World of Warcraft

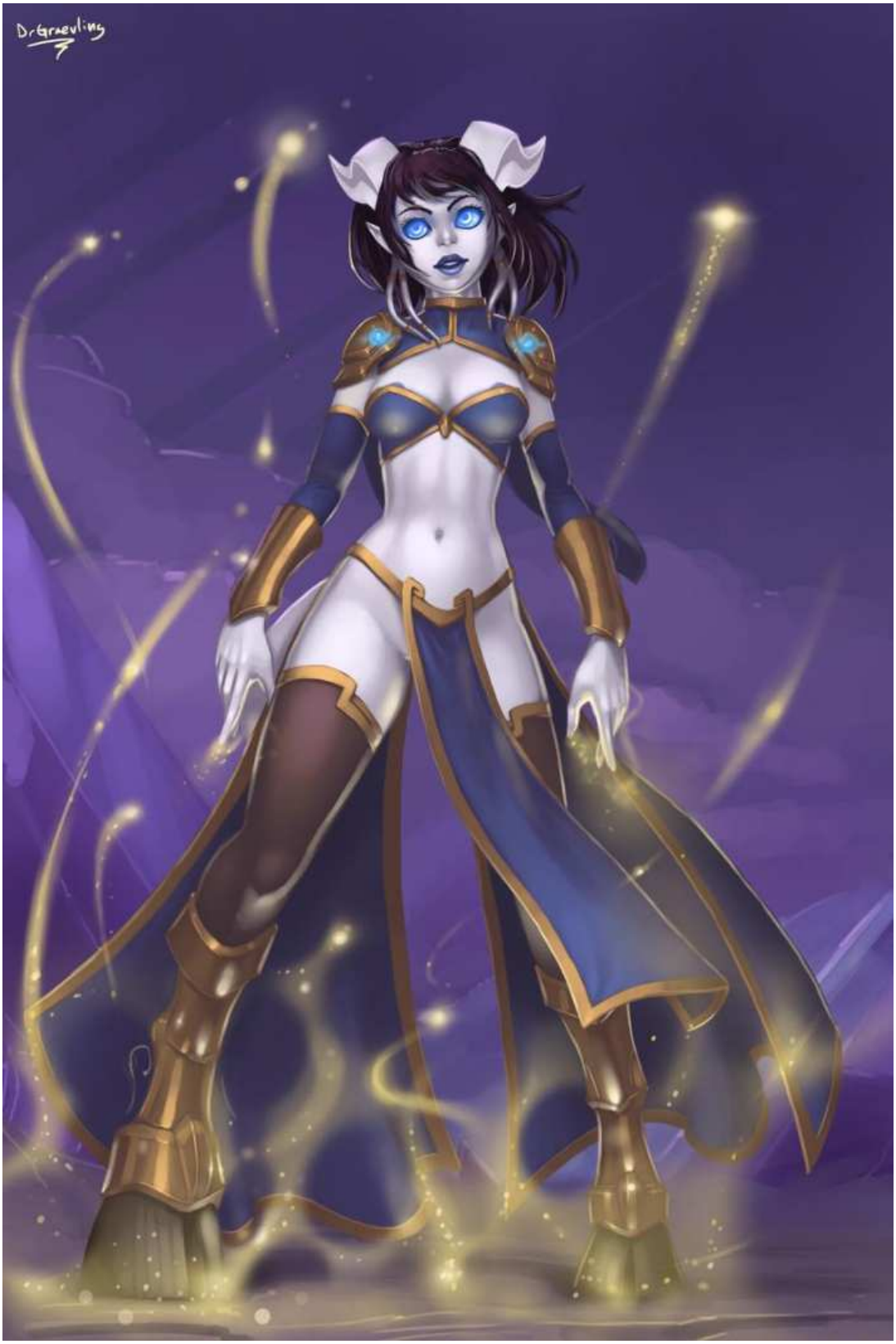


Epic Journeys and Random Encounters

An adult comic series by the artist DrGraevling, it follows the adventures of a young Draenei priestess named Monara. However there are also a large amount of individual art pieces separate from the titular comics series, featuring Monara and other recurring characters. This is the variant of the Warcraft Universe where you will be spending the next 10 years. A more vibrant, exciting, and alluring version of the setting, as shown through the works of DrGraevling and similar artists like Darkra. An Azeroth of relaxed faction dynamics, lewd hijinks, and greater freedoms.

You will begin your stay here on the morning of the day after the Exodar crashes on Azuremyst Isle and remain here for long enough to endure The Burning Crusade and outlast the Wrath of the Lich King. Take this **1000 CP** and seek out your own epic journeys and random encounters.

Background



Priestess of the Light

The Draenei have just arrived on Azeroth, as they try to find their place in this new world, many a priestess will venture out trying to find hers. Whether you want to aid the other races and gain allies for your people, simply spread the healing Light, or even seek out new romantic encounters, many enticing opportunities are out there waiting.

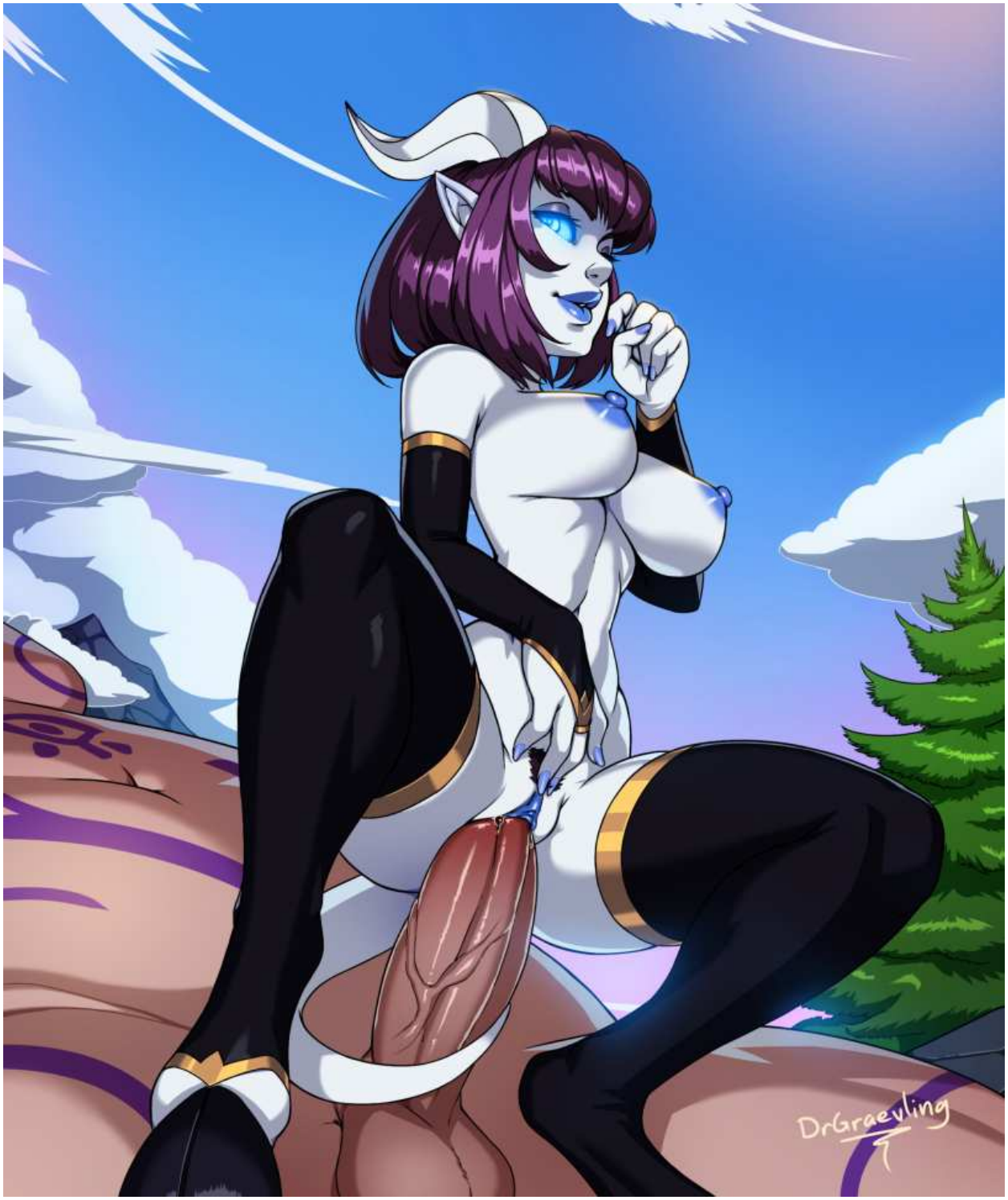
As a priestess you are a young adult female, likely a Draenei, but you could be a Human, Blood Elf, or Night Elf if you wish. You begin at the Ammen Vale crash site, or another area such as Northshire Abbey, depending on your race.

Ambitious Arcanist Adventurer

You are one of the many aspiring mages found across Azeroth. Having decided to leave your life of classrooms, bookshelves, and the endless lectures of Dalaran behind for the chance at a grand adventure, as well as the glory, wealth, and romance that come along with it.

You may freely choose your gender and be any age 18 or older. Adventurers come from all walks of life so you can be any race that was commonly found adventuring at this time. Adventurers begin at their racial training grounds.

Perks



Perks are discounted for their Background, with discounted 100 CP Perks being free.

General

World of Whorecraft

[Free]

If you want to fit in here you'll need this. This is a world where svelte women expect to enjoy the cocks of men multiple times their size, and survive the ejaculations of Fel flooded demons. Now you benefit from this sort of hentai magic too. Your body is surprisingly durable and resilient when it comes to erotic acts, taking more abuse than it really should, and gradually healing back to pristine shape.

Additionally sex is better for you, your assets are perkier, your holes are tighter, even remaining tight and clean even after a marathon of dirty sex. It feels much better too, with your libido, sensitivity to pleasure, intensity of orgasms, and even sexual stamina all being greatly enhanced. You'll be having a lot of fun here.

Inner Fire

[Free]

Elemental Spirit, the fundamental spark of all living beings. By tapping into this potential, you can stoke the flame, developing your Spirit through the experiences and struggles of life.

Life is defined by hardship, and improvement defined by survival, likewise you will find that greater efforts yield greater rewards, the more dedication and effort you put into pursuing your goals, the more rapidly your Spirit will develop.

Overtime this development will tend to aspect, if you dedicate yourself to magical pursuits you will find your magical power expanding, and likewise martial pursuits will grow your physical might. A greater Spirit will gradually improve you in all your capabilities, physical, mental, magical, etc, regardless of the more potent enhancements that aspecting brings, this widespread improvement even enhances your lifespan.

There is no known limit to how vast a person's Spirit can grow, but just as a flame requires ever more fuel, you will face diminishing returns eventually.

First Step on the Path

[Free]

You know the bare basics of how to use and develop the power generated by your Spirit. Whether you choose to pursue the channeling and regenerating of Mana, focusing it into Rage and Energy, or even wielding it directly as Chi, you are well prepared to take the first steps on any path you follow.

Ready for Adventure

[100 CP]

Long hours of training have left your body strong and agile, with a toned physique and a healthy constitution. You are well prepared to take on your first quest.

Ready for Employment

[100 CP]

With an eclectic array of training under your belt, you have achieved an entry-level education in every Profession found in this world. Luckily you seem to be quite creative, with a natural aptitude for crafting, so taking these skills to a higher level is simply a matter of some dedicated effort.

Fashion Endgame

[200 CP]

Much has been sacrificed in the pursuit of fashion. But why sacrifice when this is a world of magic? Now you can wear whatever you like without concern for practical considerations. Venture to Northrend in a skimpy dress without having to worry about freezing. Engage in a running battle while wearing six inch stiletto heels and never lose your footing. Fight gods while wearing a plate bikini and nothing else, and your bare flesh will be just as protected as your Titansteel covered breasts.

Everything you wear is perfectly comfortable, wardrobe malfunction free, and as functional and protective as you'd expect from magical equipment in the World of Warcraft.

Heroic Spirit

[400 CP]

Burning brilliantly, your inner fire outshines your peers. Manifesting as an innate and universal talent, you will learn and grow at twice the pace in any field where you dedicate effort.

Binding of the Spiritseeker

(Capstone Booster)

[600 CP]

A powerful young elemental has taken refuge in your body and tethered itself to your Spirit. Though supporting this guest will somewhat slow the growth of your Spirit, in return this elemental will bolster its strength, leaving the total power of your Spirit and its resulting abilities always twice what they would be otherwise.

Priestess of the Light

Exiled Ones

[100 CP]

The Draenei have been running from one new home to another, fleeing genocide after genocide.

Thankfully you have many natural gifts to aid you in enduring such hardships. With a lifespan measured in millennia, a tall, slim, athletic, and well-endowed body, a natural talent for magic, and the blessing of the Light. Whether you are also a Draenei, or are something else.

Child of the Light

[100 CP]

Though only starting on your journey as a Priestess, you possess a natural affinity for the Light and a great talent in the use of Holy magic.

It is a Priestess duty to see to the health of her fellows and companions. Yes yes.

Blessed Beauty

[200 CP]

There are some truly beautiful women running around on Azeroth, and now you stand among the greatest of them. Being the kind of heart capturing gorgeous that seems as if it was lovingly crafted by a talented and dedicated artist that spent thousands of hours over several years refining your appearance and body to perfection.

Light's Hope

[400 CP]

Your very presence is like a Holy aura to your allies. During conflict those who fight alongside and protect you find their Spirit bolstered by your presence. Passively, albeit slowly, healing from their wounds, with their physical and magical capabilities enhanced, and seeing a greater growth of Spirit then they otherwise would.

This ability can affect entire battlefields, but its effects diminish with the number of targets, seeing the most efficient effect with smaller numbers of allies.

But be cautious, should you be incapacitated or otherwise lose hope, your aura will shatter, stopping the effects and leaving your allies briefly vulnerable, giving the enemy an opportunity for total victory.

Spirit Healer

[600 CP]

You are a natural genius of Holy magic, especially of healing and resurrection. Like Sally Whitemane you could continuously and perfectly resurrect someone you care for with nearly no effort, and even for strangers you could mass resurrect an entire field of fallen soldiers, though this would be much more magically draining.

Spirit Guardian

(Capstone Boosted)

Previously unaligned, your elemental has followed your path and chosen the Light. Further boosting all your Light and Holy magic. Additionally, once every ten years they will empower you to resurrect and perfectly heal yourself.

Ambitious Arcanist Adventurer

Self Polymorph

[100 CP]

Sometime during your magical education you pulled off a miraculous fluke while practicing with Polymorph, managing to cast a permanent version of the spell on yourself. While normally this would leave you as a sheep for the rest of your life, you must have been distracted thinking about your future heroic physique.

This transformed your body in a way that is truly outstanding for your race. You may choose the exact specifics, within reason. Perhaps you'd like an extra foot of height? To double your muscle mass? An extra foot of length to your cock, and some proportional girth? Or changing your hair and eye colour? What about all of the above?

Additionally, as you are already under the effects of Polymorph permanently, you are immune to any hostile or unwanted attempts to alter your form.

Dark Ritualist

[100 CP]

Embracing the easy path to power, you began to delve into forbidden rituals and chaotic magics. Though only a novice at working with Fel and Death magics, you possess a genuine talent for the art of summoning and binding demonic beings and the spirits of the dead.

Infernal Bindings

[200 CP]

Through painstaking trial and error, and doubtlessly horrific experimentation whose details we dare not delve too deeply. You have managed to develop a revolutionary enchantment, capable of binding the soul of a mortal in the same manner a warlock might bind the soul of a demon. When a collar bearing this enchantment is closed around the throat of a victim, they become yours to toy with as you please. At least as long as the collar stays on that is.

Arcane Mind

[400 CP]

A sure sign of an archmage in the making is a mage who has mastered the process of saturating his own mind with Arcane energies. Typically used to improve memorization, enhance mental processing speed, and block out foreign mental influences.

You have taken this ability in a new direction, by overlaying an Arcane framework of your own mind upon that of another, you can achieve a slow and subtle form of mind control. Lacking the raw power to directly dominate minds it nevertheless allows a skilled wielder to surgically alter a victim's line of thinking by replacing a keyword here or there and leaving them to believe the change was their own natural thoughts.

An obstinate young woman might go from thinking "I wish he would fuck *off*" to "I wish he would fuck *me*".

Or perhaps an assailant might be turned aside with a change like this "I'm going to kill *him*" becoming "I'm going to kill *myself*".

Many interesting opportunities lay open before a creative mind mage.

Arcane Aspirations

[600 CP]

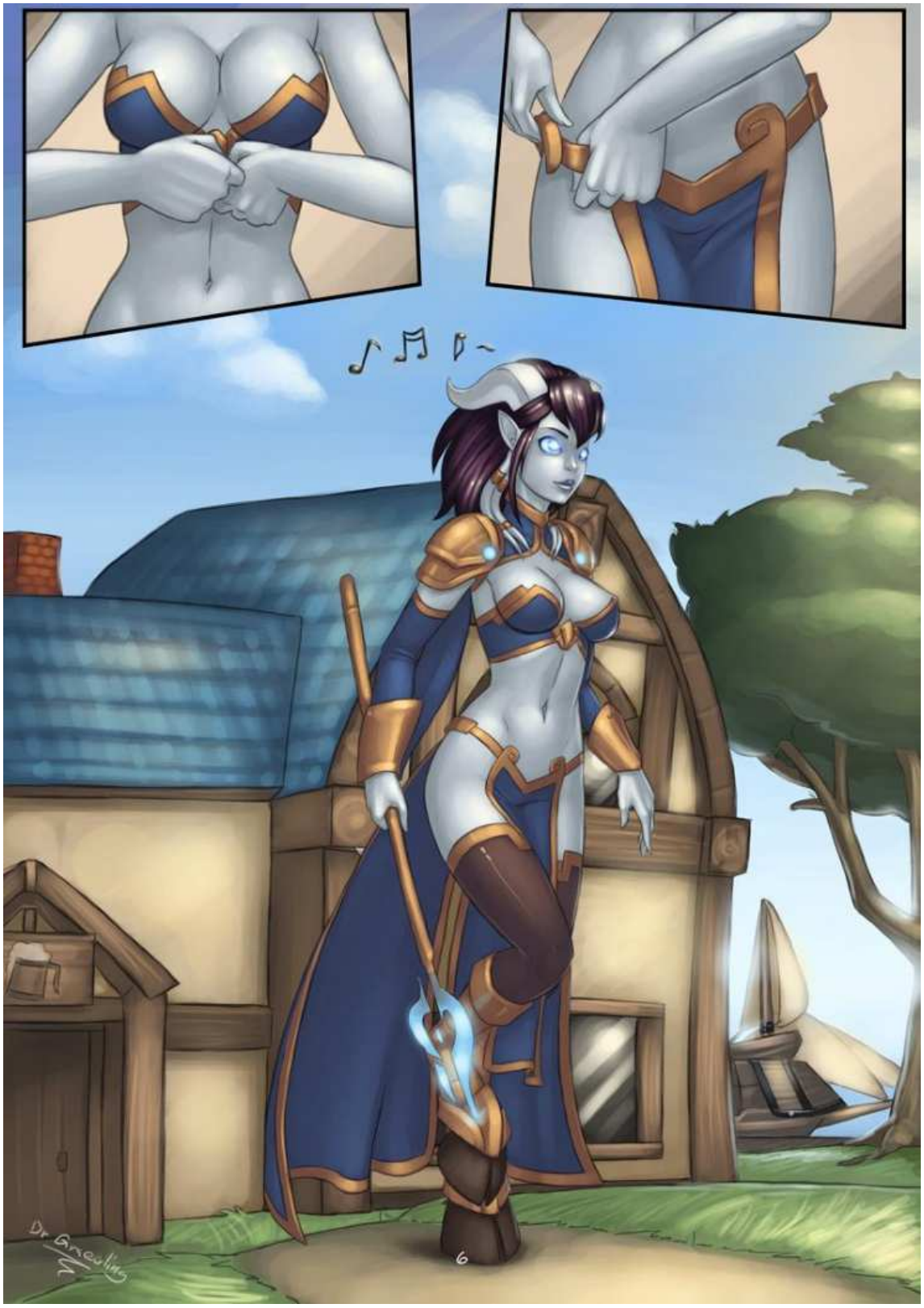
With both an eidetic and photographic memory, as well as a savant-like aptitude for mathematics, you are a genius with Arcane magic. Currently you might only have the education of a Dalaran apprentice, but one day in the future, you could rival any Archmage.

Aspiring Aspect

(Capstone Boosted)

Previously unaligned, your elemental has followed your path and seen the wisdom of Order. Granting you a sixth sense for magic, commonly referred to as “Mana Vision”, your talent for the Arcane and ability to intuitively wield magic has skyrocketed. Perhaps you might one day even rival the Aspect of Magic themselves.

Items



Items are discounted for their Background, with discounted 100 CP Items being free.
Similar Items may be freely imported into one another, combining the effects of both, and with the resulting appearance of your choosing.

General

Gilded Inheritance
[100 CP]
This small coin purse contains 100 Gold, 100 Silver, and 100 Copper coins. And refills itself with this amount yearly.

Trusted Steed
[200 CP]
A flying mount, possessed of epic qualities that matches your racial choice. It will come to you when you call it, even across great distances. And should it ever fall in battle you will find it back at your side a few days later.

Bottomless Bag
[400 CP]
This heavily enchanted bag comes in the style of your choice. Indestructible, light weight, and containing an endless pocket dimension that automatically sorts itself and is intuitive to retrieve desired items from. It can store anything that will fit in the opening, and will preserve anything put inside. However it will reject any attempt to contain living beings.

Titanic Anima
[600 CP]
This small orb of golden ichor is the concentrated potential of a divine being. Any of your Companions that consume it are granted a build (with the full stipend) of whichever Bodymod Supplement that you used. If you do not yet have a Bodymod then you can gain one with this. Consuming this item does nothing for anyone who already has a Bodymod, but perhaps you can find another use for it as a potent crafting material.
You will gain one more at the start of each new Jump.

Priestess of the Light

Gift of the Naaru

[100 CP]

A blessing bestowed by the Naaru upon you. When used it manifests in the form of an elegant signet of glowing blue or gold Light that floats above your forehead. You can tap into this gift to heal yourself or your allies, it requires no mana or other resources, but does have a brief recharge time between uses.

Priestess Vestements

[200 CP]

An enticingly skimpy set of armour in the style of your choice. Light weight and composed of materials, enchantments, and jewels of a rare quality that enhance your magical abilities. This equipment will aid you well in your service of the Light.

Flame of Argus

[400 CP]

This elegantly epic ring has been handed down since it was first crafted by a married couple of master crafters on Argus. Made by a jeweler and enchanter working in harmony, it was intended to be a gift for a young Priestess coming of age.

It will burn away any corrupting influences you suffer from, slowly healing you in body, mind, and soul. As the flame purges corruption from you, it will stimulate the growth of your Spirit, the more corruption burned, the greater the effect on your growth.

The inscription reads: a flame must never shy away from the darkness.

Tears of the Light

[600 CP]

These legendarily beautiful earrings appear as if crafted from crystallized starlight. Said to be formed from the joyful tears of the first Naaru ever to know true love. The wearer finds that their abilities as a healer are an order of magnitude greater, with all Light and Holy based healing, protection, and resurrection magic being much more powerful and requiring far less mana.

Ambitious Arcanist Adventurer

Hearthstone

[100 CP]

A small oval stone enchanted with a powerful but limited form of teleportation. After attuning it to the magic of a hearthplace you can return to that location at any time just by channeling the magic of the stone for ten seconds. This teleportation cannot be blocked or intercepted and works even across dimensions and at local multiverse ranges.

Bottled Experiences

[200 CP]

A crystal vial containing what appears to be a swirling sickly green liquid. Anyone who consumes this substance will experience a month of collected memories in the span of a few moments. These witnessed fragments of memory will contribute to the growth of the Spirit. But given their random and scattered nature it's highly variable as to exactly what degree of effect it will have on said growth. You receive a set of instructions on how to create more doses of this substance by ritualistically sacrificing a victim and draining their mind and Spirit for consumption.

Leyline Link

[400 CP]

A mysterious and powerful staff, though not one particularly useful for combat. Should you press the butt of this staff to the ground it will stand upright and project an extremely powerful dome of Arcane magic.

By connecting to the nearest leylines it forms a continuous magical circuit, generating a barrier comparable to the great shield of Dalaran, though much smaller in scope, just large enough to safely encompass an adventurers camp of forty members. The barrier takes a few minutes to form and is impenetrable to everything except air and light.

While the leyline connection is active, the interior of the barrier becomes saturated with excess magical energy, vastly increasing the mana regeneration of anyone inside.

Anyone touching the planted staff can control the barrier, opening gates to allow passage or even fully deactivating the staff for transport.

Heirloom Regalia

[600 CP]

The only remaining testament to a long forgotten heroic legacy. This mastercrafted set of armour comes in the style and weight class of your choice. Saturated in a slumbering, near calcified power, it may initially seem unimpressive aside from its detailed construction and impressive durability. But as you continue to wear it, learning and growing, it will rise to meet you. Bolstering your physical and magical might across the board, but more prominently enhancing the aspects you use most. As you continue committing deeds ever more legendary, this armour will aid you in carving your own legacy, lending its history to your own and doubling the speed with which your Spirit develops.

Companions



Import

[100 CP]

You can bring as many Companions into this Jump as you'd like, but must pay this price to grant them a Background and a 600 CP stipend.

Canon

You may take any character as a Companion on your Chain, so long as you can convince them to join you.

Monara

[100 CP]

This ditzy Draenei Priestess might just have the sunniest personality you've ever encountered, kind and radiantly full of life, her enthusiasm for adventure is surpassed only by her enthusiasm for sex. But don't let her frankly staggering level of thirstiness fool you, she's a skilled healer and a reliable friend.

Always the life of any adventuring party, whether offering healing in the field, or offering her body back at the inn. You'd be hard pressed to find a more fun and enjoyable member to fill her spot, and certainly you'll never find a better or easier lay.

Monara is straight, nonmonogamous, and quite insistent on both points. Though she's been known to be a little flexible on the first in the right situation.

She will join you on your Chain, ecstatic at the possibility of exploring new worlds, and being explored by new men.



Se'al

[100 CP]

An experienced Draenei Paladin and one of Monara's best friends. With a strong sense of justice and a protective streak a mile wide, she is the ideal embodiment of a virtuous Paladin. Se'al isn't quite completely pure though, her exotic looks betray a partial Eredar heritage. Se'al has dedicated herself to suppressing this side of herself, constantly in fear of letting it free. Though try as she might to hide it, that demonic nature shines through in the way she loves a good challenge, and nothing excites her quite like defeating, or even better, being defeated by, a formidable opponent. Whether on the battlefield or in the bedroom she secretly dreams of being dominated. After all, if she can't resist her conqueror, is it really her fault?

She will join you on your Chain, to protect the innocent and seek out new challenges.



Lulusa Wildmist

[100 CP]

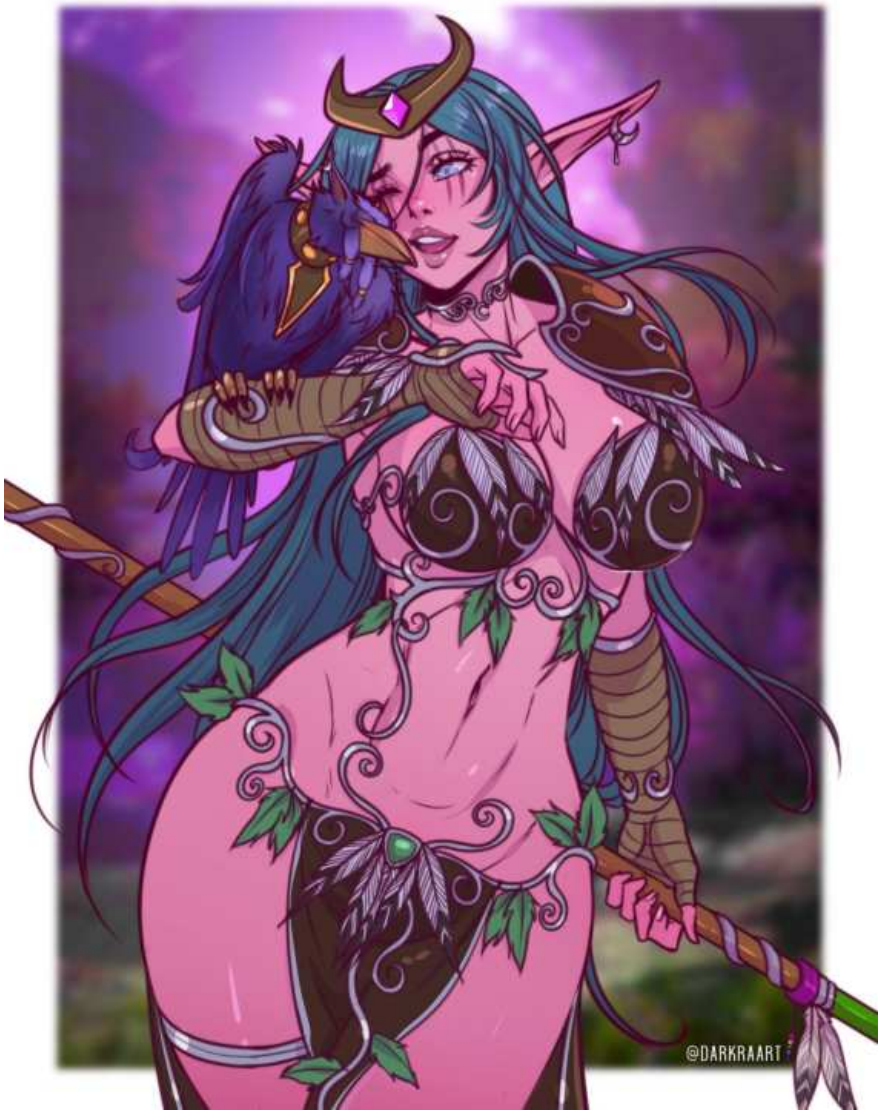
A Night Elf Druid seeking her place in the world as an Alliance diplomat.

Once a devout follower of Elune, the loss of her village in Darkshore shattered her faith but forged her determination. Defiant and idealistic, Lulusa walks a fragile line between conviction and recklessness, often driven more by heart than reason.

Beautiful, clever, and dangerously stubborn, she is willing to use every weapon at her disposal, her wit, her courage, and even her allure, if it means protecting those who cannot protect themselves.

She is extraordinarily conflict averse, and will do and risk everything necessary to avoid it, using her body and her charms to resolve it. Has a bad habit of frequently ending up as a bargaining chip.

She will join you on your Chain, hoping to bring peace to other worlds.



Svanna & Anuura

[100 CP Each]

Despite having the appearance of a mere concubine to some lord of the Burning Legion, this Eredar is an old and cunning foe of Velen's people, having led many young Draenei into damnation. Her favourite targets are young Priestesses and Paladins, overwhelming their inner Light with her Fel energies, dominating their flesh until they beg to be hers forever more.

For all her single-minded dreams of turning every Draenei woman into her needy sluts, she is aggressively submissive toward warlocks who summon her, corrupting their thirst for power into a bottomless hunger for blue flesh and dominated Priestesses, so that they will join her in the hunt for more Draenei women.

She will join you on your Chain, seeking pure maidens and Holy women to corrupt and break.

Anuura is Svanna's twin sister and in many ways her mirror image. Just as powerful in Arcane magic as her twin is in Fel, this ancient Draenei has dedicated her life to shielding others from her sister. From violently banishing her back to the Twisting Nether to helping Warlocks keep Svanna on her knees with all her holes occupied, nothing is too much to stop her sister's rampage.

Hidden behind this image as a protector of women, is a depravity just as great as her twins, but entirely focused on Svanna. Anuura may try to resist, even succeed if innocents are at risk, but her sister's hourglass figure always starts a fire that will not stop until she faints from sexual fatigue.

She will join you on your Chain, to either endlessly pursue her obsession with her twin sister, or finally be free of her temptation.



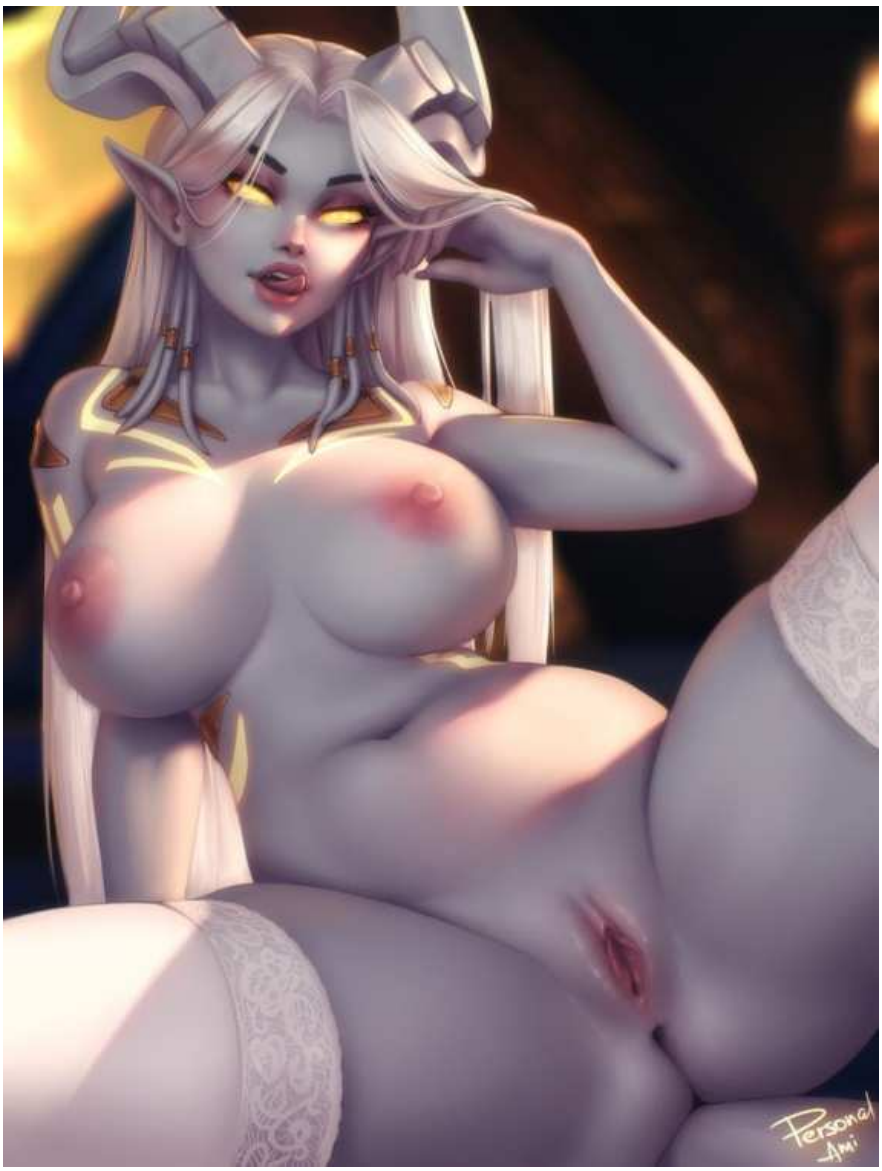
Lunaara Darkmoon

[100 CP]

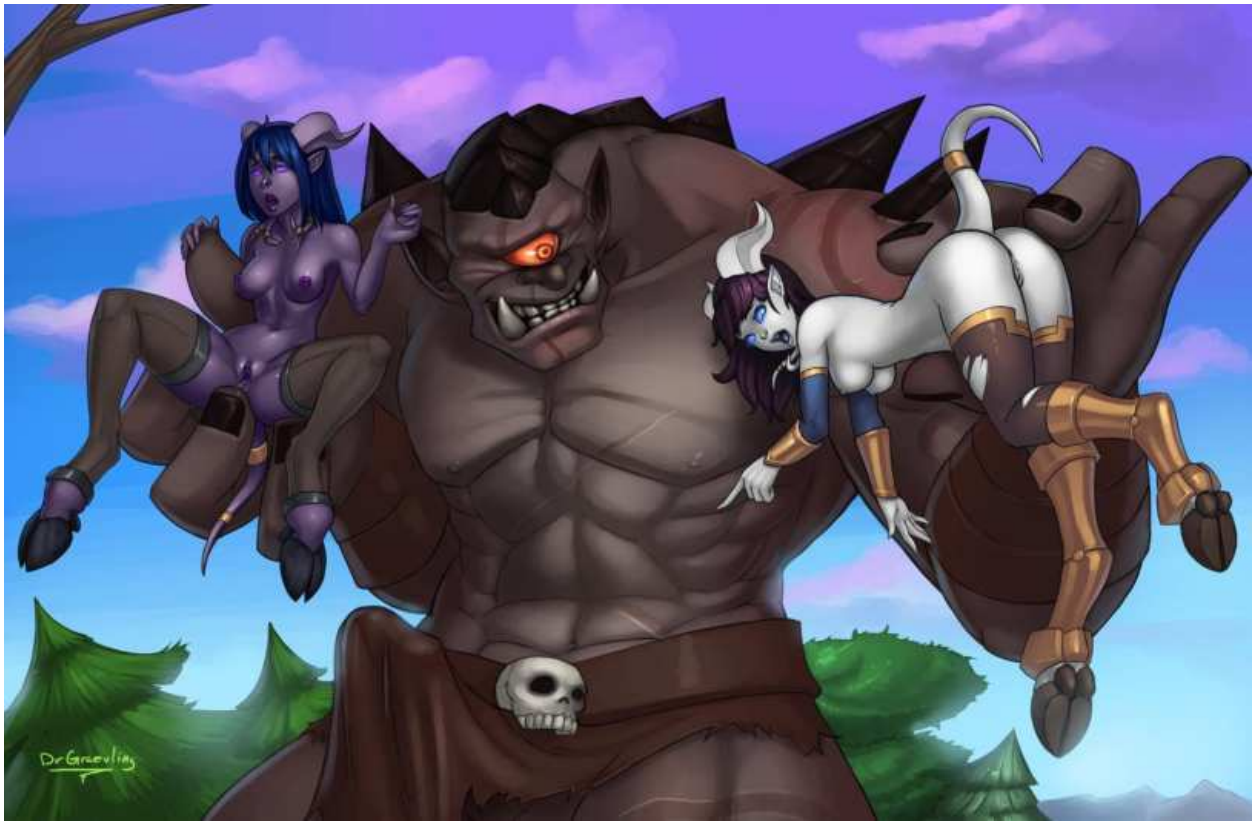
A kind, compassionate, and dutiful Priestess of the Army of Light, she has fought to defend the innocent all over Azeroth and beyond. Sadly, this has earned her the attention of many dark and dominating beings. Hunted relentlessly by the Horde, the Legion and the more lustful of among other races, she has had every inch of her sinful body used to extract pleasure. She always escapes, only to run into more hunters.

While Lunaara has learnt to love all forms of sexual intercourse, if only to not go insane, the positions allowing her to look at the face of her "partner" have become her favorites, as it gives her the impression that they care about more than the pleasure they extract from her.

She will join you on your Chain, either as the master who made her stay or the lover who finally freed her from the hunt.



Drawbacks



You can take as many Drawbacks as you like. Imported companions may take any Drawbacks that would only affect themselves.

Supplement Mode

[0 CP]

You may use this Jump as a Supplement to, or Supplement it with, any other Warcraft Jump.

Self-Insert

[0 CP]

Do you yearn to be a specific nymphomaniac Draenei? Or maybe an alluring Night Elf druidess? You may choose any Canon or Fanon Warcraft character and Self-Insert as them. In addition to getting their body you also gain their memories and abilities, though anything not purchased here will not be kept post Jump.

Expanded Timeline

[+100 CP Each]

Should you desire to experience more of this universe, you may stay longer and witness the events that follow.

This may be taken five times, adding an extra 10 years to your stay each time and having you contend with threats previously hidden.

The first will continue your adventure into the Cataclysm and through the Mists of Pandaria.

The second will see you contend with the orcish Warlords of Draenor and witness the return of the Legion.

The third will leave you in a Battle for Azeroth and venturing into the fabled Shadowlands.

The fourth reveals the lost home of the Dragonflight and eventually has you fighting The War Within.

The fifth will require you to persevere through Midnight and witness the birth of The Last Titan.

Yes! Yes!

[+100 CP]

You could well be Monara's twin, at least when it comes to sex. With a libido to put the average nymphomaniac to shame, and a body that feels pleasure and climax with a blissful intensity, many might accuse you of being addicted to sex, if they weren't too busy railing you into mind blowing orgasm after mind blowing orgasm that is.

The Way to My Heart is Through My Ass

Requires: Yes! Yes!

[+100 CP]

You'll find that for as incredibly pleasurable as all your erogenous zones are, your ass will somehow feel just that little bit better, leaving you to often default to anal sex and grow to love it, you could take three partners in your backdoor at once and still crave more. However as you experience more and more anal orgasms without having a vaginal orgasm, your pussy will become increasingly sensitive, and the next orgasm with it will be ever more intense, even your fertility will continue to increase in anticipation of it. Try to resist instantly falling in love with whoever ends up melting your brain and claiming your womb.

W-well, I Was Told to Follow Orders

[+100 CP]

The perfect blend of a natural submissive, and an easy slut. You'll gladly accept just about every chance to bend over and take your clothes off for nearly anyone who wants you. While you aren't particularly discriminating as long as you find them at least a little attractive, you at least won't go so far as to intentionally put yourself or your allies in danger because of this. Though unintentionally, who's to say what sort of trouble a submissive slut can find herself stumbling into.

Defias, Cartels, Syndicates, Oh My!

[+100 CP]

Do you love brutish criminals? Because they sure love you. Expect to encounter a lot of “toll collectors”, back alley thugs, kidnapping attempts, and other various forms of banditry.

Imped

[+100 CP]

In another universe you might be called Churlbait, here it would be Gnollbait or something. Well, whatever the case, it seems that monsters find you to be an extremely attractive mate. With all manner of Imps, Gnolls, Kobolds, Murlocs, Giant Spiders, Demons, Gronn, etc, wanting to take you and keep you as their newest broodmother. And once they have you, they won't likely want to let you go.

Beware Hogger

Requires: Imped

[+100 CP]

Did I say the monsters wanted to breed you? Well, they still do. But now once they've pumped a few generations through your womb they'll move onto more creative pursuits, like filling their bellies and using what's leftover for interior decoration. Did you know Gnolls have been known to turn the skin of their victims into tents?

Leeroy's Legacy

[+200 CP]

Success breeds arrogance.

The more successful your adventuring party becomes, the more reckless its frontline members will seem to become. They will not necessarily grow any less competent, but they will grow ever bolder, trusting that you have their back and relying on you to see them through their many accumulating wounds.

Sylen's of the Lambs

[+200 CP]

In many ways this universe is now much darker in tone. Reflecting the sort of world outlined in Sylen's Lewd Warcraft CYOA, the fanfiction stories based on it, and shown in the artwork of artists like Adoohay, ExecutePhase, Lynazf, and others. Racism and misogyny are commonplace, with faction rivalries intensified. Rape, abduction, and slavery are an ever present danger for the unwary, the unlucky, and the desirable.

Those who are defeated in combat often end up being bound and transported to auction, when the victors don't wish to keep the victims for themselves that is.

Champion of Azeroth

[+300 CP]

While before you might have sat back and enjoyed a quiet night at the inn with a lover or two, after a day of dungeon delving, safe in the knowledge that the greater threats would be taken care of by heroes. Now you are called to be one of those great heroes, faction leaders, and even fate itself, will now work to see you on the frontline of the grandest adventures to be had, face to face with the greatest threats to Azeroth.

The Great Dark Beyond

[+300 CP]

Everything not part of your Bodymod or native to the Warcraft universe is locked away for the duration of this Jump. Perks, Powers, Items, Warehouse, etc. You will have to make do with what you acquire here.

Scenario: Gauntlet Mode

If you can survive your time here while forfeiting your starting points, taking **The Great Dark Beyond** Drawback and forfeiting those points as well, then you can have the following rewards. Take as many or as few of them as you wish.

Reward 1

You may take any Perks and Items gained here and add them to your Bodymod.

Reward 2

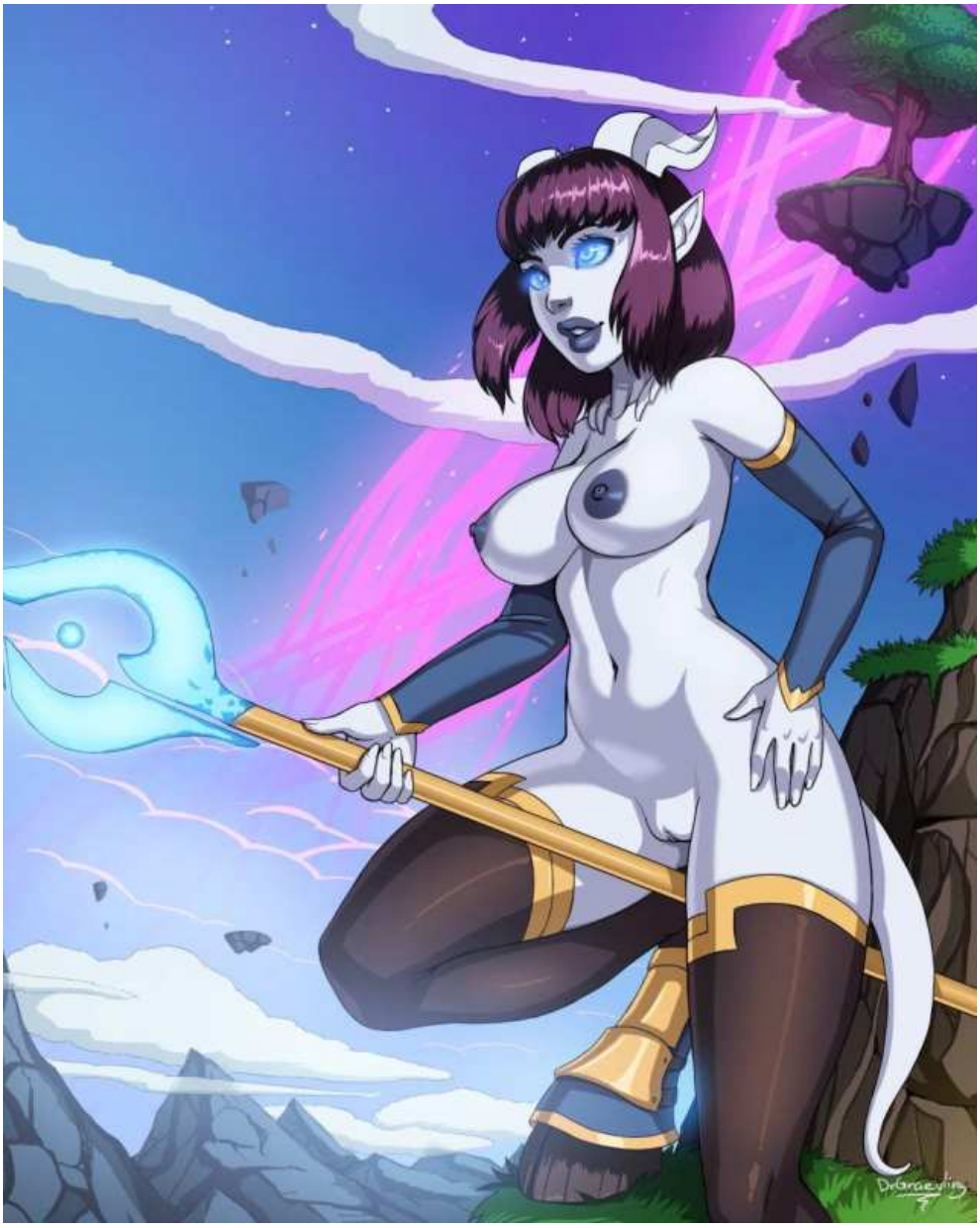
You may take the race you chose here and add it to your Bodymod, making it your new default race. And if you choose to **Self-Insert** then that can become your new default body.

Reward 3

You may take the Drawbacks **Yes! Yes!**, **The Way to My Heart is Through My Ass**, and **W-well, I Was Told to Follow Orders**, adding them to your Bodymod. In return you gain 100 of your Bodymod points for each of these Drawbacks that you permanently keep, to spend there as you choose.



Ending Choice



Move On

Had enough with the crafting of war? Time to continue on your Chain.

Stay Here

Would you like to remain and see what happens next?

Go Home

Did your time here make you miss the safety of adventures experienced from behind a screen? Or maybe you're just nostalgic for the MMORPG nerd lifestyle? Well if you wish to return to that life you can.

Notes



A Jump by ComradeChairmanKGB
v1.0: Release

I tried to make it playable for all types of Jumpers, with something interesting for everyone. But I'll be the first to admit, that from conception it was mostly only ever going to be a femsub healslut Jump.

Much appreciation to any artists mentioned or shown here, such as DrGraevling, Darkra, and others, for their wonderful characters and artwork.

Unfortunately I couldn't find a character profile for either Monara or Se'al. However I think I did a fair job with their descriptions.

Lulusa's description comes from Darkra, though I did have to piece and edit it together somewhat.

Thank you to Néocorvinus for the Svanna, Anuura, and Lunaara descriptions.

The WoW timeline is rather arbitrary in many ways, so here it's about 5 years for the events of each expansion. I think that's a more reasonable progression of time considering the lifespan of many characters and adjusting for the scale of various things.

Priestess of the Light

Draenei and some other races live for a long time and it's unclear exactly how fast they age through each stage of life. In human terms you would be somewhere between 18-25, (whatever number that ends up meaning for a Draenei or Elf, I'm not sure) physically mature, but fully in the flower of youth.
If you want to be a subrace that would have been around at the time like High Elves you can be.

Ambitious Arcanist Adventurer

All BC races are fair game. If you want to be a subrace that would have been around at the time you can be, so Mag'har Orcs, Dark Iron dwarves, etc.

Inner Fire/First Step on the Path, “Class” Perks, and “Levels”.

I don't believe that Stats and Levels as shown in the game are representative of the lore intent, but rather an abstraction for gameplay purposes. Taking any Perk in this Jump in no way locks you into a certain Class or Specialization. You can “multiclass” for lack of a better term, but the more you spread your focus the slower you'll probably progress in any specific field. As long as you have the two free Perks you can still learn and master any fields of knowledge found in Warcraft without the need for relevant Class or Profession Perks, but they can certainly help a lot.

Light's Hope

Minor raid buff/aura, major party buff/aura. Incapacitation/losing hope is basically personal defeat of any kind, getting knocked unconscious by an enemy rogue, or a monster getting past your party's frontline and showing you why this is a hentai Jump, anything like that would count to break the effect. And until you've properly recovered you won't be able to start it back up again. The shattering effect briefly interrupts/stuns/silences your allies.

Self Polymorph

Allows you to choose and permanently lock in your desired appearance for the form you acquire here and do so again to any Alt-Forms you apply the Perk to in the future. This change is entirely up to you and only limited on the extreme ends of biological exaggeration. Changing gender, becoming a Futanari, a catgirl, doubling or halving various proportions, all this and more is fair game. If you've seen it in a warcraft artwork then go for it. No changing into a giant, a dragon, etc, though.

Gilded Inheritance

A rough idea of Currency value

1 Copper: a loaf of bread.

1 Silver: a night at a nice inn, plus meals and drinks.

50 Silver: a mid range health potion, life and limb saving, but not miraculous.

5 Gold: a healthy cow.

100 Gold: a set of uncommon quality armour and weapons, or a trained war mount.

1000 Gold: a farming cottage with a dozen acres of good fields and some livestock.

10000 Gold: a modestly prosperous business in a large city.

Hearthstone

Cannot take you between Jumps, with the bound location resetting when a Jump ends. If you have a hearth in your Warehouse you can set your point there, but you cannot use this to violate Drawbacks.

Self-Insert

Fanon characters are limited to known fan characters. A Blood Elf Paladin with a half-dozen pieces of commissioned art is fair game, a freshly baked setting breaking OC, not so much.