.

Druid – These hermits would rather spend their time meditating than waging war, but their mastery of the forces of nature make them too precious allies whenever the Ramparts are in peril.
- Free Nature Magic, discount Life Magic, Resistance, Scholar.

▯ Stronghold ▯

More than any other culture, Strongholds exemplify Might. They are the gathering place for the nomadic Barbarian people, far away from civilization and its trappings. A dazzling number of clans and races frequent Stronghold towns, and when dealing with strangers all of them prefer to let their fists do the talking.

Stronghold Heroes:

Barbarian – Stronghold denizens are all collectively known as Barbarians, but only the mightiest of fighters can be said to really honor the title. In combat, these savage warriors hit hard and fast, with little concern for their personal safety.
- Free Offense, discount Archery, Logistics, Resistance.

Battle Mage – Stronghold denizens distrust those with too much reliance on magic, and even their shamans can use spells and weapons with equal skill.
- Discount Chaos Magic, Logistics, Offense, Sorcery, War Machines.

▯ Necropolis ▯

The undead, and their masters. The Necromancers are distrusted by every other faction, and their insistence on turning their neighbors into legions of skeletons might have something to do with it. When not vying - again - for world domination, the Necropolis aristocracy usually keeps to itself, happy to enjoy eternal unlife and the countless loyal servants that come with it.

Necropolis Heroes:

Death Knight – The foul and ruthless Death Knights are dark reflections of their living counterpart, with the skills to match.
- Free Necromancy, discount Death Magic, Offense, War Machines.

Necromancer – No mage on earth is half as feared as the Necromancer. Pioneers in the arts of undeath, they can turn entire populations into their own mindless footsoldiers, fighting for the glory of dark gods or the Necromancer's own.
- Free Death Magic and Necromancy, discount Mysticism.

Note – These two classes are the only ones with a discount on Necromancy, but neither can learn Diplomacy. Necromancers can't learn Leadership, and Death Knights can't learn Life Magic. Witch Huts are an exception.

▯ Tower ▯

Eternal rivals of the Warlocks, the Wizards see magic as a science and an art. The towns built around their Towers are typically centers of research and industry, and the rising Alchemist class has only increased their wealth and influence. Half of Tower's soldiers are manufactured constructs, and the remaining half is often made up of beings just as magically-versed as their masters.

Tower Heroes:

Alchemist – Not everyone in Tower towns shows exceptional talent for magic, and members of the ruling elite that are only passable at it put their skills to better use, as socialites and researchers.
- Free Diplomacy, discount Defense, Order Magic, Scholar.

Wizard – The ambition of Wizards is to learn all that there is to learn, and to master as much. While primarily masters of Order Magic, they often have a passing interest in every school of magic.
- Free Order Magic, discount Mysticism. Wizards may take two separate discounts for either Chaos, Death, Life or Nature Magic.

▯ Fortress ▯

No other faction is as frequently underestimated as the Fortress, due to their unique seclusion and overwhelming reliance on tamed beasts instead of sapient soldiers. But beware: their monsters can be bred faster than anyone else's, and the harsh training of the Beastmasters makes these reptilian hordes incredibly tough to put down.

Fortress Heroes:

Beastmaster – These feral experts hunt, tame, and ultimately lead into battle creatures from some of the most dangerous swamps and jungles of the world, bringing out impressive capacities of resilience from the smallest vermin to the biggest saurian.
- Free Defense, discount Archery, Logistics, Scouting.

Witch – Not every spellcaster learns their trade at a cushy mage school. Witches live far away from civilization, studying and passing down hidden knowledge to the worthy.
- Free Scholar, discount Nature Magic and Sorcery. Witch Huts can be taken multiple times, and the first one is free.

▯ Inferno ▯

The Kreegan Demons are the primordial enemies of the mysterious Ancients, and since the Night of the Shooting Stars their hives have plagued the lesser races with periodic invasions, turning the surrounding environment into literal hellscape. Their recruits may be Kreegan themselves, but also equally demonic, opportunistic or insane natives of the world they've sworn to conquer.

Inferno Heroes:

Demoniac – Equally fearsome and single-minded, the Demoniacs are generals of choice for the Kreegan armies, both adaptative and mobile. There are very few places Demoniacs aren't willing to brave for their masters, and they'll usually be there at record speed, too.
- Free Logistics, discount Offense, Resistance, Tactics.

Heretic – When it comes to dealing with the Kreegans, the lines between cultist and sorcerer and between slave and master gets blurry. But Heretics care little for these distinctions as they summon and guide demons of all stripes.
- Free Death Magic, discount Chaos Magic, Mysticism, Sorcery.

▯ Conflux ▯

Elemental spirits have been part of the world of Colony since its creation, but it is only following the arrival of the Kreegans that they have begun to gather into a single faction. Their purpose is poorly understood by mortals, though it is assumed that they somehow follow the instructions left by the Ancients.

Conflux Heroes:

Planeswalker – These Planeswalkers are elemental denizens from the various planes that connect to Colony, and the ones who responded to the call of the Conflux all lead legions of their kind with them to destroy those who would threaten the world.
- Discount Logistics, Offense, Resistance, Tactics, War Machines.

Elementalist – Mystically-inclined talents from any race and any faction, the Elementalists were all led through visions or fate to serving the Conflux.
- Discount Chaos Magic, Nature Magic, Order Magic, Scholar, Sorcery.

▯ Custom Faction (200 cp) ▯

This option gives you the possibility to design your own faction for you to recruit from. Associated Towns will exist across the world, though they'll be even rarer than the other nine types. You may choose eight creatures from this world (or the previous Jumps if you pay the price indicated in the Companions and Followers section) as native to this town type.

Custom Heroes:

Here you can create two new Hero classes, adopting one of them as your new identity. You will also be able to recruit for the Jump Heroes of these particular classes across the world - as you would other heroes - or to import your Companions in these roles for the same price you would pay for other imports.
Each Hero class gets 5 Discount Points for skills. Discounted ones cost 1 point, free skills cost 2. Necromancy isn't available as a discounted skill.

4. Perks:

Soundtrack of Might and Magic (Free):

Going from relaxing to epic, this soundtrack will always reflect your current mood and inspire you to further greatness. The music can go from orchestra to opera to ambient, and can be toggled to be heard by other people without anyone else finding it odd or having any complaint. Can be turned off at will.

Game Mechanics:
All three of them are offered to you for free for the duration of the Jump, though they remain optional if you want a less abstract experience. The 300 cp version will allow you to apply them in following Jumps.

Simple Economics:

Free/300 cp, discounted for Drop-Ins.
Despite being put in charge of a feudal territory, you find out rather quickly that things are simplified here. The only important resources are Gold, Ore, Wood, along with the rarer ones like Crystal, Gems, Mercury and Sulfur.
Paying for the permanent version will allow you to sustain an entire economy on similarly simple principles. As long as you get a regular supply of similarly rare or abundant resources native to your current Jump, you should have no problem building up your Towns, making your population thrive or substituting the raw materials for complex projects.

Abstract Battles:

Free/300 cp, discounted for Commanders.
The behavior of your troops is... odd. It seems that they can be regrouped into up to seven groups of similar individuals and act in concert, with no impact on their mobility nor need for much additional space. They will always be able to pull off maneuvers as if there was only a small group of them. In addition, they can hit the enemy all at once, and the damage will be proportional to the size of the pack.
Finally, any combat bonus or tactical perk that applies to your allies now applies over higher distances. As long they are under your general leadership and aren't excessively far, they are considered within your radius. Huge battles spread over a large battlefield are the prime target for this perk.

Adventure Map:

Free/300 cp, discounted for Explorers.
This world has countless opportunities for you to grow. Roaming enemies, dungeons full of treasures, talking trees full of experience are just some example of the bizarre locations and encounters you may find during your journey. In addition, you will always have an odd story or tale of heroic deeds to go along with these findings.
Post-Jump, the effect will reflect the general aggressiveness of the current environment. A Slice of Life setting would only give you peaceful encounters with less impressive rewards, but they will never be completely worthless. The effect can be fully toggled on and off.

Hero Specialty:

Free, can only be taken once.
As a Hero, you have developed a singular talent that sets you apart from the competition. The best part? It will only keep growing with time and additional experience, with no limiter. Choose one:

-A special bond for a single type of Units. All of these under your command will benefit from increased Attack and Defense that will only grow the more experienced you are.
-An affinity for a particular Skill. The effect is small but cumulative with any other bonus. Should the Skill in question have a hard cap (like Necromancy, which can't raise more than 100 percent of the corpses) you may apply a different minor bonus once that cap is reached. Magic Schools can't be taken as a Specialty.
-The mastery of a single level 1-4 Spell. You start already knowing that Spell for free, and its effect will receive a bonus when applied to weaker Units and people.

5. SKills:

These come in two versions: the base sKill can be learned during the Jump, but paying 400 cp (or benefiting from a free sKill) will allow you to start with it and to eventually attain the master version. Either way, you can only learn eight of these sKills. Spells belonging to the Magic Schools are detailed online (links in the relevant section).

Archery:

Discounted for Barbarians, Beastmasters and Rangers.
-You are a sKilled user of any ranged weapon, and can stimulate your allies whenever they use similar methods.

Basic — You and your allies' ranged attacks are much deadlier.
Master — These ranged attacks are even more powerful, much quicker, and can reach tremendous distances without losing precision. Your general level of ability with any ranged weapon is mirrored (to a lesser degree) by any ally under your direct command.

Chaos Magic:

Spell info: http://mightandmagic.wikia.com/wiki/Chaos_Magic_(H4)
http://www.heroesofmightandmagic.com/heroes4/spells_chaos.shtml
Free for Warlocks, discounted for Battle Mages, Elementalists, and Heretics.
-You can successfully learn spells of the Chaos school of magic, focused on destruction and aggressive blessings.

Basic - Up to the third level.
Master - Up to the fifth. In future Jumps, you will always be able to to keep learning new spells and magical abilities related to chaos, destruction, fire and lightning.

Death Magic:

Spell info: http://mightandmagic.wikia.com/wiki/Death_Magic
http://www.heroesofmightandmagic.com/heroes4/spells_death.shtml
Free for Necromancers, and Heretics, discounted for Death Knights.
-You can successfully learn spells of the Death school of magic, focused on curses and temporarily raising the dead.
Instead of raising the dead, Demoniacs and Heretics will cast demon summoning spells (http://mightandmagic.wikia.com/wiki/Demonology). Paying 100 additional, undiscounted cp will allow you to cast both.

Basic - Up to the third level.
Master - Up to the fifth. In future Jumps, you will always be able to to keep learning new spells and magical abilities related to death, the unholy, plagues and mental curses.

Defense:

Free for Beastmasters, discounted for Alchemists, Knights and Rangers.
-Your allies and yourself are now more adept at parrying blows and seeking covers, and are generally more sturdy.

Basic — The effect is applied to any troop under your direct control.
Master — You are incredibly hard to put down: it would take several ordinarily lethal blow to even hurt you. Your allies now all benefit from less effective versions of any defensive sKill or perk you possess.

Diplomacy:
Free for Alchemists and Clerics. Can't be bought by Death Knights and Necromancers.
-You are adept at ending a fight before it even begins. At random, encountered enemies will accept outrageous bribes to accept to not fight you and even to lend you a fraction of their soldiers.

Basic — The effect has a chance to work before the start of any battle. It is more likely the more your allies outnumber or seemingly overpower your enemies.
Master — Diplomacy works more often, costs less (and will occasionally be free) and provides more soldiers. It works on anything even remotely intelligent, without any struggle to communicate. You'll simply find the right things to do to signal your intent.

Leadership:
Free for Knights, discounted for Overlords and Rangers. Can't be bought by Necromancers.
You and your allies are more motivated They have better morale and have a chance to act more often in combat. They're also luckier, and will occasionally strike miraculous blows that deal double damages.

Basic — The effect is a bonus that can be countered by adventure map events, or (in the case of morale) an army that incorporate troops that are either Undead or from a wide variety of Town types.
Master — The effect is strengthened and is always positive. You and your troops always have at least good morale and are luckier than usual. Mundane or supernatural effects cannot affect either.

Life Magic:
Spell info: http://mightandmagic.wikia.com/wiki/Life_Magic
http://www.heroesofmightandmagic.com/heroes4/spells_life.shtml
Free for Clerics, discounted for Druids. Can't be bought by Death Knights.
-You can successfully learn spells of the Life school of magic, focused on healing , defensive blessings, and wards against enemy alignments.

Basic - Up to the third level.
Master - Up to the fifth. In future Jumps, you will always be able to keep learning new spells and magical abilities related to life, healing (short of resurrection), wards and holy magic.

Logistics:
Free for Demoniacs, dicounted for Barbarians, Battle Mages, Beastmasters, Overlords and Planeswalkers.
The speed at which you and anyone that follows is significantly increased. You're similarly skilled at navigation, or passing through difficult terrain.

Basic — Your armies are swift, able to move great distance over the course of a single day and continue the next without complaint.
Master — The speed of you and your direct allies defy expectation. No matter the mean of transport, you are always quicker and can reach larger distances than should be possible. You are also incredibly proficient at leveraging this advantage to better fight large scale wars by setting up incredibly efficient supply lines.

Mysticism:
Discounted for Elementalists, Heretics, Necromancers, Warlocks and Wizards.
Your mana reserves are bigger and regenerate progressively every day, allowing to cast more spells in combat.

Basic — Your reserves can be replenished within a week, and are about 20 percent bigger.
Master — Any magical or mystical energy you possess now draws from a single pool of immense potential. Any way of regenerating mana or energy you possess is now 50 percent more efficient.

Nature Magic:
Spell info: http://mightandmagic.wikia.com/wiki/Nature_Magic
http://www.heroesofmightandmagic.com/heroes4/spells_nature.shtml
Free for Druids, discounted for Elementalists and Witches.
-You can successfully learn spells of the Nature school of magic, focused on summoning and a variety of blessings.

Basic - Up to the third level.
Master - Up to the fifth. In future Jumps, you will always be able to keep learning new spells and magical abilities related to nature, earth, summoning and beasts.

Necromancy:
Free for Death Knights and Necromancers.

Following each battle (or simply when you stumble upon a corpse), you can raise the dead as loyal and mindless Skeleton servants. Raising one particular corpse a day will always work, while raising a group will have a ten to twenty percent success rate.

Offense:
Free for Barbarians, discounted for Battle Mages, Death Knights, Demoniacs and Planeswalkers.
You and your allies hit with overwhelming strength and ferocity in melee combat. You never tire and can continue fighting with the same intensity until the enemy drops dead.

Basic — The effect is applied to any soldier under your command.
Master — You are death on two legs, able to use any melee weapon with the skill of a grand master. Anyone under your command benefits from a minor bonus reflecting any skill or perk affecting melee combat that you possess.

Order Magic:
Spell info: http://mightandmagic.wikia.com/wiki/Order_Magic
http://www.heroesofmightandmagic.com/heroes4/spells_order.shtml
Free for Wizards, discounted for Alchemists, Clerics and Elementalists.
-You can successfully learn spells of the Order school of magic, focused on mind spells and crowd control.

Basic - Up to the third level.
Master - Up to the fifth. In future Jumps, you will always be able to keep learning new spells and magical abilities related to order, mind control, ice and illusions.

Resistance:
Discounted for Barbarians, Demoniacs, Druids, Planeswalkers and Rangers.
You and your troops have a decent protection against enemy spells. They will have a chance to fail, and if they do succeed they will generally be less effective.

Basic — The effect applies to any supernatural ability.
Master — The effect is greatly increased; even the lowliest peasant under your command will find himself able to shrug lesser spells as almost harmless. More powerful minions and yourself will similarly have greater resistance against powerful spells, though this by itself is never an absolute protection.

Scholar:
Free for Witches, discounted for Alchemists, Druids and Elementalists.
You are able to teach any spell from this setting to any student of the corresponding Magic School, if they have the requisite level. They can in turn do the same to you.

Basic — The effect is instant, as long as you are in physical contact with them.
Master — The effect applies to any magical ability you possess, as long as the basic potential is there. You are also able to come up with new variations on spells you learned there and to teach them in turn.

Scouting:
Discounted for Beastmasters, Overlords, Rangers and Warlocks.
You have a general awareness of the near map around you. You can spot points of interest, along with the number of people around and their position (as long as they don't make particular efforts to be stealthy).

Basic — The knowledge upgrade in real time and is always accurate. Reaches a few kilometers in range.
Master — The range is increased threefold. You know the general disposition of enemies and their exact number (only the greatest stealth masters could evade your attention). In addition, you can hide the position and number of your own army and drop entire battalions on unsuspecting enemies.

Sorcery:
Discounted for Battle Mages, Elementalists, Heretics, Warlocks and Witches.
Your destructive and summoning spells are more effective, able to do more damages over larger areas and to summon more allies.

Basic — The effect is of about 20 percent.
Master — The effect is greatly increased. In addition, every spell, including blessings and curses, is now much more effective and lasts longer. Any destructive magical ability you have is also able to bypass ordinary resistances and to hit large numbers of enemies at once.

Tactics:
Discounted for Demoniacs, Knights, Overlords and Planeswalkers.
On the battlefield, your troops and yourself are faster, move further, and will generally hit the enemies before they have a chance to act.

Basic — The effect applies during any combat, no matter how small.
Master — Your troops are always in the ideal position whenever a combat start. You are also an expert at complex maneuvers to confuse or flank the enemies. Any speed ability you possess now gives a much weaker version to any ally under your command.

War Machines:
Discounted for Battle Mages, Death Knights, Knights, Overlords and Planeswalkers.
-You can build all sorts of engines of war, up to the medieval level, such as catapults and ballistae, along with support structures such as first aid tents and ammo carts.

Basic — These machines are all remote controlled by you in real time: you can use them to support your troops in battle with great efficiency.
Master — The machines are now always repaired following a battle, and their effects are thrice as fast. The same level of fine control now applies to any unintelligent machine in your possession, along with the other bonuses.

Witch Hut (200 cp):
Soon, along your travels, you'll meet an eccentric hag living in a strangely-shaped hut. For her own cryptic purposes, she'll teach you a random Skill, with the potential to bring it to the master level.

Roll 1d20, reroll for free if you get a skill you already bought. Witch Heroes get one roll free and can take this option multiple times.

1. Archery
2 War Machines
3. Chaos Magic
4. Death Magic
5. Defense
6. Diplomacy
7. Leadership
8. Life Magic
9. Logistics
10. Mysticism
11. Nature Magic
12. Necromancy
13. Offense
14. Order Magic
15. Resistance
16. Scholar
17. Scouting
18. Sorcery
19. Tactics
20 Free Choice

6. Companions and Followers:

You receive +600 cp to spend only on Units/Dwellings/Custom Units. Their prices and abilities are detailed in the Unit Supplement. Units linked to your faction (unique or shared) are discounted to half-price.

Units:

The crux of this Jump, Units constitute all sorts of creatures or soldiers you may encounter during your adventures. They are loyal, though usually lacking in initiative. For the duration of this Jump, they will need a Hero to move around, though you can set up Caravans and tell them to meet at a rendez-vous point. You start the Jump with a small number of basic troops of your alignment.

At the end of this Jump, you will be able to bring with you a contingent of troops (the aforementioned +600 cp stipend). They will be considered Followers. It is, however, possible to promote them to full Companion status to your specifications. Any single sort of troops, in any amount, may be turned into a single-slot Companion. The benefits of their perks will be divided equally between them, but among them will be a leader who will be the owner of any item they buy and have their perk effect boosted to 50 percent (so a group of three would have a distribution of 33-33-50 percent, a group of four 25-25-25-50 percent, etc...). Promoting a single Unit to Companion status would naturally let them enjoy the full effect of the perks.

Unit purchases of a single creature type can be bought multiple times and replace the previous purchase with double the value.

Dwellings:

Level 1: 100 cp, free for Commanders.
Level 2-3-4: 300-500-700 cp, undiscounted.
Each level gives you access to all Unit dwellings of the corresponding Unit level, as long as you've bought the Units in question as Followers . Lesser levels are included in the purchase.

You may also buy Dwelling structures. These will provide you a regular supply of potential recruits to add to any non-Companion group of Units. They will demand a first, expansive payment but then follow you for free. During this Jump, their population will increase each week; post-Jump, each month. Units outside of your one time purchase of Followers will not accompany you from Jump to Jump.

Custom Units:

Maybe you want to introduce new fantastic monsters to this world. You may turn a single type of creatures or warriors for 50 cp, (or eight for 200 cp) into a generic enemy to encounter here. Their powerlevel must be comparable to creatures of their own level (when in doubt, fanwank responsibly). You must have encountered them before and they cannot be unique creatures such as Legendary Pokemon. Recruiting them as Unit Followers is now possible, for the following prices (discounted for Custom Faction if there are slot lefts in their eight creatures lineup):
Level 1 = 20-30 for 100 cp.
Level 2 = 2-5 for 100 cp.
Level 3 = 1 for 100 cp.
Level 4 = 1 for 600 cp.

Hero Companions (50 cp, 300 cp for eight):

You may import Companions from previous Jumps as Heroes, or recruit characters from this world for the same price. They will receive a free Origin and Hero Class. They can be of a different Faction, but using them to create more Custom Factions will cost you 50 additional cp each.
They also get 600 cp to spend in general, plus 600 cp on troops. They may pay 400 cp to have access to their own Town from which to pay for Buildings; otherwise their own purchases add to your own Town.

7. Town Buildings:

You start with a Town of your chosen Faction. You will keep the Town with the buildings you bought with cp in future Jumps. Companions can buy their own Town for 400 cp.

Town Hall:

(Free/300 cp/600 cp, discounted for Drop-Ins)
A civilian community makes up the population of your Town. They occupy a variety of jobs and will pay some measure of money to the owner of the Town, along with working on new architectural projects you may have in mind. The free option gives you the population of a village, with a small budget. The second is a proper town, with enough economic activity to raise money to eventually develop new buildings and levy armies. The 600 cp purchase gives you a burgeoning city, with a comfortable treasury ready to be used for new developments.
You also find out that with a bigger Town, your buildings are literally faster to build: a City Hall allows you to build a new midsized building a day even in future Jumps.

Fort:

(Free/300 cp/600 cp, discounted for Commanders)
These walls, towers and central bastion are here to slow down the advance of any incoming army, by providing a haven for the surrounding population. They also act as a growth multiplier for your purchased Dwellings.
The first level is a simple wall, and does not affect the Dwellings. The second add towers to shoot at the assailants, a moat, and allows to recruit at twice the rate you would normally get. The third level is a proper citadel, complete with giant walls surrounding the city and Dwellings that train soldiers at four times the rate, ensuring that post-Jump you'll get a normal growth each week instead of once a month.

Mage Guild:

(100 cp/300 cp/600 cp, discounted for Explorers, first level free for Explorers with a Magic Hero Class)
An institute where students of the arcane perfect their art. It is dedicated to a single Magic School and visitors require the corresponding Skill to be able to learn the Spells, but they will do so instantly.
The 100 cp option allows the teaching of three level 1 Spells of the dedicated School. The 300 cp option gives three level 2 and two level 3 spells. The 600 cp option gives two spells from each of the remaining 4-5 levels.
The Magic Schools are as follow:
-Life = Castle,
-Order = Conflux and Tower,
-Death = Inferno and Necropolis,
-Chaos = Dungeon and Stronghold,
-Nature = Fortress and Rampart.
Spells from other Magic Schools can be learned with the addition of a Library.

Shipyard:

(100 cp, free for Drop-Ins)
For a reasonable price, this dock will allow you to build ships ready to transport a large army from places to places. For this Jump, it will require a Hero to navigate, and will have no defense outside of the passengers.

Tavern:

(100 cp, free for Explorers)
A cosy establishment where tired Heroes and creatures can go spend their money. The owner is a retired adventurer always happy to dispense hard-earned wisdom or just the latest word on the street (with an unusual talent to distinguish truth from baseless rumor). More importantly, this place will always have visiting Heroes waiting to be recruited. Post-Jump, the same will apply to similarly remarkable individuals. Even plot important ones will be more likely to visit.

Arena:
(100 cp, free for Explorers with a Might Hero Class)
A place where Heroes can go to prove their valor through a series of competitions and fights. The first time anyone visit this place, they will receive a slight boost to any one statistic: Attack, Defense, Spellpower or Mana Reserves. Does not work on Units until post-Jump, and then only on those considered Companions or Followers.

Marketplace:
(200 cp, discounted for Drop-Ins)
Here you can exchange any resource you possess for another. The prices are usually outrageous but will become fairer the more Marketplaces you build or possess across your territory.

Caravan:
(200 cp, discounted for Commanders)
A reliable system that sends or receives Units from Town to Town, or from external Dwellings and Heroes. For the duration of this Jump this is the only way Units can move independently of a Hero, and even post-Jump they will be able to move around unnoticed as long they don't interact with anything.

Thieves' Guild:
(200 cp, discounted for Explorers)
Your contacts within the Guild are a reliable source of information on the various military and economical strengths of your enemies and rivals. Updates to new factions each Jump and will warn you if one becomes a new threat.

Sanctuary:
(200 cp, discounted for Castle)
This building can be placed on the adventure map near your Castle. Any ally you have can seek refuge here and enemies will be completely incapable to enter, communicate with them, or do them harm.

Treasury:
(200 cp, discounted for Rampart and Tower)
Your gold/money reserves increase by 5 percent each week (each month post Jump).

Mana Vortex:
(200 cp, discounted for Conflux and Dungeon)
Visiting the Mana Vortex provides the Hero with a full Mana reserve plus a 50 percent bonus.

Cover of Darkness:
(200 cp, discounted for Inferno and Necropolis)
The Town is covered by an illusion-inducing mist that extends for kilometers around and make it significantly harder to find for any enemy. Has no effect on allies.

Magic Dampener:
(200 cp, discounted for Fortress and Stronghold)
Every ally you have, anywhere, gets 10 percent Magic Resistance. Another Magic Dampener would increase that to 20 percent, a third one 30 percent, etc....

Library:
(400 cp, requires Mage Guild, discounted for Castle and Tower)
An addition to the Mage Guild that allows it to teach additional spells of any two other Schools.
The first Mage Guild option receives two level 1 spells for both Schools. The second does the same for level 2 and level 3. The 600 cp option gives a single spell for each School, for the level 4 and the level 5. Each option also gets the previous levels. Example:
Fully developed Castle Mage Guild with Library:
-Level 1: 3 Life spells, 2 Nature Spells, 2 Order Spells.
-Level 2: 3 Life spells, 2 Nature Spells, 2 Order Spells.
-Level 3: 2 Life spells, 2 Nature Spells, 2 Order Spells.
-Level 4: 2 Life spells, 1 Nature Spell, 1 Order Spell.
-Level 5: 1 Life spell, 1 Nature Spell, 1 Order Spell.

Summoning Portal:
(400 cp, discounted for Dungeon and Rampart)
An additional Dwelling that allows the recruitment of a random type of Units each week (post Jump, each month and for random creatures native to the Jump). The Units are gone each time they're replaced and cannot be recruited anymore.

Castle Gate:
(400 cp, discounted for Conflux and Inferno)
A teleporter that allows instant transport for entire armies if connected to another similar teleporter. It needs other Castle Gates or comparable devices to be effective.

Undead Transformer:
(400 cp, discounted for Necropolis)
Allows to instantly turn living allies into Skeletons, though Dragons (not counting Wyverns nor Dragons-Golems) will instead be turned into Bone Dragons.

Breeding Pens:
(400 cp, discounted for Fortress and Stronghold)
Increases the Unit growth by 50 percent. This is cumulative with the Fort and its upgrades.

8. Artifacts:

Here you can spend cp to gain Artifacts from the Heroes III and IV games (detailed here: http://mightandmagic.wikia.com/wiki/List_of_Heroes_III_artifacts and here: http://mightandmagic.wikia.com/wiki/List_of_Heroes_IV_artifacts).
The price is of 50 cp for a Treasure, 100 cp for a Minor Artifact, 200 cp for a Major one, and 300 cp for a Relic (except for some of the Expansion Artifacts in the Heroes III list, which cost 500 cp).
Note:
-Keep in mind that Heroes IV allows the Heroes to fight on the battlefield, and so many of its artifacts only apply to the individual, meaning they'll be of little use during the Jump proper if you take the Drawback A Hero's Lot.
-The Armageddon's Blade, Angelic Alliance, Armor of the Damned, Cloak of the Undead King and Elixir of Life cannot be bought here nor normally acquired during the Jump. They can only be obtained through winning The Gathering Storm scenario.

9. Drawbacks and Scenarios:

Drawbacks:
Limit of +600 cp.

A Hero's Lot (increases the Drawback Limit to +900 cp, all other Drawbacks are worth 50% more)
For the duration of this Jump you and your Companions will have to live by a few rules to avoid losing both your Hero Club membership and your Chain.
-No directly participating in battles, that's your underlings' job. Casting spells is fine, but physical combat is forbidden. Luckily, everyone else will comply with this and leave you alone. Honorable duels against other Heroes don't count.
-No doing nothing and treating this as a vacation Jump. You will have to declare for sides in wars, seek rare artifacts, slay hordes of monsters, etc... Anything to keep you worthy of a Hero's reputation.
-No stalling for time and generally neglecting your duties as a Hero. This one will be enforced by your enemies growing more in number and determination the more time pass unless you take care of them beforehand.

NWC Continuity (+0 cp)
There's a small chance this isn't your first time through the Might And Magic universe, assuming a Jump for the main RPG series ever appears. By taking this Drawback, the consequences of your adventures will carry over in this very Jump.

A Reputation To Maintain (+100 cp)
You can never let your troops be defeated in combat. You must not be made prisoner, surrender, flee, fake your death, or otherwise cheese this. The moment you find yourself without soldiers of your own on the battlefield, it's over.

Half And Half (+100 cp)
A freak accident has left you with half of your body (left or right) turned undead, or into a similarly unsettling elemental horror show. You not only inspire distrust wherever you go, but the part of your body that mutated is, by fiat, vulnerable to a common magical element, such as holy magic or lightning.

Muh Honor (+100 cp)
While otherwise just as ruthless as any other Hero when it comes to battle against mooks, outside of it you're chivalrous to a fault. You'll spare enemy leaders, choose minimal punishments and announce your allegiances everywhere you go. During your stay, you'll also end up serving or allying with a lord, and you'll be completely unable to criticize or disobey them.

Seer Ask-a-Lot (+100 cp)
It seems that you can't ever go anywhere without mysterious strangers forcing you to go on fetch quests. Passing a border, acquiring a much desired artifact or just accomplishing your current objectives will require you to go around the country looking for the random trinket they insist you bring back. This will inevitably takes precious time.

Cowards, All Of You (+200 cp)
Your Units are damn unreliable. They keep deserting your army and the vast majority will systematically vanish the moment you enter a new region or whenever a few months pass, whichever comes first. This does not apply to your initial purchase of Followers.

Heroes Chronicles (+200 cp)
Like a certain Tarnum, you have been volunteered by the Ancients to accomplish a series of monumental tasks throughout history. You'll be randomly dropped into various eras with the mission to serve a different faction, each time with a difficult war or mission that is vital for their continued survival or even the safety of the entire world. Failure to accomplish the nine missions (one for each Faction) will make you fail your Chain.

Here's A Scenario (+200 cp, can't be taken with Heroes Chronicles)
Instead of going to either Colony or Axeoth, you're instead dropped into a random and unfamiliar world across this universe. Here, you will have to get settled, accomplish a specific mission and generally be worthy of the title of Hero. And once you've done that you'll be dumped again on a different world with only minimal resources. Somehow, complications from other Drawbacks will follow you there.

I'm Doing My Part! (+200 cp)
You can't simply screw around without accountability, no. You have a crucial part to play in the conflicts of whichever era you arrived in, and will have to not only keep campaigning for your side but to make them win.

Modern Magic General (+200 cp)
Your many talents from other worlds sound like they'd a precious help in this world of conquest and glory. Unfortunately, they're now depowered to the point where they'd be completely useless for the purpose of combat, spellcasting or diplomacy. Anything that doesn't affect either is fine.

We Do The Impossible (+200 cp)
You start out broke and will likely stay that way. Any adventure you start will always be from a position of poverty and with little in the way of troops. Your enemy won't have that problem, being both richer, smarter, and more aggressive.

Forgery (+300 cp)
Someone has gotten their hand on the Heavenly Forge of the Ancients, and has begun pumping out powerful (but extremely ugly) hordes of cyborgs, along with terrible artifacts and constructs. The lost, futuristic technology of the Ancients ensure that they're going to destroy everything if they're not stopped, a task that eschews to you. For additional troubles, any of your own futuristic tech doesn't work for the duration of this Jump. You'll have to defeat them medieval fantasy style.

Mom Loved You Best! (+300 cp)
You have a sibling. Heartwarming familial bonds asides, they're you're complete opposite in everything but raw power and influence, and have decided that there can be only one of you. They will start a war to get rid of you, and once you accomplish the tedious task of putting them back in their place by defeating them, you will discover a prophecy stating their crucial role in the preservation of this world. It will be up to you to mend the wedge between you tw to help them find redemption and understanding, and to assist them in accomplishing their destiny. At the end of your Jump, you may take them along as a Companion.

The Same Thing We Do Every Map (+300 cp)
You are obsessed with taking over the world. Several problems: every other Faction objects to the notion, and inside your Factions are opportunists who will make endless plans to stab you in the back and seize power for themselves.. You will need to assert your control over at least an entire continent such as Enroth or Antagarich in order to continue your Chain.

32167 (+600 cp)
Your enemies have the power to summon endless legions of Black Dragons and other similarly powerful creatures. They're coming for you. Run.

Scenarios:
You may choose one condition for ending the Jump, possibly lengthening your stay. Failure to accomplish it has no consequence, while success will give you a reward.

Seeds of Discontent:
You've had enough of kings lording it over you. Along with other like-minded locals, you've decided to declare independence as a sovereign nation, immediately prompting your neighbors to declare war on you. To assert your determination and make your enemies back down, you need a powerful symbol of national unity. You need the Grail. Unfortunately, that legendary object has been lost for centuries, and to find its whereabouts it is necessary to seek the Obelisks, mystic stones found all over the world. Only by finding every Obelisk then bringing the Grail back to your country's capitol will you be able to win this, if your nation doesn't submit first.
Reward:
Your nation accompanies you to other worlds. In Jump terms, you get two additional Towns of your alignment, a vast territory with mines, adventure objects and spawning monsters, and +400 cp to spend on Buildings and Dwellings for each of these Towns, your original one (complete with the Grail, which makes them much more productive), plus the ones your Companions may have bought.

The Gathering Storm:
Some mad sorcerer is seeking powerful Combination Artifacts (made from lesser Artifacts) for their own nefarious purposes. Stopping them will require you to seek your own, hunting down the individual components to even have a chance during the inevitable showdown (which will happens at the darkest hour, when the sorcerer has acquired the Artifacts and gathered entire armies.
Reward:
For your services, you are authorized to keep two Combination Artifacts among the options below:
-Armageddon's Blade: A potentially world-ending sword with the ability to cast the deadly spell Armageddon with highly increased power, while making allies immune to it. It also provides a boost to mana reserves.
-Sword of Frost: Same as above, but with Ice damages instead of Fire.

-Angelic Alliance: A highly holy sword that dramatically boosts every stats of you and your allies (including magical ones like mana and spellpower), along with letting wildly different creatures or alignments work together without penalties to morale.
-Armor of the Damned: A dreadful cuirass that immediately curses every enemy in vicinity with Curse, Misfortune, Slow and Weakness.
-Cloak of the Undead King (can only be taken as a Necropolis Hero): A much coveted Necromancer Artifact that empowers the Necromancy skill to incredible degree, allowing one to rise Liches and Vampires instead of Skeletons.
-Elixir of Life: Gives a significant boost to any ally's hit points, along with the Regeneration ability.

-Alita's Twilight Garb: A cloak and ring that increase the power of Life and Death Magics, along with giving the owner Ward spells against both. The owner is luckier, able to escape situations that should have ended in certain death.
-Agraynel's Instruments: The property of a legendary bard, this allows to freely mix magic and music, using one to cast the other. Mass Fervor, Song of Peace and Unholy Song can be cast for no mana.
-Bohb's Archmage Attire: A full set of wizard clothes, increasing the owner's mana reserves and giving the ability to ignore most magic resistances. It also casts a single blessing spell before any combat.
-Dogwoggle's Tiger Armor: Greatly increases the Hero's personal speed, attack and defense. Grants the Hero the ability to hit faster than the opponent, doubles their hit points and damages dealt, and has a chance to freeze enemies in melee.
-Kozuss's Balance: A set of scales that gives its owner the effect of Magic Mirror: any hostile spell cast on the Hero also affects its caster. This also gives a boost to Chaos and Order Magics, along with (for the owner) Ward spells against both.

Dragon Slayer:
You have one of this universe's most dangerous job: hunting down like vermins rare but very powerful breeds of Dragons that have taken to terrorizing the population. You will have to seek their lair, use unconventional tactics to defeat the obstacles along the way, and eventually fight the dreadful beasts. They are much deadlier and difficult to put down than even Black Dragons, making the latter look like ordinary creatures.

Reward:
Defeating the last of your targets, you find a nest with anywhere between 1 and 9 enormous eggs. From these will hatch baby Azure Dragons, the most terrifying beast these worlds have ever seen. They are immune to lesser spells and cause paralyzing fear in their opponents. They will imprint on you and become a single-slot Companion (with the divide in perk effectiveness detailed in the Units section),but do not get a corresponding Dwelling.

Unity:
The theory of the five Schools of Magic is still controversial when you arrive, compared to the Four Elements model. But you are a dedicated scholar and will seek to prove the validity of the former, by exploring the famed Isles of Magic. This archipelago contains disturbingly alien landscapes that seem dominated by the logics of Order, Life, Nature, Chaos and Death. You will have to brave their dangers and extensively study the local effects on magic and the environment. Then you will have to come back and prove your theories against the current orthodoxy.

Reward:
You have working knowledge of every HoMM IV Spell, along with the ability to teach the Schools to prospective students, first to the basic level, then with time and effort on their part to the master level. In conjunction with Scholar, this allows you to instantly teach any 1-3 individual Spell to anybody, even those without magic.

Notes:

Race:
-While most Heroes among a Faction only belong to a handful of races, this Jump allows you to choose any Unit in the Supplement as your base, without nitpicking about if they would normally be intelligent enough to do the job. The longevity perk is a similar "fanwank something" option, considering that it is of complete irrelevance within the game itself.

Spells and Abilities:
-When it comes to Wards, alignment apply as such: Life for Castle, Order for Academy, Death for Inferno and Necropolis, Chaos for Dungeon, Nature for Conflux and Rampart, and Might for Fortress and Stronghold. Post-Jump they apply to anyone affiliated with similar concepts or that have thematic similarities to the associated factions.
-The Death Spell Hand of Death is a death curse that will be ineffective against particularly powerful opponents or those with the appropriate resistances. Ditto for the Gorgons' Death Gaze.

Magic Resistances and Immunities:
-They will always have some measure of effect on any magic you encounter post-Jump. However, particularly powerful magic will overpower immunities and instead turn them into resistances.

To All Things Comes An End...

Following ten years in this world, you will have the usual choice of continuing your Chain, moving back home, or staying here.

Whichever you choose, your name will be scribed in the annals among those of the greatest Heroes.