

Warhammer Fantasy: High Elves Jumpchain



By DOOM-Knight009

Glory and prestige to you, wayward Jumper. For on this day, you are granted the privilege of joining the mighty Asur, the protectors of the world, champions of Order, the first race uplifted by the Old Ones, and the inhabitants of Ulthuan...

Of course, to say that things are sunshine and roses would be a lie. Ulthuan is a land under siege, with too few soldiers, no way to replace those that they lose, and an overpowering sense of arrogance that can embitter even their nominal allies. The dwarfs? Once staunch allies, alienated to the point of all-out war over that very arrogance and the gravest insult one could muster against the Dawi, shaving their beard. The war itself is long-past, but the scars remain.

But, as is ever the case in this world, mighty heroes keep Ulthuan together. Tyrion, Teclis, Alariele... And now you, perhaps?

Druchii to the East, Daemons and Chaos to the North, Skaven, Greenskins... And that is nothing to say of the enemies that might be made by that old bane of cooperation, misunderstandings.

Take this +1000 CP, and may you bring the light of Asuryan to the world, Jumper.

Location

Choose Freely where you begin your journey, Jumper of Ulthuan.

The Outer Kingdoms

Tiranoc: The long-suffering land of Tiranoc lost the most, quite literally, during The Sundering. Malekith of the Druchii literally took the larger colonies away to Naggaroth via the Black Arks, and most of the province sank when the Vortex was tampered with, again by Malekith. Naturally, the locals have a particularly sharp hatred for the Druchii. Apart from this hate, the locals are particularly fond of chariots.

Cothique: For Ulthuan, the most sea-focused of the provinces. Frequently shrouded in a cold mist from the pervasive sea, a sea teeming with more monsters than anywhere else in the world. Home of the best sailors in the world, to such a point that even Asur Lords with their own dedicated forces elect to sail with a Cothique crew.

Yvresse: Everything bad about Cothique, except worse. The seas are nigh-impassable, the mists nearly permanent and easy to get lost in, and the province is almost uninhabited to boot. Worse, Greenskins led by Grom the Paunch have designated Yvresse their favored punching bag.

Chrace: Home of the White Lions, and one of the more heavily-wooded locals on Ulthuan. The locals are among the best the Asur can muster, and the best of those venture into the woods to hunt one of the mystical white lions, alone.

The Shadowlands: The former province of Nagarythe, now effectively ruled by Alith Anar. It is a blasted, cursed place, and the locals seem little different from Druchii at first glance. At least until you see all of this aggression is directed *towards* the Druchii. The locals also kidnap Druchii children to raise as their own, and the Dark Elves do the exact same thing back.

The Inner Kingdoms

Eatain: Home of the city of Lothorn, which is the trade capital of the entire world, and the palace of the Phoenix King. Other than that, miles and miles of farmlands. The only location where non-elves are welcome without a 'shoot-on-sight' target painted upon them, and only within Lothorn itself.

Saphery: The home of magic on Ulthuan. The Winds blow so strongly here that ‘magic in their blood’ is far more accurate than mere metaphor. Home of the Tower of Hoeth. The land itself is inundated with the Winds to such a degree that maps are useless. The hills literally move, and getting anywhere is a matter of ‘walk till you get there, and only when the land itself wants you to.’

Caledor: Unilaterally the most thinly populated of the kingdoms, but also the heart of Ulthuan’s dragon population, and indeed, probably the entire world’s. It is a land covered in volcanos, volcanoes that dragons hibernate in. Dragons, dragons, dragons.

Ellyrion: This land can best be described in a single word, horses. Ellyrion is overrun with horses that share the lifespan of elves that are almost always stampeding from one location to the other. Also, like Saphery, the land itself is magical. Unless you have an Ellyrion guide, the longer you walk the farther you will get from where you wanted to go.

Avelorn: If ever there were a place in this world that could be called paradise, Avelorn would be it. But only if the Everqueen is happy. If she’s sad the land is about as hospitable as the dead of winter, and if she’s angry the rabbits might maul you to death. Permanent structures are rare, as the Everqueen’s court is primarily on the move with large and exceptionally friendly Treekin. The locals are extremely dedicated when the call to arms comes, but as their day to day is mostly eating, drinking, weaving poems, and other artsy things, effectiveness is not their strong suit.

Origin

All Origins may be toggled to Drop-In if you wish. Additionally, your sex may be chosen freely as well. Barring the Sisters of Avelorn the Asur are not particular about the sex of their soldiers.

Militant: Free

As the Asur are a dying people, given their pathetic birth-rates, all citizens are required to serve in the military when the time comes. Naturally, there are the exemplars and the chaff. You, clearly one of the former. You rose through the ranks through strength of arms, tactical acumen, or perhaps brutal efficacy. Lead your troops well, Lord of Asur.

Mystic: Free

Ah, another prodigal acolyte of Saphery? Most auspicious. Unlike the lesser races you of elf-kind are a higher cast of mage, particularly versed in the highest, quite literally, of the magic, High Magic. You and your peers are able to weave the disparate Winds together into one harmonious force. A feat matched only by the great Slann of the Lizardmen of Lustria. It was your predecessors that made lasting the victories of Aenarion long, long ago, crafting the Great Vortex that stands in Ulthuan’s heart. Shall you do such great deeds, mage of Ulthuan?

Intrigue: Free

The Asur are a, complicated, people, with a complicated language. Within the halls of power it should be no surprise that politics is a battle unto itself. A web of innuendo and rumor that can make, or break, the efforts of the military. As a courtier yourself, you understand this dance, where words are swords and lies shields. And should you go beyond Ulthuan, you could be one who turns the friendliest of neighbors into the most hated of foes.

Perks

Perks tied to your Origin are 50% off. 100 CP Perks tied to your Origin are Free.

General Perks (No Discounts)**Elven Grace: Free to All**

As a High Elf you inherently have a plethora of advantages going for you over the average human. You are naturally long-lived, retaining your full faculties long, long into your sunset years. You are naturally more dexterous, agile, swift, and sure-footed than all save your Druchii and Asrai (Wood Elf) kin and those blessed by the Chaos God Slannesh.

Additionally you have a gift for the subtle, in terms of social interaction. A simple smile over a glass of wine can convey an entire speech to another elf, while leaving all others completely in the dark. The Asur are also a people enamored with duality. A word that is 'friendly' is also 'angry,' the only distinction being the inflection and tone with which the word is said.

Martial Prowess: Free to Militant, -200 CP

While all citizens of Ulthuan are required to serve in a military capacity, not all of them are talented. Most are relegated to being unarmored archers, granted armor only if they survive several engagements and proving their worth. Ruthless as that may be, you passed this initiation with flying colors and stand as a proven warrior. You know intimately where best to position archers, and spearmen on the lower end, and are competent in the general usage of all other Asur military assets. Naturally, this also says things about your personal skill, and you could stand on fair footing with the average Asur prince in a duel.

Lore of High Magic: Free to Mystic, -200 CP

As noted, the product of all eight Winds of Magic being woven together in harmony. It is a Lore, fittingly, with excellent spells that fit any role you could need on a battlefield. Slaying hordes? Fiery Convocation. Smiting a single target? Soul Quench. Buffing the troops? Hand of Glory. Ruining your enemy's favorite magic toy? Arcane Unforging. Additionally, as an Asur caster of this Lore you receive an escalating, magical, defensive screen while continuing to cast spells from this Lore.

Influence: Free to Intrigue, -200 CP

Important as it is, to a courtier or the politically minded, you can swiftly, accurately, and concisely itemize and sort your accumulated list of favors, leans, nasty rumors, and other assorted arsenal of social weapons into a neat numerical total. Secondly, you can sense intuitively how much of this ‘influence’ you would need to do a thing that you want done, and from whom you would need this pull.

Strider of Ulthuan: Free to all, -100 CP

Given certain magical territories on the Asur continent, it really would be a crying shame for your adventure if you were waylaid by something so simple and inconvenient as malleable geography. Hence, with this Perk you will find the inscrutable machinations of Saphery and the specific territorial conditions of Ellyrion do not apply to you. For 100 CP, you may keep this feature, and apply it to other magical terrain meant to mislead you.

Jumper The Radiant: -400 CP

Alarielle, the current Everqueen, is widely revered as “one of” the most beautiful women in the world. Others are entitled to their opinion, suggesting that slattern Morathi or Queen Neferata of the Vampires, they are also wrong. For how can you compare to the literal descendants/mortal avatars of the goddess Isha? Well, at least you can Jumper, seeing as now you’re their equal. Naturally, as one would expect from one blessed/descended from the literal goddess of healing and fertility you are beautiful with a capital B, though more in the flavor of ‘love and cherish’ beauty than ‘fuck you raw’ beauty. Additionally, as you are just *that* beautiful anything with a thinking capacity above that of a slug will have a herculean will test to even attempt to hurt you. Complete psychopaths and the utterly Evil are immune to this, think Chaos.

Militant Perks

Elven Archery: -100 CP

Surprising absolutely no one, the Asur are fantastic archers. All of their civilian militia start as archers, meaning that every elf in Ulthuan that isn’t a mage knows a bow like they know the back of their own hands. Fittingly, you can strike targets with extreme accuracy both close and far, intuitively knowing just how much of an arc you need to give you the best chances of landing your shot.

Rabble To Reagents: -200 CP

All of Ulthuan’s citizens are soldiers out of necessity, but that that doesn’t by any means that they are *good* soldiers to start out. Even factoring in natural elven advantages they aren’t stronger or tougher than any number of potential threats. The key is to get good, and fast. Fortunately, that’s your strong suit, leading by example, and teaching by example. Troops under your

command rocket through the ranks of competence battle after battle. Inside of a year you could be leading an army that would make Aenarion himself proud, living legends of the Asur.

Up To The Challenge: -400 CP

Dueling, as it may surprise you, is a great part of warfare in this world. The mighty regularly seek each other out upon the battlefield to clash with their ‘equals.’ Or, it might be pragmatism talking, “gotta stop that guy from butchering my troops!” Either way, personal challenges have become something of a specialty of yours. When you throw the gauntlet, metaphorically, you are A, far more likely to get and keep the attention of the target you want. B, better able to read, react to, and effectively combat the warrior you challenged. And C, the odds of you getting stabbed in the back by an opportunistic nobody are dramatically reduced. This naturally works in reverse, yet still positively, if you are the one challenged.

Jumper, Warden Of...: -400 CP

Pick a location: a city, a plot of land, a swamp if you are so inclined. This location is now under your protection, and while defending it you will not only be granted flashes of intuition as to approaching threats but those threats will meander into your path should you sally forth to intercept them. The maximum size of a Location you may choose is a province, or a rather small country.

Legend of the Shadow King: -600 CP

The Druchii like to talk a lot about how much “better” they are than the Asur, Malekith himself thinks it inevitable that Ulthuan will be ground to dust beneath his armored boot... and every single Druchii, Witch King included, wets themselves at the mere *mention* of the name Alith Anar. And now, maybe you too. Establishing the kind of reputation as a ‘bogyman’ to your enemies is rather straightforward. Win one battle, and those you beat will start saying your name in hushed whispers. Win a hundred, they won’t go anywhere *near* somewhere where you’re *rumored* to be out of fear that you’ll step out of their shadow and eat their soul. Doesn’t matter if you can or not, they’ll believe it.

Heir of Aenarion: -600 CP

When the first Phoenix King drew the Sword of Khaine in his rage and despair, he cursed his bloodline to be forever drawn to the Widowmaker, forever tempted. But, technically speaking there is an upside. You see, the root of this ‘temptation’ is that due to this ‘curse’ you have a shard of Khaine’s soul within you. And it doesn’t take a genius to understand what a shard of the God of Murder within you can do for your combat prowess. With but a modicum of care you can carve across entire battlefields all by yourself, butchering enemy ranks with contemptuous ease. Captains and officers will only slow you down, and likely only truly monstrous foes or enemy generals could hope to stop you alone. Just, mind the whispers of the Widowmaker.

Mystic Perks

Tempered by Wisdom: -100 CP

Poor is the mage that lets their heart rule their head. While you may certainly still have strong emotions, this Perk will better aid you in managing them so you don't end up doing something disastrously stupid. The Asur have a tragically poor track record on that front already.

-Omni-Disciplinary Mage: -200 CP

While it certainly isn't overly talked about, given the prevalence of the auspiciousness of High Magic, the Asur Mages have access to every other common Lore of magic. Yes indeed, odd as it may be to think of a noble High Elf utilizing the Lore of Shadows, or Death, you can certainly do so if the Qhaysh is truly not to your liking. Furthermore, from here onwards you will have unilateral access to every avenue of magic you encounter that is not restricted by something like race, or otherwise secret.

Seeker of Wisdom: -400 CP

Hard though it may be for the Asur to admit, but they do not have all the answers to everything that comes their way, to whatever question needs answering the most. But that's where this Perk comes in. When you seek knowledge, you can receive an intuitive insight about where you might find the specific knowledge that you seek. It will never be a particularly precise intuition, but narrowing your search from 'the whole world' to 'the jungle of Lustria' is a dramatic difference.

Stable Casting: -400 CP

A pitfall of magic, at the very least the magic of this world, is the ever present possibility of 'miscasts.' Should the spell slip from your control you might just drop that Fireball on top of *your* head instead of your enemies. This Perk is a blanket protection against such harmful slips of yours. Should a spell of yours be primed to blow up in your face, the magic will 'flow away' instead of exploding.

The Pride of Hoeth: -600 CP

Unsurprisingly, given their long lives Elves invariably stand head and shoulders above the 'lesser races' when it comes to magic. Just so, there are those that rise to the top of even such an auspicious heap, you in particular with this Perk. Like your Asur peer Teclis, you weave spells with such ease and power your enemies will feel like the gods themselves are smiting them. Additionally, as befitting one of the guardians of Order, you are also deeply talented at teaching others the ways of magic. So much so that you could induce a magical awakening in a society that before had no magic at all.

Everchild: -600 CP

What's better than being as comely as the avatar of Isha? *Being* the avatar of Isha! Technically. You aren't popping in and replacing Alarielle. You just, have most of the benefits without the authority or prestige of being Everqueen. Yes, you may take this even if you're male. More importantly, what you can do. First, all spells you cast from the Lore of Life are supercharged.

Healing mortal wounds with ease and *resurrecting* the recently dead to true life. Punching whole units of your foes in the groin with rapidly sprouting trees (yes, this is a spell). Also, for fluff purposes you get a minor version of Alarielle's ability to alter your surrounding environment with your mood, which you can toggle on and off at will. Post-Jump, full stop, you might as well *be* Alarielle.

Intrigue Perks

Gilded Verbiage: -100 CP

Consider it pompous if you like, but the Asur place a lot of stock in being "proper." Little things, like criticizing your superiors, no matter how accurately, is considered grotesquely uncouth. You know not to make these mistakes, or, at the very least, you know what you should not say to not break these "rules of decorum." Additionally, you can quickly pick up new political rules for other courts that you should come to.

Made of Mirrors: -200 CP

To stride the halls of power is to walk where words are weapons, and where lies and innuendo can be far more dangerous than the truth. And none of it sticks to you. No matter how insidious the lie, how shameful the accusation, you will skate through falsehoods smelling like a rose. Provided, of course that the words *are* false. Should you actually be having inappropriate relations with the matriarch of Saphery... That's on your head.

To Twist The World: -400 CP

The Asur, geographically, sit cleanly in the general center of the civilized world. Lothorn, in particular, has travelers from all friendly nations. All these people coming and going, all those potential assets. You are able to swiftly recruit these potentials, bartering with what they want, so that they grant you what *you* want. The point being, your web of informants and assets will stretch across the world in record time.

Great Insight: -400 CP

To negotiate with the likes of the Lizardmen, those whom operate purely on cold logic. The dwarfs, and their innumerable grudges, oaths, and grievances... Why it would take a madman to be capable of reconciling these horrendously different minds! One like yours. Though you are of course not insane, you are able to wrap your head around what otherwise incomprehensible intelligences might bring to the metaphorical table. And of course, once you've done that you are more than capable of manipulating them to your ends.

The Ear of Kings: -600 CP

You've the reputation of a grand advisor, one majestic in their mastery of political maneuvering and manipulation. One that is completely deserved. Turning the dearest of friends, those bound

by hundreds of years of cooperation and brotherhood, into bitter rivals inside a month. Forging the most utterly improbable of friendships between those that by all rights should want to tear each other's throats out... Alarielle of Avelorn and Morathi of the Druchii for instance. All you need is time, and little of it.

Machinations of Teclis: -600 CP

Ha, you must have been blessed by Lileath, goddess of the moon. For like her other favored Asur, your forward planning and conspiratorial mind would make Tzeentch proud to call you among his faithful. Labyrinthine schemes that none but your infinitely few peers could ever hope of recognizing, let alone comprehending in time. Your plans also seem to include a baffling number of contingencies, so even if you are foiled on one front it would take an act of god to fully derail your work.

Items

General Items

Similar Items may be Imported to gain the qualities of purchased Items at no cost.

Asur Miniatures: Free to All

Hmm, perhaps a way to recreate your battle here in remembrance? Or for planning a battle? Seems there are a multitude of every possible unit type represented, all in stunning likeness. Complete with painting supplies.

Asur Aesthetics: -100 CP

Surely, once you have experienced the incomparable beauty of the Asur's flawless architecture you would never want to leave such splendor behind, yes? Well, then don't. This simple option allows you to "re-skin" your Warehouse or other such properties in the particular architectural flavor of the Asur, which primarily involves a lot of white stone and gold trimming, massive arches that look too delicate to support themselves, and lots of shining spires. In the purest of respects, "beauty above all," and the structure generally just works. Remember, magic was probably involved.

Militant Items

Valued Arms: -100 CP

The weapons of a novice in an Asur army: A sturdy, masterfully strung bow. A quality shield that can cover you from foot to neck. A simple yet elegant thrusting spear. And a fine set of light, metal armor. Well worn, all, but no less reliable that they day they were first used.

Cloak of Beards: -200 CP

Hmm, wretched as a relic this is given what it represents of Asur history it is still potent, and worth offering. Yes, this cloak was fashioned with the beards of dwarfs slain long ago in a war Malekith masterfully tricked the Asur into. It was an atrocious affair, and can easily be counted as a loss for both sides, but, onto your purchase. This cloak does one thing exceptionally well, it broadcasts your firm killing power against the stout folk, whom are much renowned for their toughness. It will strike Fear into those that look upon you while it is worn... lest you wear it while facing dwarfs, whom will both Fear and Hate you in equal measure.

Ellyrion Saddle: -400 CP

The horses of Ellyrion share the lifespan of the elves, so horse and rider can come to know each other more than any rider and mount the world over, save perhaps those of the sapient dragons. This saddle, will allow you the same strength of bond with your mount, be it horse or something more exotic. The saddle will resize and adjust itself when necessary. You will move as if you shared a mind, reacting faster to situations than should be possible.

White Lion Accoutrements: -400 CP

We shall assume that you earned this equipment the proper way, as your peers will. You slew one of the giant white lions of Chrace and claimed its pelt, earning this exceptional armor and the traditional 'woodsman' axe of the order. The armor is incredibly resistant to all but the strongest of blows, and the ever-pristine pelt of the lion adorning it dampens non-magical ranged assaults still further. The axe, despite its mundane appearance, is masterfully crafted and strikes particularly hard against beasts and monsters. These accoutrements also bolster your will, rendering psychological warfare completely useless upon you.

Dragon Armor of Aenarion: -600 CP

Yes, yes indeed, the armor of the first Phoenix King himself. He who slew daemons by the droves and fought personal avatars of all four Chaos Gods, before killing them as well. It took the combined forces of these four godly daemons to take this suit apart. It took Tzeentch's Lord Of Change to unravel the protective enchantments, a gout of purifying dragonfire, and millennia of neglect for the armor to slightly degrade. This was an armor forged for the champion of the elves when gods walked the world, and its overwhelming defensive capacity proves this. As a last note, the helmet allows you to speak clearly to whomever you please over a battlefield, no matter the din.

Starfang: -600 CP

Ahem Because 'Sunfang' was already taken. This hitherto unknown sister-sword to Tyrion's sword is that legendary weapon's equal in every way. It can cleave all but the strongest armor with ease, automatically will adjust its weight and balance to be your perfect blade, and on top of

all that can periodically fling gouts of terrible flame literally as hot as the heart of a volcano. In terms of this world specifically, it can harm ethereal entities as easily as if they were flesh. Also, as what may be intuited by the name, the blade is always on fire. And the fire will never harm you.

Mystic Items

Healing Potions: -100 CP

For all his great power, the mage Teclis is still a very, very sick elf. So sick, and so weak because of his sickness is he that the archmage requires multiple potions like these just to function day to day. You might not be afflicted like him, but a bit of on-the-spot healing should never be turned away. This small case contains 6 ‘healing potions,’ which will each deal with one ‘mortal wound’ apiece. The potions restock daily, but do not stockpile.

Fencer’s Blade: -200 CP

One might argue that, as a mage, you have no business being within melee range of anything. Maybe that’s true, but such is not always your choice. For those times, there is this magical weapon. While the blade has a, sort of ‘will’ shall we say, that refuses to function when you also hold a shield, it otherwise guides your arm with the skill of the most peerless of swordsmen. Not the strength, mind you, just the skill. Pure DEX.

Mobile Study: -400 CP

Any sage worth his salt oftentimes has need of a spot for quiet contemplation, and these moments might be all the more important on campaign, or when trudging through a distant jungle in search of ancient wisdom. For such purposes there is this collapsible “tent” leading to a pocket room that contains an abridged collection of the entire library of the White Tower of Hoeth. Most of the knowledge, less than a hundredth of the size.

Book Of Hoeth: -400 CP

Rather fitting given the Asur predilection for duality, this arcane tome primarily offers you two opposed yet synchronous benefits. The first is rather straightforward, it amplifies the power of your spells by at least half. Second, it makes it easier to disrupt and dispel enemy magic. Creation, and Destruction, as the Asur like it.

Jumper’s Tower of Sorcery: -600 CP

It’s one thing to seek knowledge alone, another entirely to seek it in concert. Consider this Tower the home of your disciples, your eager acolytes in the matters of the arcane. These ‘acolytes’ cannot leave the Tower, but are provided with more than ample space for all manner of magical research: Laboratories, Libraries with fundamentally infinite space, Alchemy equipment, etc. The structure, like the Tower of Hoeth, is impossible to approach by foot, by all save you. In

future Jumps where magic is present, your Tower, and by extension your acolytes, will receive a complimentary ‘download’ of all common magical theory of the new world so they can begin advancing immediately.

Moon Staff of Lileath: -600 CP

Ha, looking to supplant Teclis in the goddess’s favor? This staff is king among its kind when it comes to ‘casting focus,’ dramatically augmenting your magical capacity and almost nullifying the possibility of miscasting. More so, given Lileath’s position as daughter of Isha the staff particularly functions well as a conduit for the winds of Life, filling you with an overflowing vitality that renders you very difficult to kill... Also, the staff is crowned with a full likeness of the goddess herself, and the likeness is naked.

Intrigue Items

Hair Products: -100 CP

If you were not aware, the Asur have a minor obsession with long hair. It’s why all of their heroes are depicted in art with great, streaming manes flowing behind them. Of course, long hair is a hassle. It gets knotted, takes so much product to keep silky, it gets tangled... Well, worry no more. This collection of assorted, semi-magical, self-replenishing oils, lotions, and such will keep that elven mane *gleaming*.

Lavish Attire: -200 CP

At court, how one presents themselves is of almost equal importance than with what one says. Certainly, no one would take seriously a mud-caked Breton *peasant* in the court of the Phoenix King! Fortunately, you have at your disposal this wardrobe of perfectly tailored robes in every extravagant fashion to grace your form with. The clothes will adjust to you, alt-forms or, lifestyle-related changes.

Writ of Safe Passage: -400 CP

To twist the world to your design, you must often travel. A personal look, or visit, always makes a better impression than an envoy after all. And yet, those are some hostile looking natives there... Never fear, bear this scroll upon your person and, no matter how much those that would accost you may not like it, they’ll be forced to let you alone. However, A, if you attack them the writ is revoked. B, the writ only affects sapient creatures. C, Chaos and Chaos-equivalent “all-hating” entities are also unaffected.

Elven Embassy: -400 CP

To any diplomat, such a building is both home-away-from-home and, more importantly, a *foothold*. With this purchase you receive a small staff of Followers to direct, and at your will they will magically teleport this building of Asur construction within or just outside any city of

your choice. The building is fiat-backed ‘safe,’ for all parties within the walls, and similarly cannot be utilized for violence in any way. Not storing weapons for violence, smuggling, etc.

The Silent Knife: -600 CP

Sometime, the death of a troublesome rival really is the only option, for those situations, there is this. This knife exists inside of its own magical pocket, and, once a year, you may call it from that pocket to strike, after which the knife will promptly retreat back to its pocket. The knife itself is invisible, the wound will not show, and the target will feel nothing till three days pass. Then your enemy will just, drop dead. Naturally you will be impossible to implicate.

Elven Colony: -600 CP

Aha! A shining beacon of the Asur travels with you, Jumper! The size of the city of Lothorn, this Colony will insert itself somewhere along a prominent, lush oceanfront when you choose to bring it. Whereupon it will quickly establish itself as a hub of trade, an economic powerhouse all to its own, and will be recognized as its own small, yet sovereign state. It will be garrisoned with hardened troops, purely for the Colony’s defense, in a manner of your choosing. The ‘technology level’ of your Colony will automatically adjust to ‘above average’ for whatever setting you Import it to, if it is not already above. Naturally, such a thriving city will make you fabulously wealthy, and what better way to grease palms, hmm? Ah, yes, one last detail, you may decide the demographics of your Colony to your tastes.

Companions and Mounts

Allies Old And New: -100/-200 CP

Should you wish to share the auspicious experience of the High Elves you may Create or Import Companions for a simple charge of 100 CP for one, or at a bulk of eight for 200 CP. Each Companion Created/Imported receives 400 CP to spend on Perks and Items, but cannot purchase Companions of their own. They may purchase a Mount, however.

Canon Asur: Free

As long as you can convince them to come along without compulsion (no mind control, etc) you may recruit whomever you like to come along on your adventures with you. Godly entities are exempt from this, such as Lileath, Isha, or Alarielle.

Ellyrion Steed: Free to All

A “simple” steed, to be sure, but doubtlessly one of the best “simple” steeds in all the world. These horses are highly intelligent, and highly prized by all Asur.

Great Eagle: -100 CP

Again, nothing overly fancy. It's an eagle as you may know, just much, much larger. Its talons, though basic, can easily puncture most mundane armor. And the bird is strong enough to carry you and perhaps an entire horse.

White Lion: -400 CP, Discounted to Militant

Did I mention that the iconic lions of Chrace are as big as a horse at the shoulder? No? Well, they are, which naturally means they can serve as fantastic mounts. This one imprinted upon you as a cub, and loves you unconditionally. The cat's hide is almost impervious to arrows, and, well, it's a big cat. Your lion can easily outmaneuver any horse alive as well as out-fight one. Purchasing a second Lion grants you a chariot for them to pull for Free.

Flamespyre/Frostheart Phoenix: -400 CP, Discounted to Mystic

A matter of taste for you, Asur. Do you like Fire, or Frost? The former rather naturally can spew great sheets of fire upon your foes from the sky. The other is surrounded by a chilling aura (you are not affected) that numbs the body and weakens those attempting to strike it, and by extension you.

Sun Dragon/Moon Dragon/Star Dragon: 400/-600/-800 CP

One of the mighty, sapient dragons that slumbers in the mountains of Caledor. With the aid of the attendants in the volcanoes you completed the ritual to awaken one of these great creatures, of the type depending upon how much CP you are willing to spend. The cost is directly relative to both the age and power of the dragon, respectively. Sun Dragons are the youngest and most impetuous, Star Dragons are ancient and remember much of times long forgotten by all other races. Your dragon will refuse, even under pain of death, any rider other than you, but will accept passengers of yours begrudgingly. Bear in mind that a Dragon is a fully sapient creature.

Drawbacks

For those with greed in their hearts, or just those looking for additional challenge. Take whatever you think you can endure.

Arrogance: +100 CP

Only a truly self-aware Asur would recognize that the High Elves as a whole still bear the selfsame pride that caused their long past war with the dawi. You, are no longer one of those Elves. You truly think you, and your race as a whole, are perfect. And it would take monumental proof to the contrary to shake this notion.

Bald: +100 CP

A tragedy, Jumper. Those long, golden locks, gone. Your kin will feel great pity for you, and you will forever feel lacking in the appearance department.

Il-Tempered: +200 CP

You, Jumper, seem to have a bit of an attitude problem. And in a society that considers criticizing your superiors in public, no matter how correct you are, a heinous breach of etiquette you are highly likely to step on a lot of toes. From your rudeness, I would expect worse assignments, fewer troops and other resources, and soured political relations.

Shadow of Indolence: +200 CP

Much to the shame of the more altruistic and hardworking Asur, the stain of hedonism and decadence that horribly weakened the Asur for an entire age has not gone away, even in dire times such as these. A stain that can clearly be seen in you. It will be an active struggle for you to do anything in what might be called 'work.' Whether that work be leading troops, unraveling an arcane secret, or making nice with the Empire envoy over tea. The lure of simple pleasures will always be strong for you.

Adopted By Force: +400 CP

Surprise, you are no longer an Asur. You are a Druchii kidnapped from Naggaroth by the elves of Alith Anar. While you unquestionably have a better life here, in Ulthuan, you are constantly under deep suspicion from the Asur around you. It will take herculean efforts for any High Elf to trust you genuinely, and all too easy for a Druchii double-agent to pin some crime upon you.

Spies and Traitors: +400 CP

A little paranoia is good, especially in uncertain times. It breeds a healthy sense of skepticism, ensuring that one might never fall for a too-good to be true ploy. You have taken it way too far. You suspect everyone around you, even your own Companions, of being turned by the Druchii, and see conspiracy in any minor deviance. Are you sure you're not part Skaven?

Smote by the Vortex: +600 CP

Brave of you, to allow the Great Vortex to siphon off your extra powers to make sure the world was not unduly affected by your extra-worldly might. As you may suspect, you have been divested from everything you do not purchase here. No out of context Items, Powers, or Perks. Your Companions are also affected.

Diseased and Feeble: +600 CP

Loremaster Teclis may be the most powerful Asur mage the world knows of, but he is also horribly weak of body. To such an extent that *several* healing potions are required to get him out of bed every morning, and the blessing upon his staff. You now share this horribly diseased constitution. Your physique has withered horribly, making you weak even by *goblin* standards in terms of both health and hardiness. A stiff breeze, for instance, could wrack you with such chill

you would be near death. A heat above mild, and you may very well faint. I could go on, but suffice to say you require a great deal of babysitting to survive your day-to-day life, let alone a battle.

Scenarios

Choose One. Both will grant you 2000 Points to utilize in the Army Builder ahead.

The War For The Vortex

Ages ago, at the end of the great war with the forces of Chaos, the great archmage Caledor worked great magics to stifle the daemons access to our world. And, thanks to the efforts of his friend Aenarion, he succeeded. The Vortex has since stood at Ulthuan's heart, drawing off the excess magic of our world and sending it back to the realm of Chaos, all but making it impossible for daemons to manifest.

And yet, all is not well. The twin-tailed comet has been sighted, and its passage has disrupted the Vortex. Others will seek to take advantage of this lapse. The hated Druchii, with their power-mad king. The Lizardmen, following the insane plans of their ancient gods. And the foul Skaven, plotting from the shadows... The Vortex must be restored to its full strength!

To this end the waystones must be collected, the means by which the Winds are redirected towards the Vortex, and through them, the lost pieces of the Star Crown of Lileath can be found by consulting the spirits of the past Phoenix Kings. With the crown in hand, you must march on the Vortex, wresting it away from those others who would claim it for their own. Face the Witch King, the Great Lord Mazdamundi, and the verminous Skaven, whom tricked the world into action by the machinations of the Horned Rat. Seize victory, and heal the Great Vortex.

For your triumph, you receive two boons. The first, is the army a hero like you deserves, take the 2000 Points to the Army Builder below to raise the army that will march into glory at your side. Second, the Star Crown is yours to keep, changed and empowered as it is by contact with the Vortex. You will find that the Crown now functions in much the same way as the Vortex, drawing the magic of the world around you away and into itself, and then into you. Yes, while the world around you may starve for magic, you will grow ever stronger. It is only fair, given your triumph, yes?

Jumper, The Phoenix King

Hmm, yes, this should be a fitting challenge for you, Jumper. Well, five years into your stay, the Phoenix King, Finubar, will die suddenly. You won't know how, you won't know

exactly when, but he will die. But, this will be your opportunity instead of your failing. For with Finubar's death, the Asur Princes will convene to elect their next King.

Yes, despite what the title suggests the Phoenix King is elected by consensus of the regional governors, the governors that you now have to convince that YOU would be the best choice to lead the Asur. To make this fair, any Perks or Items, etc, that would allow you to unfairly manipulate the Princes to elect you are disabled. You have to *earn* that throne. But look at it this way, you have five years before Finubar dies, five years of a head start.

Then again, you also have a particular, rather formidable obstacle in your way. A potentially favored son of Asuyran, the one and only Tyrion, descendant of Aenarion himself, great defender of Ulthuan. Oh, and it gets worse for you. The Everqueen? Alarielle, the other sovereign of the Asur... Tyrion cuckolded Finubar, and Alarielle is quite smitten with Tyrion, giving him a massive leg up in the race to become Phoenix King. In fact, the only thing Tyrion might have going against him is his temper, a temper that is usually placated by his brother, the Loremaster Teclis.

Of course, obstacles or no, you have your charge if you've chosen to accept it. Win glory, demonstrate peerless wisdom, hell, orchestrate a web of blackmail so deep the Princes wouldn't dare *not* electing you. Point being, get elected.

Success in this venture offers a handful of rewards. First, as you may already expect you are granted your 2000 Points for the Army Builder. Think of them like your personal guards.

Second, your title Phoenix King becomes something of a Perk. All nominally 'good' aligned elves forthwith in your chain will treat you as high royalty and will defer to you immediately if there is not another royal figure present, and grant you equal weight to your decisions if there is (Sun Elves/Moon Elves of Dungeons and Dragons, yes. Drow, no).

Thirdly, as is tradition you get a year of having Alarielle, the Everqueen, all to yourself. Now, not saying that you should go about stealing her heart from Tyrion, but it would certainly be poetic justice if you did. If you do, Alarielle may become your Companion for Free, and her Everqueen role will pass to her eldest daughter when you depart. If you choose to not woo her, then simply enjoy having the most beautiful of the Asur as your bed-mate for an entire year.

Army Builder

This section requires completion of either Scenario.

Second In Command: Free

Choose an Asur Prince or Princess to be your Second. The former is a heavily armored melee Lord while the latter prefers to engage from range with a bow, and is lightly armored. Both are seasoned in the deployment of any and all High Elf units that you may choose to field in your army.

Your Second, either one, may be granted an Ellyrion Steed or Great Eagle mount for 50 or 100 Points, respectively.

Heroes: -100 Points, Max of 3.

-**Nobles:** Only a step or two beneath the Princes, these lordlings lead with example and iron discipline from the front. They are also, naturally, adept at the game of politics.

-**Loremaster of Hoeth:** Talented spellcasters and invariably near-peerless scholars. In particular in the art of war, for this one. They can iron out all but the most deeply set deficiencies in troops around them, such is their battle wisdom.

-**Mage:** Unsurprising and exceptionally direct in application. These “junior” mages may specialize in any of the eight ‘common’ Lores of magic, which you must designate when purchased. Cannot wear armor.

-**Handmaiden of the Everqueen:** The cream of the Sisters crop, the personal attendants of the Everqueen. Armed with a magic bow, they set foes alight from afar, and, naturally given their closeness to Alarielle, are very adept at patching wounds off the battlefield. Cannot wear Heavy Armor.

Heroes may be granted an Ellyrion Steed, or a chariot for 50 and 100 Points respectively.

Infantry:

-**Spearmen:** 10 Points for 10 Troops.

What you hear is exactly what you get. Lightly armored with a large shield and a spear. They excel at holding their ground, and are ok at pushing forward.

-**Archers:** 10 Points for 10 Troops.

Again, exactly what you think you would get. Armed with longbows, and wielded with typical elven archery prowess. For an additional 1 Point per Troop you can grant them Light Armor, to make them slightly less likely to die from a harsh wind.

-**Swordmasters of Hoeth:** 40 Points for 10 Troops.

Normally the ‘secret police’ of the Asur, these High Elves train exhaustively to excruciating detail to perfect the art of swordplay. The weight of their eyelashes, for instance, is taken into account. Though heavily armored, that is taken into account with their style. One vicious, and yet elegant enough to let them deflect incoming arrows with their Great Weapons.

-White Lions of Chrace: 40 Points for 10 Troops.

Woodsmen, turned personal bodyguards of the Phoenix King. Armed with their great, heirloom axes and their armored Lion pelts they hew flesh and steel as easily as trees. Their armor is particularly resistant to arrow fire, and they themselves refuse to yield under any circumstances.

-Phoenix Guard: 50 Points for 5 Troops.

The dedicated guards of the Shrine of Asuryan, chief god of the High Elves. Through the Shrine they protect they are given knowledge of the hour of their own death, so fight absolutely fearlessly in battle. Their frequent proximity to the Shrine also grants them a great, inherent resistance to magic, and their Heavy Armor can withstand all but the most brutal of assault. Still further, their halberds are specially forged to sunder armor and slay great beasts.

-Lothorn Sea Guard: 30 Points for 10 Troops.

They... can just about do everything really. Fight large beasts, they have a long spear for that. Enemy at range, they have a bow for that. Resisting cavalry, again, the spear. For an additional 3 Points per Troop you may grant them a shield and better armor... Maybe fill your army with just these?

-Shadow Warriors: 30 Points for 10 Troops.

Warriors of Nagarythe, and as such uncharacteristically vicious for Asur. They utilize stealth and their longbows to sneak around enemy positions and strike key targets before descending with a flurry of blades. For an additional 1 Point per Troop, you may instead receive a unit of Shadow Walkers, veterans who have coated their blades with poison, and are all but indistinguishable from the Druchii they fight so bitterly.

-Sisters of Avelorn: 40 Points for 10 Troops.

Fair maidens one and all, chosen directly by the Everqueen. They wield magical bows that 'shoot' flaming arrows, and despite their role fair rather well in melee combat. They are only lightly armored however, and fare poorly against getting shot themselves. Supposedly, they are to a one incorruptible.

Cavalry:

-Ellyrion Reaver/Ellyrion Reaver Archer: 20 Points for 5 Troops.

Your choice for flavor of fast cavalry. Spears, or bows. Remember, they ride horses of Ellyrion, and as such perform better in speed than just about any other mount in the world.

-Silver Helms: 30 Points for 5 Troops.

Considered the best choice by the Asur themselves for heavy cavalry (aesthetically), the Silver Helms recruit directly from the ranks of Asur nobility, and it shows in their performance. As

heavy cavalry they are naturally best suited for ramming speed and driving into an enemy's flank in glorious fashion.

-Dragon Princes: 50 Points for 5 Troops.

Unfortunately, no, they do not ride dragons. These elite knights of Caledor instead don specially forged volcanic armor, garb their horse in the strongest barding available, and do what Silver Helms do just much harder. Additionally, their magical armor renders them all but impervious to fire.

Artillery:

-Eagle Claw Bolt Thrower: 30 Points for 1 Troop.

The only war machine fielded by the Asur, but a versatile one at that. It is fitted with a mechanism that allows for two separate modes of shooting: one for large targets, and a 'canister shot' that is more effective against hordes. The crew is skilled enough to swap modes every shot.

War Beasts:

-Flamespyre/Frostheart Phoenix: 150 Points for 1 Troop.

Another matter of taste for you, Jumper. Flame phoenixes are pure offense, raining essentially magical napalm from above. Frost phoenixes are more of a 'support' creature, chilling your foes while it attacks with its claws and hampering your enemies ability to harm you or yours.

-Great Eagles: 80 Points for 30 Troops.

There isn't much I think I can say that 'giant eagle' doesn't adequately cover. They are excellent at swooping in and picking off the crews of war machines and ranged units. And their claws pierce most armor like it's not even there.

Sun Dragon/Moon Dragon/Star Dragon: 300/400/500 Points for 1 Troop.

It's an unmounted dragon. Nigh impervious scales, devastating breath attacks... Only escalates by orders of magnitude with the Dragon purchased.

General and Hero Wargear:

-Ogre Blade: 40 Points.

What you might expect, fills the wielder with might to equal an Ogre.

-Sword of Strife: 40 Points.

Fills the wielder with speed, particularly their arm. May strike three times as fast.

-Sword of Anti-Heroes: 30 Points.

Against the heroic, or otherwise notorious, this blade strikes with dramatically increased viciousness and speed.

-Tormentor Sword: 20 Points.

Tortures the mind of those struck with the blade, stunting their rational thought temporarily.

-Armor of Destiny: 50 Points.

Heavy Armor with a more than fair resistance to magic built in.

-Armor of Silvered Steel: 40 Points.

Heavy Armor. Slightly stronger than the Armor of Destiny but has no magical resistance.

-Glittering Scales: 30 Points.

Light Armor. Makes it slightly more difficult to strike the wearer in melee combat.

-Shield of Ptolos: 20 Points.

Provides a slight ward against projectiles, nudging them away from the bearer.

-Dragonhelm: 20 Points.

Provides a modicum of Armor. Grants 33 percent resistance to flame.

-Obsidian Lodestone: 40 Points.

The wearer is shielded from 50 percent of magic attacks.

-Dawnstone: 40 Points.

The bearer's armor becomes twice as effective with this charm on their person.

-Seed of Rebirth: 30 Points.

Provides slow, steady regeneration of wounds. Swift enough to be useful on the battlefield.

Banners: May be given to any Unit.

-Wailing Banner: 50 Points.

The unit strikes bone-chilling Terror into those they engage with, enemy combatants may temporarily rout.

-Ranger's Standard: 50 Points.

Units with this Banner ignore difficulties imposed by rough, yet passable terrain.

-Banner of Swiftess: 30 Points.

Exactly as you would expect, Units with this Banner will move uncannily fast compared to their peers.

-Banner of Eternal Flame: 30 Points.

The weapons of the Unit will have their weapons imbued with flames.

Notes

-On the Lores of Magic: For a quick, snappy list of what spells you can pull off and generally what they can do, go here. https://1d4chan.org/wiki/Warhammer_Magic Expect typical 1d4chan snark and enthusiasm. This is not to say this is all you can do with the various Lores at your disposal, just a general idea.

-On 'Pride of Hoeth,' the setting must have ambient magic for you to teach the locals to utilize.

-On Dragons: The dragons you purchase for your army, if any, are still sapient, they will refuse to be ridden by you.

-On Phoenix King Scenario: You can, by all means, attempt to become the 'Phoenix Queen' for the same effect. The Asur will however require you to pick someone to knock Alarielle up, however, as that is the purpose of the 'one year.' Tyrion would probably be willing, again.

-Should you win an Army from either Scenario you can choose to treat them as a Group Companion. Similarly, apart from Handmaidens and the Sisters you are free to designate male or female for every other elf in your army.

-Lothorn Sea Guard OP, please Nerf.