

Brewed up by Zaralann & MRTrueGnome
V.1.4

Greetings, Jumper. Up for a small war? Because you are going to Azeroth in the midst of the Second War, where the Old Horde led by Ogrim Doomhammer and the Alliance of Lordaeron led by Anduin Lothar, wage war for many years, ultimately ending with the Horde's defeat and Anduin's death.

You begin your time here, right as the tale of the Second War begins at whatever Location you have chosen for yourself, retaining your previous gender and age, unless you otherwise wish to change them.

*Here, take these **1,000 Choice Points** and venture forth.*

Drawbacks

[Tales Told and Retold]
(+0 CP)
There have been quite a few retcons and lore expansions since the release of Tides of Darkness. Perhaps you prefer the simpler, and truth be told safer, timeline of the first two games, with the future still unmapped and unknown. Or mayhaps you like the cosmic scale of current day Warcraft and would also like to incorporate the myriad of books and other supplementary material to the canon of this world.

[Shoes Too Big…]
(+0 CP)
Perhaps instead of starting as a relatively unknown, you desire to instead begin as one of the myriad of heroes and villains seen at this time. You may choose to reincarnate as one of the named characters of your chosen **Faction/Origin**.

[Quantity and Quality]
(+0 CP)
To pull back the curtain slightly, the hardware used during the creation of Tides of Darkness was far too primitive to handle the true scale of events you are about to witness. If you'd prefer to face these lesser numbers, you may choose so. But what all units lack in their reduced numbers, they more than make up for it with their increased abilities.

[A Longer Journey]
(+100 CP)
Though the Second War is over in less than a decade, perhaps you wish to witness the aftermath of it all, along with any repercussions that follow. Each time you take this, you extend your time here by a decade, but also extend the War itself by one year. It should be noted that, with very few exceptions, neither Humans nor Orcs can generally live beyond a century without the aid of Magic.

[For We Are Many…]
(+100 CP)
Craving for a challenge are we? I cannot think of any other reason for it. Each time this is purchased, the numbers of your enemy Faction's forces are increased by a multiplier of 1. So it goes from 1x; 2x; 3x; and so on.

[Of Few Words…]

(+100 CP)

Dear me, not the largest of vocabularies around, huh? Your speech has been limited to the lines spoken by whichever Faction/Origin you chose for yourself.

[*"Leeeeeeeeeeeeeroy!"*]

(+100 CP)

Took a wrong draught, perhaps? You and your companions lose all memories and records of any version of Azeroth for the duration of this jump and cannot regain them until then.

[In Chains…]

(+200 CP)

So, I'm sure how you ended up here, caged up within the capital of the enemy Faction. No one is quite sure actually. What we do know however, is that your teleportation/mover/any other ability that would help you to escape have been disabled and that you must escape through other means and return to your own people. Only after that will your power return in full.

[Old Age and Treachery]

(+200 CP)

Anduin Lothar, the Lion of Stormwind and one of the driving forces behind the Alliance's creation, is fated to one day die at the hands of Ogrim Doomhammer, near the tail-end of the Second War. You cannot let this happen. You must ensure that, while never hindering his movements nor controlling his mind, Anduin makes it through the Second War alive and until this jump ends, with the only acceptable death for him being old age, should you remain here for that long.

[Hammer's Fall]

(+200 CP)

Orgrim Doomhammer, the second Warchief of the Old Horde and the Wielder of the Doomhammer, is fated to lose the Second War and spend the rest of his days in shame, until dying in the arms of the young Thrall. Your mission, should you take this, is to ensure he survives until your jump ends, or fails, with the only acceptable death for him being old age, should you remain here for that long.

[Bleached Bones]
(+200 CP)
Gul'dan, The Great Betrayer and the Doom of the Orcs, will meet his end within the Tomb of Sargeras as a result of his hubris and ambition. Horrid though it may be to think, you must ensure he survives until the end of your jump ends or fails, with the only acceptable death being old age, should you remain here for that long.

[Exhaustion of the Land]
(+300 CP)
It is as if the land itself rejects you and yours, for whatever territory you hold or raid, seems to yield very little in any resources. Expect food rationing, poorly constructed buildings and shoddily made arms and armor within months. As a final insult, should you abandon a territory and one of your enemies claim it instead, then those areas become abundant in resources within a week and any reclamation attempts will see the resources once more withering away seemingly overnight.

[Trust Not Oneself…]
(+300 CP)
Something you may, or may not have actually done has caused your **Faction** to label you as a traitor. If this is true, or an actual spy choosing you as the perfect scapegoat, is up to you. If you wish to regain your former position, then you must do something very brave, very stupid and extremely dangerous, to prove yourself to your former **Faction**.

[No More Honor…]
(+300 CP)
You did something. Something bad. So bad in fact, that it still haunts you to this day in the form of relentless guilt. You have convinced yourself that the only way to redeem yourself is by committing increasingly reckless and almost suicidal acts, even if said redemption comes through death. No amount of Willpower-influencing Perks or other means can remove this guilt, it will remain a constant companion until your time here ends.

[Rotten Heart, Bright Eyes…]
(+300 CP)
Though many Orcs suffer from Bloodrage, you certainly take the cake when it comes to it, even if you lack any demon-blood in your veins. The only times your mind is not in a constant drive and desire for slaughter and brutal maiming, is right after committing said acts and even then, it is only a momentary fix.

[This is My Destiny…]

(+400 CP, **Old Horde** Exclusive)

Gul'dan, the foul betrayer, has decided to wash his hands from the Horde after awakening from his coma and has since fled to the Alliance, where he has spun a story painting him as a poor victim of the foul Horde, and has gained the trust of the Faction. In exchange he shares with them the many benefits he'd have given to the Horde in the original timeline, such as the Ogre-Mages and Death Knights. Perhaps the most devastating information he had however, are the myriad of knowledge he has of the Horde, which the Alliance will use to good effect. Should the Horde lose, then your Chain will end here.

[Divided We Stand…]

(+400, **Alliance of Lordaeron** Exclusive)

Due to a twist of fate, Anduin Lothar was unable to rally the divided Human kingdoms under the Alliance's banner. Now each kingdom fights separately, infighting just as much of a danger as the Horde's military might. Allowing the Horde to win by destroying these warring kingdoms counts as a Chain-failure for you.

[Alone In The Dark…]

(+400 CP)

I am certain you are familiar with this: Your out-of-jump powers/Perks have been removed, leaving you with only a Bodymod, should you have one, along with whatever Perks and abilities you have purchased here.

[These Hands Will Never Hold Anything…]

(+400 CP)

And another one I'm sure you've seen before. Your out-of-jump Items have been locked inside your warehouse, perhaps as a form of intervention by your Jump-chan or Companions? Nonetheless, you will gain these back once your time here comes to an end.

[Every String Uncut…]

(+500 CP)

… Best start praying, Jumper. Then again, seeing as Gul'dan has gained access to your mind, able to see through your eyes and control your body like a puppet, I'm sure that would do nothing but amuse him. The only way to sever this connection is by slaying Gul'dan, but seeing as he has a hand on your controls, this will prove difficult at best.

[Every Debt Repaid…]

(+500 cp)

In the end, this war benefits no one, not the Alliance who will see their numbers reduced in great numbers, or the Horde who will face defeat and see their spirits crushed for decades to come. It is up to you, then, to see the swift end to this war. How swift? In the time it would have originally taken the Second War to end, you must see the end of all conflict between the Factions and bring peace between them, or your Chain comes to an end here.

[Every Back Unmarked…]

(+500 CP)

… Are we in Warcraft, or Game of Thrones? Because this level of treachery is simply mind boggling. Whichever **Faction** you are a part of suffers from constant traitors, with the **Alliance** having traitors over the entire social ladder who think siding with the Horde is a far better idea. Meanwhile, the **Horde** is filled to the brim with constant infight and backstabbing, assassination attempts on the Warchief are a daily occurrence and chaos seems to be brewing everywhere.

[Every Grave Already Dug…]

(+500 CP)

Have you heard the term '*Attrition Warfare*'? Because you are about to be on the receiving end of this. Whatever battle your forces take part in will see your side lose far more soldiers than your enemy, a whopping 1 enemy for 50 of your own. And should you fight alone, then you will face an endless horde as a slain enemy is replaced by 50 more, the enemy quite literally able to drown you in bodies. The boost from **For We Are Many…** will add even more soldiers on top of the ones already spawned by multiplying the numbers after this Drawback is applied. Perhaps you should think a second more before taking both, lest you drown an entire kingdom under corpses.

[Wings of Retribution]

(+600 CP, **Old Horde** Exclusive)

You know of the saying about the best laid plans of mice and men? Well, in this case the mouse was Deathwing and the man was Zuluthed, as the latter failed to claim the Demon Soul and now Alexstraza has rallied the entirety of her Flight to wage brutal war against the Horde, forcing your forces to fight on two fronts.

[There Be Dragons]

(+600 CP, **Alliance of Lordaeron** Exclusive)

… It would seem Zuluthed exceeded all of Deathwing's expectations, for now the entirety of the Red Dragonflight flies under the Horde's banner, the Dragons no longer sandbagging their efforts in bringing destruction upon their foes. Perhaps most tragic of all is Alexstraza, who has been driven mad and corrupted by the **Demon Soul**, her now desiring nothing more than to bring death to all Life that opposes the Horde.

[The Absence of Darkness…]

(+600 CP, **Old Horde** Exclusive)

Good news, Gul'dan is dead. Bad news, he did it before he could share the secrets to creating Death Knights or Ogre-Mages. Worse than that, the Humans have discovered the secrets to becoming Paladins and these will be far more dangerous and competent compared to their canon counterparts. If those were the ghosts of the Draenei come to haunt the Orcs, these new Paladins are the Draenei's vengeance brought forth from beyond the grave. The Horde must not lose, even under these dire circumstances, lest your Chain ends here.

[The Absence of Light…]

(+600 CP, **Alliance of Lordaeron** Exclusive)

Perhaps due to the manipulations of Gul'dan and his demonic allies, the Alliance are never able to discover the secrets of the Paladins and are lesser for it, especially as the Death Knights shall appear at a far earlier point in time as the Horde's numbers and strength swell. Worst of all is perhaps the fact Gul'dan himself has seen an increase in power and will prove himself a near-apocalyptic threat if allowed to prepare properly. Despite these dark times, you cannot let the Alliance fall, lest your Chain end here in failure.

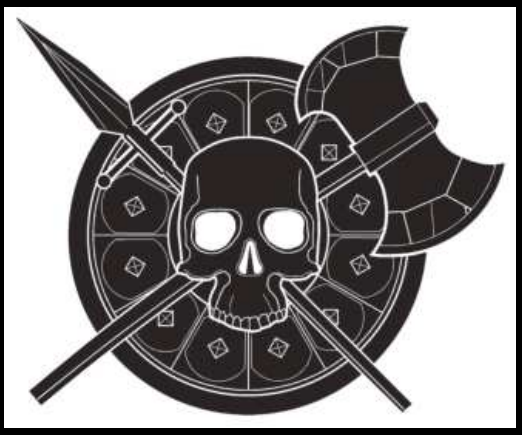
[As Foretold by Metzen...]

(+600 CP)

The future is uncertain but Azeroth is balancing on the brink and even a single grain of sand can make it finally plummet to its ultimate demise, the sole Timeline that was foretold to us was the path of blood and sacrifice that led through perils and tragedies towards survival. But now it is threatened by the presence of one unstable Element, *the one who should not exist*, the Jumper..., *you*. Based upon your previous actions Champions from the future that you can never reach or even glimpse will come alongside Adventurers most brave and skilled to restore order to the Timeline. For each change that altered the path of History in a meaningful way a new Champion, *whose future you either changed or stole*, and his Thirty-Nine Comrades will appear and will not yield until the end of your stay here. Always coming back, learning and adapting to your tactics and means that you used to repel them before. Almost as if they're trying to... *defeat a Raid Boss and their death is only a minor inconvenience for them*…

Factions

For whom do you fight for, the Alliance of Lordaeron, or the Old Horde?



[The Horde]

This is not the Horde of Thrall's time, where multiple races came together to survive and thrive against a hostile world. No, this is a Horde built on Conquest and War, whose actions have led to the slaughter of countless innocents. Be you a savage **Orc** desiring combat, a cunning **Troll** hungering for revenge, or a brutish **Ogre** looking for meaning, you will be considered the Antagonists of this tale.



[The Alliance]

The Alliance of Lordaeron shares some features with the Alliance that would bloom after the Third War, but make no mistake, this is still not the faction you know, if only because it is mostly made of the numerous **Humans**, while the crafty **Dwarves** and patient **High Elves** make up the minority of their forces. At least, until the Horde begin to make their way up north in force.

Origin

From the lowest of Peons, to the highest of Mages, all serve a purpose in their respective armies. Where do you land on the veritable totem pole?

[Peasant/Peon]
The backbone of all armies, your lot isn't to fight on the frontlines, but to ensure structures are built and repaired, keeping the fields full of food and whatever else your commander requires of you.

[Footman/Grunt]
Getting to the warriors proper, you aren't meant to be one of the elites of the battlefield, but rather the stable. You are a face among hundreds, a nameless cog of war who charges into battle with a warcry on your lips and a weapon in your hands.

[Elven Archer/Troll Axethrower]
(Requires **High Elf**/**Troll** Race)
You serve as one of the auxiliary forces of your faction. Seeing you in the frontlines means your side is either desperate, or your commander needs to be shot, preferably by you. You are the ranged support, raining death to opponents from far away, then disappearing from sight to repeat the process elsewhere.

[Knight/Ogre]
(**The Horde** requires **Ogre** race)
Conversely, where as the previous **Origin** was meant to be at the back of the army, you were meant to be at the front, cleaving enemies in two with weapons far better compared to your **Footman**/**Grunt** counterparts and soaking up far more damage, be it because of heavy armor, or because of a lot of fat and muscle on your body.

[Mage/Death Knight]
In a land of Magic, it makes only sense to have those who can cast it among the ranks of one's army. You are one of those who use Magic, be it to rain destructive fire from the sky like one of the One Hundred come again, or to raise the dead as expendable troops for your side.

[Gryphon Rider/Dragon]

(200CP, The **Alliance** needs **Dwarf** Race)

Aerial support is an ever important factor in warfare and neither side has neglected it. For the Alliance, you are one of the brave Dwarves who ride into battle atop a Gryphon. For the Horde, you are instead a Drake from the Red Dragonflight, an adolescent Dragon not fully grown, but large enough to bring devastation upon your foes.

Location

Where do you begin during this campaign?

[Zul'Dare]
(Free for **Horde**, 100 CP for **Alliance**)
Perhaps once this island belonged to the Amani, but it has in recent times fallen to the Horde, who have turned it into a military base and will in time serve as the starting point for many an attack against Human settlements

[Hillsbrad]
(Free for **Alliance**, 100 CP for **Horde**)
Despite the pleasant countryside image, Hillsbrad will be no stranger to war. Currently, it houses several refugees from the fallen kingdom of Stormwind and it is here that Anduin Lothar is gathering his forces for the first of many battles fought during the Second War.

Perks

General Perks

[Basic Competency]
(Free)
No matter what your **Origin** or **Faction** is, you will need to at least know the very basics of combat, should you wish to survive in the coming war. You are by no means a match for a fully trained warrior, but you at least know not to strike platemail with a sword, or won't indeed slash yourself with your weapon when attacking.

[Dragonkiller]
(300 CP)
Though the Dragonkiller label would only really come to exist after Gruul's bout with Deathwing and his Flight, it would be during the Second War that dragons would be fought on both sides. You can give Gruul a run for his money, for not only do your attacks, Spells, Effects and other Perks work more effectively against Dragons, you yourself are resistant against anything Dragon related, with this resistance growing the stronger you grow.

[Hero of the Second War]
(400 CP, **Capstone Booster**)
There would be several who distinguished themselves during the Second War, with you now counted among the likes of Turalyon, Alleria Windrunner, Orgrim Doomhammer and Anduin Lothar. Your parameters gain a boost, throwing you to the peak of whatever race you are, along with boosting your learning and growth potential. You also benefit far more from actions such as training.

The Horde Perks

(Discounted for **The Horde**, with the **100 CP** Perk being **Free**)

[Six Years Have Passed…]

(100 CP)

Years of constant war leaves even the mightiest of warriors weary in their souls, but it also gives them enough experience to tell when the peace is merely the one before the storm. Should you have previously fought against an opponent, you will receive an instinctual feeling based on if there will be peace between your Factions, or if another attack approaches, with the feeling growing stronger the closer the latter is happening, along with you being able to deduce vaguely on how large of an attack it will be.

[*"Because you need me…"*]

(200 CP)

Many things can be said about Gul'dan, most of them too terrible for polite company. Yet, for a few years, he and his Shadow Council truly did serve the Horde and proved their worth, even if by the end Doomhammer's initial hunch of Guldan's nature did prove true. When faced with another person, you become aware of how valuable and useful they are, or could be, for your Faction, along with discerning if they are truly loyal, or merely biding their time for betrayal. You do not know exactly how they will prove themselves useful, but you do get a vague feeling of their impact. On the flipside, you are also able to vaguely tell how much danger and damage they will inflict upon your own Faction, should you accept their servitude.

[Doomhammer's Bitter Legacy]

(400 CP)

During his reign, Orgrim Doomhammer was seen as a strong and just Warchief by the Horde, but an utter monster by the Alliance. The truth lies somewhere in between, but even decades later, some of his legacy still lingers in the surviving members of his Horde. Your forces, those under your command or fighting by your side, all grow mightier with each victory earned, with this growth becoming stronger as you achieve more victories, but this boost to growth rate is reset should you ever suffer a defeat, even if what your forces have already gained remains. Even the mightiest of Warchiefs can suffer defeat, remember that, Jumper.

The Alliance Perks

(Discounted for **The Alliance**, with the **100 CP** Perk being **Free**)

[The Kingdom Of Stormwind Had Been Lost…]

(100 CP)

When the Horde took Stormwind, no doubt many of its defenders desired to fight until the bitter end, but thanks to the calm leadership of Anduin Lothar, who had tragically realized the battle and war had been lost, they lived to fight another day. Like Anduin, you have an accurate sense for when any conflict has been lost. But this also tells you when there is still a chance to grasp victory from the jaws of defeat. It won't tell you how, that you must find out for yourself, but be assured that it is indeed possible.

[Retreat Across The Great Sea…]

(200 CP)

Yet during the evacuation, many things could and did indeed go wrong, but thanks to a few calm heads, many were able to flee the burning kingdom with their lives, if not their livelihoods, intact. When it comes down to sound for a retreat or an evacuation, all civilians and forces you lead or are a part of, receive a boost to their survivability, allowing for more of them to survive than would be normal. This does nothing should you try to fight back. The battle is lost, it is best to retreat and live another day instead.

[Lion of Azeroth]

(400 CP)

Much like Ogrim Doomhammer was the inspiration for his Orcs, so too was Anduin Lothar an inspiration for his men, his example inspiring them to fight beyond their limits, such was the valor and honor of the Lion of Azeroth. You are a skilled commander, rivaling Anduin in his prime, while inspiring your forces to go far beyond their normal limits to reach the high standard you have placed over them. As long as you command them on the field of battle, your forces shall know no fear and will fight until the bitter end alongside you.

Peasant/Peon Perks

(Discounted for **Peasants/Peons**, with the **100 CP** Perk being **Free**)

[*"Ready to Serve."/"Ready to Work."*]

(100 CP)

It's a poor serf who does not know the ways of their trade. You have the basic understanding of the likes of lumbering, mining and building construction, making you a veteran in each field. You also have a far higher carry capacity when it comes to raw materials, or pure gold.

[*"Job's Done."*]

(200 CP, Discounted for **Peasants**)

Compared to the Horde, the Alliance's buildings are all built to last and to be pleasant to look at. One would then think that such quality would impact the construction speed, but thanks to people like you, that is no concern. You are able to build structures with such care that even some of the Dwarves look sloppy in comparison, while also ensuring your construction speed does not suffer for it. You won't be outbuilding the Horde, but keeping up with them is more than doable.

["*Work Complete.*"]

(200 CP, Discounted for **Peons**)

In comparison to the Alliance, the Horde's buildings look haphazard and poorly made and yet, they still endure just as well as the Alliance's, thanks to Peons like you. Your construction speed is simply ludicrous, able to construct several buildings in a small time frame. Thankfully, perhaps in part because of your familiarity with the structures in question, your quality is just as good as the Alliance's, even if your work is not aesthetically the most pleasing to look at.

[Repair]

(400 CP)

Structural damage to buildings is nothing new, especially during war. But sometimes this damage is internal, or missed by others. Your time spent building and repairing have given you an instinctual insight on how to fix structures, building and even machines and vehicles. With a glance you can tell the condition of such and can tell if they are damaged in any way. Though you won't receive active knowledge on how to fix things, you have a gut-feeling that tells you what can be used to fix the problem.

[Council of Seven Nations]

(600 CP, Discounted for **Peasants**)

Your future lies not only in erecting the towering structures and creating marvels of **Alliance**'s architecture but in managing their day-to-day operations as well. Your skills with managing the resources and administrating the territories under your control are without a peer. For as long as you're in a position of responsibility over even a tiny village the luck is on your side and prosperity seems to be the result more times than not for those living there.

[Boosted]: Your life has hit a turning point and your talents were recognized as you were promoted to a Mayor or Commander of a settlement of your own and you brought your own benefits to it. Territories under your control now gain a boost in efficiency, less resources are required and the speed and quality of construction grows. Harvests bring more crops to you and your people, while your control and awareness of the land are now on par with someone who sees it all from above and needs no proxy to relay his orders and desires to those living within it.

[Warlord]

(600 CP, Discounted for **Peons**)

Lok'Tar, Warlord. Maybe you're one of the survivors of the First War that walked away from all the major battles mostly intact, it would explain your battle acumen and tactical genius. A commander that knows what he's doing, a leader with instincts, charisma to match, a warrior who inspires their troops to follow them into battle with renewed vigor and bolster their prowess with a roar and presence alone. That is you, in a nutshell.

[Boosted]: Your experience is not so surprising for you are the Chieftain of your own Clan, keenly aware of their current location and situation and being able to relay your orders clearly and directly no matter the distance. For you are the Warlord that can manage their Clan with perfect precision and manage their growth according to your vision with incredible results.

Footman/Grunt Perks

(Discounted for **Footman/Grunt**, with the **100 CP** Perk being **Free**)

[“*Awaiting orders.”/”Your command, Master.*”]

(100 CP)

Though by no means the cream of the crop, all Footmen and Grunts have combat training and know the battle-doctrine of their Faction well enough to follow commands competently. You have been trained with either a sword (Alliance) or an axe (Horde) and bear the basic knowledge of warfare and the battle-doctrine of your Faction.

[“*At once, Sire.”*]

(200 CP, Discounted for **Footmen**)

Regiments are not made of individuals, but are a collective whole where everyone contributes equally to success. Well, usually as with this Perk you become a game changer. Your presence within any fighting force increases the skill, focus and experience of your comrades, with the effect scaling with the number of troops. The only thing to note is that this only works for forces directly with you and not, say, an army half a kingdom away.

[*“Lok’tar.”*]

(200 CP, Discounted for **Grunts**)

While certainly not completely lacking in tactical thinking, most Grunts tend to default to the tried and true “hack until something dies” method of warfare. With you around, this becomes a more viable strategy, as whatever force you fight with sees an increase to their stamina, prowess and damage dealt, with this increasing the larger the group grows.

[Hardened and Battle-Worn]

(400 CP)

You’ve made it through several large battles relatively intact, and it shows. Your armor is far more durable, able to take about 40% more damage before it begins to break, while your weapons share in this durability and deal about as much increased damage. Due to your experience with armor and weapons, neither will degrade or wear down on their own.

[Valor]

(600 CP, Discounted for **Footmen**)

You have people you care about, those that you will not fail in dying here. Such is your Valor that your mental resilience, willpower and pain tolerance, that you could endure months of torture before even the slightest of cracks could form. At the same time, your skills in combat increase, turning you into one of the most experienced and dangerous soldiers on your side.

[Boosted]: And now, you are the example all point towards when it comes to valor. Your mind will not falter, not from torture, not from defeat. As long as there is breath in you yet, then you will not break, mentally at least. And in this state, you also benefit far more from training in all forms, ensuring you will hold the line as best as you can.

[Battlelust]

(600 CP, Discounted for **Grunts)**

The sounds of battle excite you, to the point where your blood boils and your body keeps going far past the point it should have already given up. Your instincts and reflexes are always alert and ready for combat, while your body has been wired to take less damage compared to before and your attacks consume far less stamina, to the point where tiring out your foes can become a viable, if very risky, tactic.

[Boosted]: And now, a prolonged battle is the last thing your enemies desire, for not only does your combat prowess grow as the battle rages on, but you also learn things far quicker during it as well. Though the boosts to your prowess and learning speed are reset once combat ends, anything learned or improved during it is retained.

Elven Archer/Troll Axethrower Perks
(Discounted for **Elves/Trolls**, with the **100 CP** Perk being **Free**)

[*"I've come to serve."/"I come ta serve."*]
(100 CP)
The times are not nearly desperate enough for either side to recruit people who cannot hit the broadside of a barn. Depending on your side, you have received basic training to either use a bow, or to throw axes, competently enough to hit most of the time.

[*"By your command."*]
(200 CP, Discounted for **Elven Archers**)
All Elves have sharp eyes and sharper reflexes, you are little different. Your aim is true with each shot and the range of your weapons is increased beyond their normal ranges. You move quickly on the battlefield and are far more agilite compared to before, especially in the forests, where the terrain never seems to hinder you.

[*"You da boss."*]
(200 CP, Discounted for **Troll Axethrowers**)
The Amani have been hunted by the High Elves for centuries, leaving them all rather alert and with far more endurance than usual. You are always alert and aware of your surroundings, to the point you cannot be caught unaware in any circumstances. Both your dexterity and endurance have improved, ensuring you can handle axes as both ranged weapons and in melee, should things ever come down to it.

[Scouting]
(400 CP)
Due to their nimbleness, both Elves and Trolls are used as scouts, both to map out the environment and to spot any enemy forces in advance. Your vision is… supernatural, you could almost say, able to see clearly far beyond what is normal, until meeting a physical barrier at least. By default, your sight can reach as far as five kilometers and can be increased with training. You may disable this when needed.

[Elven Ranger]

(600 CP, Discounted for **Elven Archers**)

You have received full training as a Ranger, having served in the position for decades and bear the knowledge and combat experience expected of someone in this position. Any weapon that fires physical projectiles has their range and damage increased when wielded by you, along with any effects attached to said projectiles, or the weapon. This boost scales with your overall power.

[Boosted]: It would seem your wiry build hides serious muscles, for not only has the range of your projectiles increased even further, but they will not lose their speed for as long as they are within an observable distance and meet no physical barrier during said flight.

[Troll Berserker]

(600 CP, Discounted for **Troll Axethrowers**)

You have a good arm there, Jumper. You have been trained as a Berserker, and have seen many a battle, your experience and ability with axes reflecting this. Any projectile you throw has their overall damage and range increased, along with any effects attached to said projectiles. These scale with your overall strength. Suffice to say, getting close to you is not advisable either, for you fight like a rabies-infected honey badger with those axes of yours.

[Boosted: Your blood burns hot. You have active regeneration, which can knit wounds together in seconds, broken bones reset themselves in hours and even limbs can be reattached if you slam it against the stump. The only way to hinder this healing is through acid or fire, with both slowing it to a crawl at best and making the wounds unhealable at worst.

Knight/Ogre Perks

(Discounted for **Knights/Ogres**, with the **100 CP** Perk being **Free**)

[*"Ready to serve, My Lord."*/*"We're ready, master. I'm not ready."*]

(100 CP)

Though considered Elite on both sides, Knights and Ogres have received wildly different training, for the most part at least. Both are trained with weapons far heavier and deadlier compared to Footmen or Grunts, and both bear enough strength to easily wield said weapons, while also soaking up far more damage. The Knights simply have more…discipline and armor, compared to the Ogres.

[*"What ho!"*]

(200 CP, Discounted for **Knights**)

A Knight without his horse is, not dangerous, but less effective. For while they bear elite training, they are at their most dangerous when mounted up. You are far stronger compared to your fellow Humans and your mounts are far more effective in combat, be it as transport or as fellow combatants.

[*"Okay."*]

(200 CP, Discounted for **Ogres**)

Some Ogres are born with two heads, instead of just one, allowing them to have multiple trains of thought running at the same time. Your mind is able to process far more information at once, while also being able to multiple thoughts at the same time. Your physical might has also seen a noticeable increase. Optionally gives you a second head, which can either just be a second head, or house a mind of its own that is completely customizable for you.

[Vengeance and Might]

(400 CP)

Many of the original Knights of the Alliance hailed from Stormwind, their hearts burning with vengeance. Your skills and overall combat prowess increase the more vengeful you feel, the effect sliding based upon your feeling. As well, this increases your physical strength and toughness the more barbarous and simple you battle, with this half of the effect scaling based on how much you throw away in the simple pursuit of death to your target.

[Paladin]

(600 CP, Discounted for **Knights**)

Mankind had known of the Light for centuries, but it would only be during the Second War that the first Paladins took to the field, much to the horror of many Orcs, who saw in these the ghosts of the Draenei returning to haunt them. You have been trained in the fundamentals of the Light, though while you can heal injuries, your training has been far more focused on combat. Thanks to this Perk, your faith in the Light will remain in maximum output at all times, even when you hold severe doubt about it. This also carries over to other such systems in future worlds.

[Boosted]: In the current Era it is widely accepted that Lord Uther the Lightbringer is one of the greatest wielders of Light on Azeroth, with you now sharing this potential. You are able to draw from the Light at maximum capacity and nothing is able to sever the connection from you. The same benefit is shared with other such power systems gained in the future.

[Ogre-Mage]

(600 CP, Discounted for **Ogres**)

Naturally very rare, it was thanks to Gul'dan's machinations that the Ogre-Mages became such a common sight as the Second War progressed. Your cunning and resourcefulness have increased, able to manipulate several people to do your bidding. But most important of all is your affinity with Magic. Not only do you know wield power and knowledge of local Magic contested by the very best in Dalaran, your potential for learning and mastering any Magics is unreal, learning twice as fast than the so-called prodigies found among other groups. This learning boost applies to any future Magics as well.

[Boosted]: You signify a strange manner of balance. The strength of your Magic causes your physical abilities to grow too at a steady, if a noticeably lesser rate, with the same happening in reverse with any physical improvement also improving your magical abilities.

Mage/Death Knight Perks
(Discounted for **Mages/Death Knights**, with the **100 CP** Perk being **Free**)

[***"Who summoned me?"/"I'm alive!"***]
(100 CP)
Though Ogre-Mages wield incredible power, they have not dedicated themselves to the arts of Magic, or are imbued in it so intimately, like you are. You have the very basic knowledge of how to manipulate Mana, with **Mages** having an easier time learning **Arcane** Magic and **Death Knights** doing the same with **Death** Magic.

[*"As you wish."*]
(200 CP, Discounted for **Mages**)
It would seem you have spent many an hour within the libraries of Dalaran, learning as much of Magic as you can. These sleepless nights have paid off, for you bear the basic knowledge of Magic found within this Era and your Mana pool is considerably larger than your peers.

[*"Of course... Master..."*]
(200 CP, Discounted for **Death Knights**)
These are not the Death Knights belonging to the Scourge, no. These Death Knights are the souls of dead Orcs implanted within the corpses of the dead, who then continue their service to the Horde as undead. Hunger, thirst, rest or age will no longer bother you and your lack of breathing means you may swim endlessly underwater or walk in outer space with no problems. Additionally, as you are truthfully a soul possessing a corpse, you may choose to abandon whatever species you were and instead adopt this new body as your new one, gaining a living version of it as another alt-form after the jump is over.

[Resolution and Death]
(400 CP)
Defeat is a bitter teacher, but if one survives, it can be a very effective one. Each time you are defeated, your growth is boosted based on the severity of the defeat. A near-loss among equals sees minimal improvement, while going up against Sargeras as a mere Peon, or any other such hopeless matchup, will give you a huge boost. This works on skills, Magic and physical prowess. And, should you have a way to resurrect yourself after death, you receive the biggest of boosts. It should be noted that it only works when the loss is genuine. You cannot benefit should you intentionally lose, or by faking a loss.

[Conjurers No Longer]

(600 CP, Discounted for **Mages**)

Mages are a rather new group, formed after the Conjurers of Stormwind were dealt a brutal defeat as the kingdom fell. Where the Conjurers focused merely on Conjuration Magic, Mages have been forced to study and learn all manner of new and dangerous Magics. You learn Magic at such a speed that even an **Ogre-Mage** would be jealous, with your manapool growing with training. No Magic is too complex or complicated for you to learn, be it those found on Azeroth, or those of future worlds.

[Boosted]: Were the title of Guardian ever to be re-instated, then you could be considered the top-contender, such is your mastery and control over Magic. Impressively enough, you have become immune to the downsides of any Magics you wield. The Fel and the Void are just as safe to use as Arcane or the Light. Though this does not remove the cost to access said Magic, such as blinding yourself to reach the highest of Spells, you are able to heal said eyes and still retain what you have gained.

[Death and Decay]

(600 CP, Discounted for **Death Knights**)

Though not nearly as versatile as their future counterparts, the Death Knights of old were still talented Death mages and perhaps unintentionally, served as inspiration for both the future Death Knights and Necromancers. Your form is suffused in so much Death that it allows you wield any Magics related to it with far greater potency and mastery, while also lowering the mana cost of these Magics by 80%.

[Boosted]: And now, no Death Magic may affect you. Laugh as Necromancers and Lich Kings alike try to command you, or wither you away with a Necrotic bolt. You are already dead, what reason is there for Death to touch you ever again?

Gryphon Rider/Dragon Perks
(Discounted for **Gryphon Rider/Dragon**, with the **100 CP** Perk being **Free**)

[**From The Skies…**]
(100 CP)
You were born for the skies, perhaps metaphorically, perhaps literally. You are considered a flying ace when it comes to maneuvering in the air and combat while flying is second nature to you, able to coordinate with your mount perfectly. Your attacks also deal slightly more damage and you take slightly less from groundbound forces.

[Master Stormhammer]
(200 CP, Discounted for **Gryphon Riders**)
Though most of your fellow Gryphon Riders require magical weapons known as **Stormhammers** to harness the power of lightning, you are not so limited. You are able to charge your weapons with this Storm Lightning, either to enhance the striking power of it, or to use it as a thrown weapon, with a burst of lightning exploding in the impact zone and the weapon returning to your hand. Unfortunately, for whatever reason, the latter does not work for ammunition of any type.

[Loosening the Leash]
(200 CP, Discounted for **Dragons**)
You do not serve the Horde of your own volition, having been enslaved alongside much of your flight. But as you've come to learn, even the tightest of leashes starts to loosen after a time. Whenever you are restrained or controlled in any way, be it through magical or physical means, you will slowly feel these restraints loosening. Ironclad mind control allows you a few moments of hesitation, those chains holding you give a few inches more movement. The longer these restrictions are upon you, the weaker they become, eventually becoming so weak a gentle breeze will shatter those chains and a distracted thought will discard mind control.

[Beneath My Wings…]
(400 CP)
Though no doubt useful against infantry and literally all kinds of forces, your attacks are best used against structures. As long as you remain airborne your attacks deal severe damage against any structures, to the point where you could wipe out a city the size of Stormwind in hours, as long as you are not shot down, of course.

[*"It's hammer time!"*]

(600 CP, Discounted for **Gryphon Riders**)

The bond between a Wildhammer and their Gryphon is a sacred thing and you take this to the next level. Your own personal strength enhances your living mounts, ensuring even a mundane donkey is able to take on entire armies, should you have similar strength yourself.

[Boosted]: Yet there are moments where you cannot take your trusted mount with you and sometimes these moments lead to combat. Thankfully, you are now able to designate alive mounts as your companions, *not Companions*, therefore allowing you to summon them on the spot instantly. Any mounts purchased within future Jumps are automatically designated as companions.

[Elder Generation]

(600 CP, Discounted for **Dragons**)

Dragons are fearsome creatures, becoming far more dangerous and powerful as they age. You are a Drake no longer, but a Dragon proper. Your size and wingspan leave opponents in awe and fear, before your breath burns them away, strong enough to destroy entire regiments with flame or with your body.

[Boosted]: Or rather, that was you, centuries ago. Now, you are old and strong, a Wyrm, a flying calamity. Your wings a hurricane, your tail a bolt of lightning. Your breath is mighty enough to melt castle walls and your bulk is enough to cover enemy forces in shadow when you take flight.

Items

(You may Import any gear that you already have for the fitting Items.)

General Items

[Aesthetic]

(100 CP, Both receive their's for **Free**)

Did you perhaps grow fond of the style of either the Alliance, or the Horde, and wish to impart this to all of your properties? With a purchase of this, you may do so, turning any properties, Items and anything else to match either aesthetic. Both sides receive their aesthetic for **Free**, while purchasing the opposing side's will cost you **100 CP**.

[The Blueprints of War]

(200 CP)

They say war is the greatest innovator, and was seen during the Second War, there is more than a little truth to this claim. In your hands you hold the blueprints for everything constructed and created by both sides during the Second War. From cannons, all the way to Turtle Submarines. Use them well.

[Gryphon]

(200 CP; **Free** for **Gryphon Riders**.)

Powerful beasts, Gryphons are the favored mounts of the Wildhammer Dwarves, who share a close bond with these creatures. Surprisingly loyal beings, Gryphons will often mourn the deaths of their partners, including their riders. You may Import an existing mount for this.

[Shipyard]

(400 CP; Discounted for **Peasant/Peon**.)

Be it at the raging sea, or within the abyss of space, naval combat will always play an important part in warfare. Though for this jump this shipyard is only able to construct boats and ships that sail on water, in future Jumps it is able to produce things up to mighty space ships. Anything constructed, repaired or upgraded here will be done in far higher quality and with far more efficiency than anywhere else. It comes stocked with the blueprints for your **Faction's** naval vessels and any Upgrades done to the structure are retained between Jumps.

[Black Dragon Egg]

(400 CP; Discounted for **Dragons**.)

Now how did you get this? I very much doubt Deathwing willingly gave up one of his descendants, especially when it is a special one like this. This egg is free of the Old God corruption that took much of the flight and you will find the Whelp, whom you can customize as you wish both personality and appearance wise, to be completely immune to mental corruption. As a final boon, this little one bears the full potential of Neltharion, one day inheriting a version of his blessing as the Earthwarder.

[*Ban'dinoriel*]

(600 CP; Discounted for **Elven Archers**.)

A marvel of Magic, the Ban'dinoriel is an Arcane Barrier that surrounds all of Silvermoon and protects it from any would-be invaders by hindering the usage of Magic by enemy forces and causing those of weaker wills or of superstitious natures to flee in terror at the sight of it. You have received an indestructible Runestone that, when placed on a property, will erect this Arcane Shield over an area as large as Silvermoon at minimum, with it being able to cover far larger areas, as it scales with the property itself, up to and including a planet, should you own one for whatever reason.

[The Dark Portal]

(600 CP)

The thing that started it all, the original Dark Portal was created by the Sargeras-controlled Medivh and is the reason the Horde was able to arrive on Azeroth in the first place. You now have a perfect replica of this structure, able to travel between Azeroth and Draenor/Outland as you wish. In future worlds, it will create a connection to another location/dimension/world at your command, with a replica forming in the target location until you change the original's destination, after which the replica simply crumbles away.

Horde Items

(All Items are Discounted for the Horde)

[Fit For War]

(Free for **Horde**, **100 CP** for **Alliance**)

Perhaps not the most refined looking of gear, but what you have here is weapons and armor perfectly designed to work with your **Origin**.

[Great Hall]

(200 CP)

Though becoming far less prevalent after the Third War, the Great Halls served as places of gathering and military planning for the Horde of Old and even the early days of the New Horde. It is large enough to hold several dozens of individuals, and at the center holds a large room meant for gatherings and strategy meetings. You will also find the blueprints for the other structures built and used by the Horde within said structure.

[Doomhammer]

(400 CP)

Some say it is called such for the doom it spells for the wielder's enemies, others think it an omen of the Orc's coming doom. Nonetheless, the Doomhammer is one of the most respected relics among the Orcs, and Blackrocks especially. A single swing is enough to crush the head of a Human and those who wield it have command over the Elements themselves.

[Demon Soul]

(600 CP)

One of the insane Black Dragon Deathwing's foulest creations, the Demon Soul may appear a harmless golden disk, but it is in truth capable of slaying or enslaving Dragons to the user's will. Should it ever be released that you have this, then expect some of the dragons to come and try and take it away. Unlike the original, which was infused with the power of the Old Gods and the essence of a Demon, this version is completely pure, will not drive or influence the wielder to insanity and cannot be corrupted by outside forces.

Alliance Items

(All Items are Discounted for the Alliance.)

[Swords and Shields]

(Free for **Alliance**, **100 CP** for **Horde**)

Despite its name this actually encompasses a wide variety of gear, with you receiving tools specifically designed for your **Origin** to wield.

[Town Hall]

(200 CP)

Serving as the hearts of their communities, Town halls are a rough equivalent for the Horde's Great Halls, but whereas those are designed with war in mind, the Town Halls are designed with more peaceful matters in mind. Just like the Great Hall, this is large enough to hold several dozens of individuals and holds several rooms meant for private meetings, along with a large clocktower to show the local time and to ring an alarm from the large bell at the top. You will also find the blueprints for the other structures built and used by the Alliance within said structure.

[Book of Medivh]

(400 CP)

Written by Medivh, considered the strongest Guardian and Mage to ever walk on Azeroth, this book holds several of his insights into the matters of Magic, along with his myriad of Spells.

[Great Royal Sword of Stormwind]

(600 CP)

A massive runeblade forged for the mightiest defender of the Kingdom of Stormwind, it became the weapon of Anduin Lothar until his death at Blackrock Spire, where Orgrim Doomhammer shattered the blade. Yet, you now wield this weapon, whole and renewed. Its blade has been enchanted to never dull and unlike its counterpart, it can never be broken.

Companions

Import/Create Companion
(2 Free, then 50 CP/1 Companion)
Each purchase allows you to either Import or Create a Companion, each receives **600CP** for Perks and Items, and an Origin and a Faction for **Free**. Origins that cost **CP** are **Free** for Companions.

Canon Meet-Up
(2Free, then 50 CP/1 Companion)
Purchasing this guarantees you will meet up with one Canon Character under good terms. If you can convince them to join up, you can take them with you as a Companion.

Army
(600 CP, Discounted with **Council of Seven Nations**)
You may Import as many companions as you desire, but only for the Alliance of Lordaeron's side. Each receives **600CP** for Perks and Items, and an Origin and a Faction for **Free**. Origins that cost **CP** are **Free** for Companions.

Clan
(600 CP, Discounted with **Warlord**)
You may import as many companions as you desire, but only for the Old Horde's side. Each receives **600CP** for Perks and Items, and an Origin and a Faction for **Free**. Origins that cost **CP** are **Free** for Companions.

Alexstrasza, The Dragon Queen
(600 CP, Discounted with **Demon Soul**)
She'd felt it, the Demon Soul. The purity of it left her confused and so she came to you one starlit night. Your talk lasted for hours, during which you managed to convince her to let you keep the artefact, but with the condition that she will visit every few days to ensure it is safe. During these meetings, you have slowly grown closer, first to acquaintances and then to friends. As you've grown closer, you've noted how less and less she has mentioned her consort, Korialstrasz, along with her preferring to stand close during your talks.

Scenarios

The Windrunner Abduction

(**Old Horde** Exclusive)

It was by the Warchief's command that you and your group were sent ahead of everyone else up to Quel'Thalas as a scouting force and as a raiding party. You were supposed to disrupt supply lines and cause confusion as the main army makes their way north.

Of course, the one time when you decided to sleep in, a raiding party took off from camp prematurely. When you woke up, the party's leader approached you and then took you to the makeshift dungeon in the camp, where he presented you with a prisoner: Lirath Windrunner.

After a thorough scolding and lashing, you ordered the party to watch over this unexpected prisoner, while you pondered what to do with him.

That very night, as you sat within your war tent, the sounds of a scuffle and shouts of alarm carried to your eyes. You were sucked into a skirmish the moment you exited the tent, resulting in three of your grunts dying and the capture of one very angry Alleria Windrunner.

Now, letting them go is not an option as it would not only demoralize your troops, but the Elves would also tell your location and general presence to the rest of Quel'Thalas.

And killing them is not really an option either, as both could be used as leverage. So, with little other options, you take them as your personal prisoners and servants.

After that, you'll have a rather interesting task ahead of you: You must win over both of the siblings. You'll find force to be rather ineffective against either, with Alleria becoming more hostile with any threats or damage to Lirath. Instead, by showing actual care and decency towards them, you'll find Lireath be the more easily influenceable, the sheltered young man desperate for anyone to show appreciation for him, even if it's from an Orc.

Alleria will take far more effort to convince, at first refusing to play along. It isn't until she sees Lirath so happy that she starts to play along, still convinced you are playing some manner of a trick, but not desiring to hurt her brother. In time however, those "Greetings, Master" and "It was my pleasure" will become far more genuine than either of you expected until, certainly a shock to her family, Alleria will swear herself to your service freely.

For rolling one of the best seductions in Azeroth's history, you receive the following:

[Alleria Windrunner, The Love-Struck Elf]

Alleria would be the first to admit she wasn't much for romance before meeting you. In fact, a major part she began to play along, other than to keep her brother alive that is, was because she'd rather try and have a chance at allying the High Elves with the Horde just so they could survive. Based on how she keeps sighing dreamily at you, mutters a myriad of possible names for your children, talks of how the High Elves should be honored to be members of the Horde and the tattoo of the Horde she has in her…Well, you get the idea. Love conquers all, even if neither side was expecting it to go this way.

[Bard of War]

You'd never touched an instrument until a particularly brutal battle and soon you realized that as you became better with warfare, your musical ability also increased. Indeed, your musical abilities increase alongside your abilities at waging war and said music even lifts the morale of your troops as a bonus.

The Windrunner Adventure

(**Alliance of Lordaeron** Exclusive)

It was another sunny day in Hillsbrad, where you were preparing for your next assignment as group commander. Yet when you went to inspect your troops, you discovered a fresh new recruit, a young High Elf.

The young man, Lirath was his name though he refused to share his family name with a rather shifty posture, had clearly never held a sword in his life, so, in a moment of altruism and a need for all able bodies on the battlefield, you accepted the young man into your unit and set off.

As you fight together with Lirath, you'll quickly discover he is by no means physically gifted, so things quickly turn sideways and Lirath is assigned as the group's entertainer and cook's assistant, with him gladly doing the former by playing different instruments, and him slightly grumbling at the latter, but still doing the task assigned..

Your true task however, will show itself within a week of your deployment, after Lirath is confronted by his very irate sister Alleria, who has been tracking your group since your departure from Hillsbrad.

Alleria will furiously demand Lirath depart with her back to Silvermoon, only for him and you to rebuke her and say Lirath has been making good progress while with you.

Seeing your united front, Alleria relents, but insists she remain with your group to keep her brother safe and to try and whisk him away the moment things look hopeless.

Your other task is thus: You must impress Alleria enough to convince her that Lirath can take care of himself and doesn't need his sisters hovering over him all of the time.

And as you continue to battle and you prove yourself a competent teacher for Lirath, you and Alleria will grow closer together over the course of the coming days and months.

For surviving with Lirath in tow and even managing to seduce Alleria in the process, you receive the following:

[Alleria Windrunner, The Love-Sick Protector]

So the good news is that you managed to get Alleria to stop being so protective over Lirath. The bad news, at least from a certain point of view, is that this protectiveness has now transferred to you. Over the course of your battles, Alleria has become rather devoted to you after seeing the myriad of heroics pulled during the campaign. So great is the devotion to her Lover, that even a small insult has her draw her bow at the ready and you've had to talk her down from shooting a snobbish noble multiple times already. Yet as she saw you go through hell and high water to save the day, questions began to rise in her mind; 'Why were her people refusing to help her and her Lover?' 'Why hasn't the Alliance promoted you to Supreme Commander for your heroics, instead of Sir Lothar?' 'How many children were you two going to have?' Each one has caused her to change her perspective on things, her letters to her family growing shorter and terse, her interactions with Alliance forces outside your squad, the only ones worth a damn in her eyes, few and far between, and a diary, one which she hides from you at all times, growing fatter with drawings of you, her and a varying amount of children with a myriad of different names.

[War Horn]

Singing with your Soul is usually metaphorical, but in this case, it may be literal. This ability allows you to project any music/songs you know, or that originate from any BGM-Perks/Items during the battle and over the whole battlefield you are on. None will question how the music is made and it will both buff your allies and debuff your enemies, with the strength of these effects depending on how fitting the music being played is for the situation. Play a comedy song during a funeral and there is a tiny boost among the insulted attendees. Play one of Sabanton's greatest hits during a battle and watch how even the lowest of Peasants becomes able to wipe out small regiments by themselves.

Rebuilding The Numbers

As it turns out, a population will take a long, Long, time to recover from a War, especially one as devastating as the First War. Stormwind's population was reduced to mere hundreds, while even the Horde saw devastating casualties among their numbers.

Ever since, both of the factions have begun a drive for building up numbers, but not to the levels they were before the War. Oh no, the plan is as ambitious as it is audacious. You, Jumper, are going to help repopulate your chosen Faction to the point where they are at least double in number compared to before the First War.

To aid you in this admittedly insane plan you receive the Perk **[Legacy Maker]** for the duration of the Scenario/Jump, with you able to keep it upon completion. But beware! Should you fail in this task, then your Chain comes to an immediate end.

Now go, Jumper! Spread your bloodline far and build your people back up!

For managing to single-handedly repopulate an entire Faction, and hopefully not shattering anything in the process, you receive the following:

[Legacy Maker]

Oftentimes what we leave to our children, along with how many of said children there are, is up to chance, with many a child often inheriting only a few of their parents more beneficial qualities, while also inheriting something unfortunate. But in your case, these are a worry no longer, for you have gained perfect control over your seed. From how many children per pregnancy are born, to any Traits, Perks, or Abilities inherited from their parents, even their genders and racial status, that is if they are hybrids or take after either parent in particular, are all for you to decide. Alongside this comes the chance to alter how quickly your children age, with it possible for a child to go from newborn to a seventeen years old within a month, their minds aging at a similar rate unless otherwise specified. Each child also inherits basic knowledge upon maturing enough, what this point is can be determined case by case, or by preference, enough to know the basic language and how to wield a sword and so on. Finally, all of your children have a baked in loyalty towards you and, to a lesser extent, their mothers. If this loyalty remains as merely trusting, is turned into devotion, or even into love, is up to you.

Notes:

- The Arrival Time is the starting point of the Game, can slightly wary due to the application of **Tales Told and Retold**.
- If **Bleached Bones** is taken with **The Absence of Darkness…** then Gul'dan is reduced into a vegetable in a comatose state that is alive only physically and nothing can restore him. He's severely weakened to the point of a child's bitch-slap being strong enough to kill him and he must be under constant care and on life-support.
- If **This is My Destiny…** is taken with **The Absence of Darkness…** then Gul'dan was mortally wounded in his escape from the Horde but lived long enough to spill all the beans to Humans on everything. In summary, *Gul'dan's last act in life was to be a giant dick*.
    - If **Bleached Bones** is also taken then he's reduced to the condition mentioned above and you will need to somehow keep him alive while he's heavily guarded by the **Alliance** and moving him will kill him… So, weekly stealth-infiltrations to pump him with life for another week? Oh, and defending him from all those who wish to kill him *on both sides*, for being responsible for all the shit that is happening or for being a traitor.
- If **This is My Destiny…** is taken with **Every String Uncut…** then not only Gul'dan controls the Jumper he also sabotages the Horde while forcing them to commit every possible atrocity imaginable to bolster his image in the **Alliance** by painting the Horde as '*Devils beyond blackening*' and himself as their victim, he also uses Jumper to spy on the Horde and make sure to create enough reasons for himself to remain valuable by controlling the outcome of certain battles.
- If **Every String Uncut…** is taken with **The Absence of Darkness…** then Gul'dan was able to pass his control over the Jumper to *Cho'gal*, which is *so much worse*. I strongly suggest not to try this one.
- The way **As Foretold by Metzen…** works is that it scales off of the changes made, from either taking Drawbacks, Perks or Items. As an example, if you take the **Great Royal Sword of Stormwind** then you can expect Anduin Lothar to be the one to drop in with thirty-nine Player-like members of the '*Raid*' who thinks that the future he came from is threatened by the Jumper taking the blade. Taking something like If **This is My Destiny…** or **The Absence of Darkness…** will result

in something really bizarre like a *Redeemed Gul'dan* from that insane future appearing with his own group of '*Adventurers*' to slay the Jumper as he sees him as the reason his future is threatened. Be very careful, *this Drawback scales off every change*, so if you have some kind of an Item to *Insta-Kill Sargeras* then wait for *Heroic Redeemed Sargeras* to appear next who now is the protector of Azeroth and one of her Champions and sees you as the *Root of All Evil*. Be very careful with what you do with this Drawback. The '*Raids*' are on a weekly cooldown but it's per '*Hero*', so if you change too much and affect too many you can expect them to drop in every hour or even more frequently.

Updates:

- **V1.1** – *Minor Edits*.
- **V1.2**:
    - Added **Gryphon Rider/Dragon** Origin.
    - Added **Gryphon** General Item.
    - Added **Shipyard** General Item.
    - Item **Black Dragon Egg** is now Discounted for **Dragons**.
    - Added ***Ban'dinoriel*** General Item.
- **V1.3**:
    - **Council of Seven Nations** and **Warlord** were reworked, lowering the prowess but adding versatility.
    - Added **The Horde** and **The Alliance** Perklines.
    - Due to concerns of continuity **Ashbringer** has been switched with **Great Royal Sword of Stormwind** of the same price.
- **V1.4**
    - Added **Rebuilding The Numbers** Scenario.
    - Minor Fixes.