

An idiot's brief guide to 30 years of Warcraft Lore

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So, why'd that tree get burned anyway?

One of World of Warcraft's biggest complaints is that the story is way too rich and complicated to catch up on, which is entirely fair. So, I thought I'd do my best to try and abridge as much as I could to help newer players, or players getting more interested in Warcraft's background and Lore get more out of it.

There is a LOT that doesn't get covered, buried in quest, side stories, and the like but I tried to cover the most important bits. And this does try to stay a bit tongue and cheek as not to just be a dry reading of the lore.

Following my [FFXIV Lore](#) it seemed reasonable that I should do a similar thing for World of Warcraft. Luckily, I have the various chronicles at my side and-- One moment I'm getting word that the Chronicles are one sided and don't actually tell the whole story. Oh boy, strap in kids. Today... we're going to explain World of Warcraft from start to finish. Buckle up.

Table of Contents

An idiot's brief guide to 30 years of Warcraft Lore 1

Section 1: WoW Lore - In a Nutshell (tl;dr edition) 5

Chapter 1: In the beginning	5
Chapter 2: Order in the Court.....	5
Chapter 3: It's a girl... maybe	6
Chapter 4: War were declared.....	7
Chapter 5: Cleaning Up	9
Chapter 6: The Curse of Flesh	10
Chapter 7: Meanwhile at the Hall of Justice	11
Chapter 8: Trolls Sniff Magic	12
Chapter 9: Rise and fall of empires.....	13
Chapter 10: Who Broke it? (~10,000 Years ago)	14
Chapter 11: The Long Vigil	15
Chapter 12: Getting Closer to Modern Day (~1000 Years).....	16
Chapter 13: Bankruptcy... no wait The Dark Portal	17
Chapter 14: Let the purgation begin (Warcraft 1)	19
Chapter 15: The enemy fight back (Warcraft 2)	20
Chapter 16: Drive them back into the warp! (Warcraft 3)	22
Chapter 17: Holy crap we're finally talking about the MMO (Vanilla)	24
Chapter 18: It's all Illidan, All the time (Burning Crusade).....	26
Chapter 19: Ice Ice, baby Ice (Wrath of the Lich King)	28
Chapter 20: Let's shake it up a bit (Cataclysm).....	29
Chapter 21: Mist Lightly (Mist of Pandaria)	31
Chapter 22: Let's do the Time warp again (Warlords of Draenor).....	33
Chapter 23: Getting some Argussy (Legion).....	34
Chapter 24: Burn that Tree (Battle for Azeroth)	38
Chapter 25: Getting Ghosted (Shadowlands)	40
Chapter 26: Adventures in Draglandia (Dragonflight)	42
Chapter 27: You no take candle (The War Within) [Spoilers Below!]	45

Section 2: The basics of Magic47

The 6 fundamental Forces	47
Elements.....	48
Other Forces	49
Mana.....	49
Undeath	49
Ley lines	49

Section 3: Who? Important names and faces that pop up a lot.....51

Pantheon of Death	51
Pantheon of Order.....	52
Old Gods and their minions	52
World Souls	54
Keepers and Key Constructs.....	55
Elemental Lords.....	58
Dragon Aspects	60
Primal Incarnates.....	65

Dragons	66
Demons / Nathrezim	69
Draenei / Eredar	71
Elves (Magic Trolls).....	75
Dwarves	89
Humans	93
Orcs.....	110
Trolls.....	124
Pandaren.....	130
Tauren.....	133
Others.....	137
Not real, can't hurt you	150
Section 4: Places to visit and things to see	152
Human Kingdoms	152
World Trees	155
Major Cities	157
“In Game” battlefields.....	164
Canonical Battlefields.....	167
Titan Facilities	171
Bad guy hideouts	173
Other	176
Section 5: Major Artifacts	179
The Pillars of Creation	179
Artifacts that show up again and again	180
Other Notable Artifacts	185
Important Materials	187
Section 6: Major Organizations.....	189
Ostensibly Neutral	190
Alliance Groups	194
Horde Groups.....	198
If you have one, I get one too	200
The “Bad Guys”	202
Criminal Groups	208
Legion Order Halls	210
Troll Tribes	212
Orc Clans	215
Goblin Cartels	220
Druid Subgroups	222
Section 7: The Wild Gods, Loa, and Other curious entities.....	224
God Gods.... Maybe	224
Wild Gods	226
Ethereals.....	238
The Brokers	240
Attendants	241
Flora, Fauna, and Florafauna	241
Section 8: Holidays, Festivities and more.....	254

Major	254
Minor	256
Other	258
Section 9: Fun Facts and thanks	260
Section 10: FAQ.....	263
Section 11: Revision History	265

Section 1: WoW Lore - In a Nutshell (tl;dr edition)

For those of you with things to do, here you go

Chapter 1: In the beginning

The First Ones, The Jailer, and the Realm of death, probably unimportant but good to know.

- In the beginning there were the First ones, no we don't know who they are, only that they created the various realms (Death, Life and So on). They appear to have bugged off.
- At some point, in the realm of Death there was a classic case of the upstart spaghetti and the "arbiter of death" (think of them like the angel at the gate who decides where in the realm of death you go) was upset with the system and swore to remake it.
- The other guardians of the realm of death took umbrage with his plan and chucked him in the realm of death's very own version of Alcatraz earning him the name "The Jailer." He in turn plotted with one of those guardians and ended up making a race of super-secret ultra spies called the Nathrezim (they're important and will keep showing up) Who will go on to affect basically every major move in the world going forward to further this mysterious plan.
- A new arbiter is created in the Jailer's stead, this one more a robot than a creature.



When in doubt assume these winged goons or their boss the jailer is to blame.

Chapter 2: Order in the Court

The Titans, beings of Order who traveled the universe looking to bring about order like missionaries bring about religion.

- Right, so while the realm of death was getting itself sorted, off in what we would call the "Physical Plane" (that's the one we're all on!) The Titans were busy trying to find planets with world souls that they claimed were actually just nascent titans (Unclear if this is true or not).
- The titans are beings of one of the other 6 major types of magic, Order.
- So, they meandered about the Galaxy, and this is going to come up on a test later so jot this one down.

- **Aman'thul** - The so called "High Father" of this pantheon of titans. Best known for his mastery of time.
- **Eonar** - The "Life Binder" and the titan with the greatest ties to the domain of life, and a number of stories seem to show she was not always on board with the titans.
- **Norgannon** - "Keeper of Magic and Lore", best known for having mastery of the arcane (the magic which is born out of order magic).
- **Golganneth** - "Lord of the Skies and Oceans", honestly, we only know the keepers he empowered, not a ton about him
- **Khaz'goroth** - "Shaper of Worlds", the Pantheon's builder
- **Aggramar** - "Replacement Sargeras," After Sargeras did a betrayal it became his job to fight the burning legion.
- **Sargeras** - Aforementioned betrayer of the Pantheon who was supposed to fight the burning legion but actually decided they had some good ideas.
- Sargeras, who was supposed to be clearing the Universe of all things Chaotic, Shadowy, and such, bumps into a group that thrives off chaos magic, which as it turns out is the polar opposite of order magic. Well, you remember those Nathrezim up there? They convinced Sargeras that this chaotic group was actually clearing out planets so that they didn't get eaten by this great, mysterious horrid force called the void. Deciding this is far worse for the universe than the demons, Sargeras takes up arms against the Pantheon leading what would now be called the burning legion.



The Pantheon of Titans bringing "order" to the cosmos

Chapter 3: It's a girl... maybe

Azeroth, Azeroth, Azeroth, why is the story always about Azeroth? It's because Azeroth is the biggest, ripest world soul!

- The Pantheon on their various ventures trying to find 'titan' world souls hiding in other planets stumble across a planet that based on all current lore had the biggest of world souls, a place we call Azeroth.

- Here on Azeroth there are only two well-known native creatures (and several other implied to be native). The Tauren who at the time were simply known as Yaungol and the Trolls. The Pandaren and vulpera are also VERY LIKELY Azerothian natives, though unlike the first two that's never been explicitly stated.
- On Azeroth, that shadowy group of critters Sargeras was worried about appear to have already started digging, calling themselves the Old Gods. In fact, they've had so much time here they've set up a little thing they call the Black Empire.
- Some other critters living on Azeroth at the time, the Elementals, were less than pleased with a bunch of tentacle based void monsters setting up shop on what they considered their territory, so they went to war... and promptly lost... horribly. So horrible in fact that the black empire in turn enslaved the elementals to do their bidding.
- It's at this point that the Titan's stumble into this Old God infested Azeroth and decide it's time for a good old fashioned spring cleaning.



Azeroth Pre-Titan discovery

Chapter 4: War were declared.

The Titan Pantheon and the Old Gods who moved into Azeroth have a big old nasty war, the Old Gods lost.

- Finding this perfectly good nascent 'titan' world soul infested, the Titans quickly got to work pruning the garden. They started this by yanking one of these Old Gods right out, the High Father grabbing Y'Shaarj and just pulling it out of the ground. Only one tiny problem, the old god was so embedded with the planet that yanking them out caused a massive gaping wound, what would later become known as the Well of Eternity.
- Having seen ripping out Old Gods was in fact not the best way to do this, the Titans set about plan 2: Creating infrastructure to fight a ground war. Thus, they created a series of Keepers to act as their eyes and ears on the ground

- The elementals that were fighting on behalf of the old gods were imprisoned in the Elemental Planes created to contain them.
 - Deepholm
 - The Skywall
 - The Abyssal Maw
 - The Firelands
- These watchers would in turn create numerous critters to help them fight their war to claim Azeroth. You might know some of them well.
 - **The Troggs** - Attempt #1, these little creatures were ultimately designated as a failed experiment
 - **The Earthen** - Attempt #2, you might know them better after they were affected by the curse of flesh as Dwarves
 - **Mechagnomes** - Created by Keeper Mimiron to help build numerous machines. You can probably take a guess at what these turned into with the curse of flesh
 - **The Vrykul and Tol'Vir** - Created as guardians for the various titan installations. The curse of flesh version of this creature may better be known as (eventually) human
 - **The Mogu** - Per the titans, apparently these critters were meant to build out the various rivers and waterways
 - **Anubisaths** - Helped Keeper Ra install the Forge of Origination
 - **The Giants** - Of every possible variety you could imagine, Frost, Stone, Sea, Iron, you name it there's a giant version of it.
 - **Goblins** - Legally speaking the goblins were on Azeroth prior to the Titan's arrival just not as Goblins, apparently, they are a side effect of Mimiron experimenting with a material called Kaja'mite on some local population.
- Given one of the Old God's had already been yeeted into space, this war went about as well as you can imagine for the black empire. That is to say miserably. The Aqir, who were servants to the old gods, were all but wiped out, with only those who burrowed deep underground surviving, while the Elementals were all banished to the various elemental planes.
- Realizing ripping Old Gods out of the planet was a lose-lose sort of situation, the Keepers instead took about simply imprisoning the remaining old gods (Yogg-Saron and C'Thun).



The Black Empire in its prime

Chapter 5: Cleaning Up

Clear of Old Gods, the Titan Keepers get up to pet projects including Dragons, Val'kyr and more.

- Elune apparently loved Eonar enough to give her a branch of the world tree G'hanir, which she happily planted somewhere on Azeroth. This apparently so angered the Highfather that he ripped it right out. It is HEAVILY implied that the crater Un'goro or Sholazar Basin is what's left of this former world tree site. Of course, the tree didn't entirely die, it's roots were still there and Eonar politely went to ask her watcher Freya to make sure the roots were well cared for. The very same sort of roots that granted easy access to a realm known as the Emerald Dream.
- With the Black Empire now cleaned up the Pantheon vanishes back into the stars, and the Keepers set about setting up hundreds of Titan facilities all across Azeroth to
 - Keep the Old Gods Trapped in a Prison
 - Monitor and Study life on Azeroth
 - Keep track of everything else.
- Tyr, one of the Keepers decides it'd be really cool to take these brave little Proto-drakes that had helped deal with a particularly nasty proto-drake called "Galakrond" whom had gotten really big and fat really fast after drinking some of the Wellspring Water on the Dragon Isles from the Well of eternity that had been corrupted by Yogg Saron (Yogg Saron corrupting things outside of his prison will be a repeating theme). Tyr lost his hand in the fight and replaced it with one made of pure silver.
- Odyn was deeply irritated by giving the Proto-drakes (now Dragon Aspects) powers, and so he took his whole facility (The Halls of Valor), previously found in Ulduar and shoved it into the sky. Loken assumes the role of prime designate in his stead.

- Odyn starts peering into the Shadowlands thanks to a deal he cut with an agent of the Jailer in the shadowlands, and famed troll Loa Mueh'zala. After sacrificing an eye, he sees these really awesome angel looking things (Kyrians, he saw Kyrians) and decided to start modeling some of his Vrykul after creating the Val'kyr



The fight between Galakrond and the Future aspects

Chapter 6: The Curse of Flesh

Dwarves, Vrykul, Gnomes, and more all thanks to Yogg-Saron seeping out and corrupting them amidst a civil war of sorts amongst the 'titan-forged'

- At some point Loken, now Prime Designate, and getting a healthy dose of corruption from the "imprisoned" Yogg-Saron decided every titan-forged need to leave Ulduar.
- The Fire Giants, Loken's own creations, decided that the area surrounding Ulduar would be great for conquest. They decided to 'convince' (read conquer) a group of Vrykul known as the Winterskorn. They then went to lead a campaign of conquest against the surrounding areas. Tyr and the new Dragon Aspects helped quell this war, locking the Winterskorn into an Eternal Slumber.
- All the while virtually every titan-forged creation is being affected by Yogg-Saron's curse of flesh.
- Tyr also manages to bite it big time while trying to make off with a titan historical archive called the Disk of Norgannon. He and his big old silver hand would die in a spot that would become known as "Tirisfal Glades" sacrificing himself to save a group of Vrykul.



Tyr's revered Silver Hand

Chapter 7: Meanwhile at the Hall of Justice

Titans 'killed' on planet Nihilam, the Eredar star to rise to power and Proto-drakes disagree on this order thing.

- First, we actually start to get some hard 'dates', all of this taking place about ~25,000-20,000 years ago. Namely that the Eredar would be going to rise to power led by the now famous triumvirate of Velen, Kil'Jaeden and Archimonde
- The Titan Pantheon is defeated on a planet called Nihilam. Everyone thinks they're dead, but it's ok, Norgannon managed to shove all their spirits somewhere safe.
- The Proto-drakes not turned into Dragons take umbrage with Order magic being used to 'corrupt' their children, believing themselves to be just fine how they are, allying themselves with the recently banished by the titans, elementals. The four Proto-drakes leading this effort were Raszageeth, Iridikron, Fyrakk, and Vyranoth.
 - This will be known as the War of the Scaleborn, which will involve Neltharion's newest experiments soldiers, the dracthyr, in his lab in Abberus, where he definitely isn't guzzling corrupting Shadowflame. This war is what pushes Neltharion to give into the Old God whispers in order to secure victory
 - The Aspects would go on to win the war, sealing away the Incarnates in the aptly named Vault of the Incarnates.
- The trolls have started to spread out across the lands of Azeroth going on to run into remnants of the Aqir in more than a few spots, killing a few C'Thraxxi (servants of the old

gods) and building cities on top of them including Zul'Aman and Atul'Aman. This is collectively known as the Aqir and Troll War.



Same Shape, now with trolls and bug remnants

Chapter 8: Trolls Sniff Magic

The Troll Empires reach their peaks, one group of trolls gets way to close to a swirling mass or arcane and the Mogu do what they became known for.

- It's about this time that the curse of flesh, still afflicting the Vrykul begins to turn them into what we know as humans.
- Led by the 'upstart' goddess Elune who may or may not have given Eonar a world tree as a token of affection in years prior, proceeds to do yet more silly activities leading a group of dark trolls to the Well of Eternity, which would turn them into what we know as the Kaldorei, or Night Elves.
- At the same time Sargeras was busy on Argus, the home of the Eredar, convincing them that the legion was a cool organization they should get on board with. This would lead several Eredar to flee on a vessel known as the Genedar calling themselves the Draenei or "Exiled ones"
- The Curse of flesh is also affecting Titan manufactured Mogu into less river digging and more empire building. One such Mogu named Lei Shen rises to power to form a mighty Mogu empire, managing to beat up the titan keeper Ra, their former creator in a time known as "The Age of a Hundred Kings". Locking him up in what amounts to a cage and making off with his powers, the Mogu constructed the Throne of Thunder. The Mogu then go on to all to happily dominate the local Pandoran population.



"And then I started building!"

Chapter 9: Rise and fall of empires

Troll Empires start to collapse, Elven empires start to rise. Pandas break free

- Lei Shen's rise to power was short lived. Eager to gobble up more of the tech left behind by keeper Ra he marches off to the Forge of Origination in Uldum... a lush jungle. The Tol'Vir, having no time for such things, turned the Forge of Origination on Lei Shen turning him and the surrounding jungle into dust.
- This in turn leads to a revolution by the Pandaran Kang who's actions would lead to the Pandaran revolution and the eventual succession of a Mogu Empire by the Pandaran Empire.
- The Night Elves were expanding their empire rapidly building cities like Zin-Azshari, Suramar, and Eldre'Thalas just to name a few. They quickly pushed back the various Troll Empires under the leadership of their Queen, Azshara, a Highborne mage talented beyond all reason.
- But playing with so magic, so greedily attracted the attention of other outside forces, cosmic entities with a pension for a bit of chaos.



Nights Elves as far as the eye could see

Chapter 10: Who Broke it? (~10,000 Years ago)

The War of the Ancients and the Sundering of Azeroth, way to go Azshara. Anyway, buckle in a LOT of stuff happens in a very short span of time here.

- Not confined by the trappings of modesty, the Night Elven Empire had grown vast, and Azshara's talents had attracted Sargeras, who convinced the Queen of the Kaldorei to make use of the Well of Eternity to let him and his legion through for the greatest party of all time
- It was not an amazing party, in fact quite the opposite. The Demon invasion of Azeroth had begun and a war for the planet itself raged across the whole of creation. Various Wild gods would be slain (Ashamane). Heroes like Huhn Highmountain would come into fame. Traitors like Illidan Stormrage who would have sold his people out to the legion for power.
- At the same time, Neltharion had been building an "Awesome Weapon" with his friends "The whispers inside my head" that he could happily unleash upon the demons to drive them back. Sadly, Neltharion didn't just want to see the demons driven before him and turned the weapon on the other Dragonflights. The first blow struck was across the blue Dragonflight destroying almost the entire flight in a single blow, and sending what dragons remained scattered across the whole of the world, including Malygos consort Sindragosa who would die a lonely, sad death in the frozen peaks of Icecrown.
- The attempted portal that Sargeras was trying to create was reversed thanks to a brave few, but the resulting energy backlash would have repercussions felt for thousands of years. The Well of eternity exploded violently, shattering the Kalimdor landmass. The dragon isles and Pandaria would both be hidden away to try and shelter them from the Sundering, and what was left of the world scorched by Neltharion, now calling himself Deathwing as time shenanigans had made off with the Dragon Soul (His awesome weapon).



Boom

Chapter 11: The Long Vigil

Worgen, Emerald Nightmares, Elf Expulsions, and 10,000 years of quiet

- The remnants of the Legion attack under the command of one of Queen Azshara's most loyal of lieutenants, Xavius find themselves corrupted, turning into Satyr and attack the Night Elf forces. The Night Elves, now under the command of Malfurion Stormrage and Tyrande Whisperwind aren't winning the war, and so a new druid form, borrowing on the powers of the Wild God Goldrinn is developed. Sadly, there were control issues, and the Druids of the Pack were just as likely to eat their fellow night elf as they were a demon.
 - The druids of the Pact as well as Xavius and the Satyr would find themselves sealed in the Emerald Dream, and a large portion of the Night Elven druidic population would also move in to watch over the dream and make sure nothing bad happened there.
- The Highborne, already in deep shit for having recently summoned the Legion, continue to cause trouble until at some point about ~7,300 years ago, they are exiled from Kalimdor, and arcane mage is made illegal in the remnants of the Night Elf empire. They would start to lose their purple colored skin and nocturnal nature becoming the High Elves as they settled in to the Eastern Kingdoms making Quel'Thalas
- After successfully planting Nordrassil in Mount Hyjal, one of the lead Night Elf druids, Fandral Staghelm starts trying this project again in Duskwood, the Hinterlands, Feralas, Crystalsong Forest, Ashenvale, and finally Grizzly hills.
 - Problematically the World tree planted in Grizzly hills caught a nasty case of the Yogg-Saron corruptions and had to be cut down. This corruption would begin to corrupt the emerald dream itself resulting in the Emerald Nightmare
- The humans of the Eastern Kingdoms come together to found the Kingdom of Arathor with colonies in Gilneas, Alterac, Kul Tiras, Lordaeron, Stormwind, Dalaran, and Stormgarde.
- They would join up with the Elves who recently moved in to fight the Amani trolls in the area, the High Elves teaching them this nifty thing called arcane magic. These times were known as the Troll Wars.



Instructions unclear, cooked every troll

Chapter 12: Getting Closer to Modern Day (~1000 Years)

The War of the Shifting Sands, Fractured Kingdoms, and The Council of Tirisfal

- The Night Elves realized that the deserts of Silithus were perfect for planting and Fandral thought it was a great place for more trees. The resident bug population, fueled by a caged C'Thun decided that wasn't going to fly and soon a battle was taking place. The Night Elf losses were immense, Fandral even watching his son eviscerated right before his eyes. It wasn't until the Dragonflights joined to help that the bugs could be pushed back inside of the abandoned titan prison and sealed away
- The human kingdoms had started to fracture. Gilneas colony of Kul Tiras had run into a local population of Drust (Another group of Vrykul affected by the curse of flesh) leading to the War with the Drust. Dalaran became a center for magic, and all the while the Kingdom of Arathor began to lose its centralized nature.
- A Gurubashi troll civil war leads a group of trolls known as the Atal'ai to attempt to summon Hakkar in what is today the swamp of sorrows. The green Dragonflight intervened destroying the temple and guarding anyone who might get near. It also leads to the empire being split into 4 distinct sections (Gurubashi, Skullsplitter, Atal'ai, and Bloodscalp)
- The Dwarves, who were divided into 3 clans, the Wildhammer, Bronzebeard, and Dark Iron have a little bit of a civil war in some political strife. The problem is that to end the war the Dark Iron accidentally summoned the lord of the fire realm, Ragnaros, into being, leaving many to believe the Dark Iron had been totally wiped out.

- As with any instance of magic use, it attracted demons, and so a council of Tirisfal was thrown together to try and whack the demons before they caused too much trouble. This was usually handled by a Guardian of Tirisfal, and it was going swimmingly until in a battle with an Avatar of Sargeras that had managed to sneak in and hide in the soul of the Guardian Aegwynn after she buried the physical shell of the Avatar in the aptly named "Tomb of Sargeras".
- Aegwynn would give birth to a son (Medivh) and build herself an awesome place to live called Karazhan. As you can imagine this went swimmingly.
- All the while across the distant stars, on a planet the Draenei landed on, a different set of political machinations at play. A kingdom of Ogres known for their mastery of the Arcane. A group of Avians deeply tied to the Light and Shadow, and... the orcs.



Demons and Magic, always a problem

Chapter 13: Bankruptcy... no wait The Dark Portal

Orcs, the first war, and... is that a roadway of Draenei corpses!?

- About 75 years prior to the opening of the Dark Portal, the human kingdom of Stormwind would become embroiled in the Gnoll wars. Stormwind managed to prevail, and it resulted in a period of unbridled economic growth, establishing the kingdom as the dominant force of power in the southeastern kingdoms. They would follow this up by pushing into the Troll territories in Northern Stranglethorn, taking on the remnants of the Gurubashi empire.

- With the Avatar of Sargeras hiding out in Medivh and the Draenei having landed on Draenor (Are we sure it didn't have a different name before they got there?) the actual plot of modern day warcraft can start to form
 - The Draenei make quick work of the Orgre empire, being masters of the Arcane and Light
 - The Arakkoa empire has long been in decline, and the Orcish tribes are starting to grow in strength and power.
 - A weak, deformed Orc named Gul'dan, after being soundly rejected by Draenor's own elementals seeks out a contract with Kil'Jaeden the deceiver
- As a prelude to war, Gul'dan would use fel magic to disrupt the throne of elements on the planet, resulting in a disease known as the red pox (An ogre creation that had been used to keep the orcs out of Ogre Lands), breaking out amongst the Orcs and soundly blamed upon the Draenei. He would also have Bladewind clan destroyed, blaming it on the Draenei
- Gul'dan would work to convince the Orcish tribes that their true enemies were the Draenei, and they must be destroyed. He would convince them to drink the Blood of Mannoroth so that they could be stronger and a capable match for the powerful Draenei forces. He would play on the hopes and fears of the Shadowmoon Orc Clan leader Ner'zhul.
- Fueled by the demon blood, the Orcs attacked and wiped out the Draenei, destroying over 80% of their population during the 8 year war. So many would die that the road leading the Dark Portal they would end up constructing was paved with Draenei bones.
- Forming the Shadow Council with a series of Trusted Warlocks like Cho'Gall and Garona, Gul'dan would unite the horde under a single Warchief, Blackhand. They would drain the planet's native Elementals of their power and at the same time Medivh under the influence of the fragments of the Avatar of Sargeras would begin to construct the Dark portal between their two worlds, so the Orcs might pour over
- And so, they do...



Can you hear the music too?

Chapter 14: Let the purgation begin (Warcraft 1)

The orcs invade Azeroth

- Stormwind was one of the most southern human cities and had already been busy attempting to combat the local population of Gurubashi Trolls that attacked from Stranglethorn.
- The Orcs and Humans went to war, and it was not pretty, the Orcs fairly soundly defeated the Kingdom of Stormwind, assassinated its King, and burned every town and village between the swamp of Sorrows and Westfall to the ground. Stormwind's remaining population was forced to retreat to Lordaeron.
- At some point during all of this Garona (the one who had assassinated King Llane under influence from Gul'dan) and Khadgar had put two and two together that Medivh was not in fact a good bean and had to be put down. So, Anduin Lothar, one of Stormwind's top Knights led the attack to subdue the mage.
- Sensing Medivh's impending death, Gul'dan tried to get into the mages mind to find the location of the temple of Sargeras, only to find himself trapped there as the man died, leaving him in a coma.
- The orcs didn't come away from the battle without their own battle scars, the length of time required to conquer Stormwind led to political strife and Warchief Blackhand was killed in honorable combat and replaced with Orgim Doomhammer.



It has a game too!

Chapter 15: The enemy fight back (Warcraft 2)

Enslaved Dragons, the Formation of the Alliance, and blowing up a planet

- The orcs in an effort to root out their corruption see about killing as many of the shadow council as possible.
 - Gul'dan wakes up and swears, this time for reals, he'll definitely help the Horde. The first thing he needs to do is just make some death knights from all those shadow council members that were just killed!
- Deathwing tricks the Orcs into helping him find where someone has gone and hidden the Dragon soul, luring Alexstrasza and the red flight out to try and stop such a thing, resulting in Alexstrasza and her flight being made to serve as tools to what would later become the Dragonmaw Orcs.
- The orcs march on Silvermoon City, Hillsbrad Foothills, and even make sweet deals with folks like Zul'jin and the Amani troll tribes to become allies. They would even get so far as to the walls of Silvermoon city before Warchief Orgim realized he had better things to do, leaving the Amani and Zul'jin stewing that they didn't strike the final blow
- Gul'dan like a Hardy boy following a clue gets distracted during the pinnacle battle that could have sealed the Orc's victory and takes his forces to the Tomb of Sargeras, raising the thing from the ocean and creating the broken shore. The crazed demons inside the tomb sense delicious flesh and tear him to literal ribbons.
- The Horde is now on the backfoot and the combined forces of High Elf, Dwarf, Gnome, and Human push the Horde all the way back through the Dark Portal to Draenor itself. Khadgar closes the portal in hopes that would end this saga.

- It does not end this saga, instead Ner'zhul using a few trinkets, including one very fel corrupted skull, tries to reopen the portal
 - Deathwing senses a perfect time to relocate nursery services and ask the Death Knight Teron Gorefiend if he wouldn't mind terribly taking his eggs back to Draenor. He loves this place with a ton of spikes were it not for those pesky Gronn.
- A bit irritated that plan a.) Shut the portal had not been successful in ending this, the Alliance sends an expeditionary force to Draenor led by Turalyon, Alleria, Khadgar, and a fellow by the name of Danath Trollbane to end this orcish threat at its source. They manage to drive the Orcish leader, now Ner'zhul, all the way back to the ruins of Karabor, now called the black temple.
 - Ner'zhul thinking himself clever just opens a ton of portals hoping one of them leads to a place where the grass is greener
 - The grass was in fact not greener, and so much portal magic in a single location ripped Draenor apart, sending the remnants of the world into the Twisting nether, what is now known as outlands, trapping the Sons of Lothar.
 - Ner'zhul is captured and tortured by Kil'Jaeden, turning him into the Lich King, he was then shoved in a helm fashioned by the Jailer himself (maybe) in the form of the Helm of Domination.
- Back on Azeroth, a few things are happening
 - Rhonin, Vereesa Windrunner and Falstad Wildhammer all help free Alexstrasza from the orcs at Grim Batol, destroying the Demon Soul
 - Cho'Gall, one of the Council of shadows to survive scuttled off with his Twilight Hammer clan to Tanaris, pursued by Garona
- Chucked at Northrend by Kil'Jaeden in a fashionable new hat and sword combo, Ner'zhul, now the Lich King started his conquest of the Norther Continent. The Burning legion was irritated by how miserably the orcs had failed at capturing Azeroth, perhaps these undead minions would prove more unified.
 - From here Ner'zhul started to wage war on the local population of Nerubians, wiping out the kingdom and forcing them into the service of Undeath.
 - A skilled mage by the name of Kel'Thuzad takes up an internship at Icecrown Citadel as a necromancer in service to the Lich King
 - Ner'zhul secretly plots how the hell to get out of this helmet because he's never been a huge fan of this whole dog and pony show to begin with.
- Following this, the Orcs that remained on Azeroth would find themselves in interment camps, working effectively as slaves. This system would remain in place until Thrall managed to unite the remaining Orc Clans and stage a revolt.



Warcraft 2: A lot happens

Chapter 16: Drive them back into the warp! (Warcraft 3)

Arthas my son, there must always be a Lich King.

- The plague of undeath, in part fueled by Kel'Thuzad and the cult of the damned, attracting the attention of the prince of Lordaeron, one Arthas Menethil. Arthas does some chad math and decides the only way to fix this situation is just to burn the whole thing to the ground, and so he does... by culling the entirety of the city of Stratholme. A dreadlord taunts Arthas telling him that he created the plague and should come get him in Northrend!
- Arthas, who's blunt approach to life isn't going to afford him the decency of realizing this was a trap, does just that! Following the Nathrezim he stumbles into a sword that Ner'zhul left laying around in hopes of getting out of this god awful job as Lich King
- Arthas then proceeds to do exactly what you think, takes the blade and starts killing his own people and raising them as ghouls. He heads back home to kill his own father, for a bit of classic patricide.
- Their tour of the Eastern Kingdoms continues, attacking Quel'Thalas and laying ruin to Silvermoon and its defenders, then moving on Dalaran and stealing a book to let him summon Archimonde.
- Meanwhile Thrall had risen amongst the now native Orc population on Azeroth as a bit of a leader and was looking for new property. He sailed to Kalimdor and met up with these really friendly folks called the Tauren who were very chill. There were some humans there too, which was never a great sign for an orc that had escaped a human internment camp, but also Medivh, yes that Medivh, he got better (His mom resurrected him, he's clean now, and just wants to help).
- Medivh convinces Thrall to work with the human expedition leader Jaina, all while the Orcs also stumble into the lands other natives... the Night Elves who have seen green fel infused things rock up to their house before and weren't about to let that happen again.

- Their cautionary measures are quickly reaffirmed when one of the nasty green creatures, high off a fresh dose of demon blood kills one of the few remaining wild gods, Cenarius.
- The Night elves quickly wake the sleeping druids telling them it's time to work for a living again. Realizing there were demons a foot in this mess, Tyrande also releases Illidan despite his... many many crimes.
- The various groups quickly put two and two together and soon the Night Elves, Humans, and Orcs are facing down a battle with the recently summoned Archimonde and his gaggle of undead friends. The druids call upon a crap ton of wisp to destroy this overgrown Eredar tree sex pest... and sadly the tree as well. Nordrassil destroyed the night elves who have now also lost their immortality.
- Illidan, free from jail and hot to trot tried to hunt down some demons in Felwood, but much like the owner of the skull Arthas lies to him about, is to attracted by the concept of huge amounts of fel energy and chugs Gul'dan's Skull like candy.
 - This was of course a terrible idea, but it did get the attention of Kil'Jaeden, who was getting fed up with Ner'zhul's desperate attempts to get out of this whole Lich King business, and offered him a ritual that could end that frozen throne once and for all
 - Illidan fishes up some Naga, who are in fact what remains of the Highborne that fell into the sea during the sundering and convinces them to come with him to blow up the frozen throne and to pay no attention to the irate warden on his tail.
 - A series of mishaps and misadventures leads Illidan to attempt to blow up the Frozen throne, only to be thwarted and make an uneasy peace with his brother and Tyrande. He promises Kael'thas, who had come along as an ally of the night elves, a chance to relieve them of their mana addiction if he'd tag along.
- So Illidan, His Naga Friends, and Kael'thas all happily jotted off to outlands because they had failed to blow up that frozen throne and were pretty sure that would in fact not be viewed as awesome by Kil'Jaeden and they were hoping Outlands was nice and in the middle of nowhere
- Arriving in outlands they quickly set about cleaning up demons here and there, gaining them the assistance of Akama of the broken, and at no point whatsoever succeeding in throwing Maiev off their trail.
- Having bested the demons, Kil'Jaeden shows up again, still irritated with Ner'zhul, and ask Illidan to go back and not screw it up this time. They go back, Ner'zhul calls up Arthas, and Arthas and Illidan have a good old fashion brawl. Illidan promptly loses and ends up getting dragged back to outlands.
- Due to a series of attacks and Ner'zhul not really having his heart in the game, a number of scourge were able to break away under the leadership of the now Banshee, Sylvanas Windrunner.

- As a final part of his plan not to be part of any of this, luring Arthas back to Northrend he convinced the young prince to put that helmet on and in that moment the two souls merged, becoming one.



Warcraft 3 - The Frozen Throne

Chapter 17: Holy crap we're finally talking about the MMO (Vanilla)

Gnome Politics, Kidnapped Kings and Setting the stage

- During all the happenings in the Frozen North, some troggs had broken into the gnomish capital of Gnomeregan and began to trash the place. As a last ditch effort to end the battle, the duly elected Gelbin Mekkatorque decided the best thing to do was just release hideous amounts of radiation into the city, killing gnome and Trogg alike
- The Night elves, in a desperate bid to get back the immortality lost with the destruction of Nordrassil, plant Teldrassil, only to find that without the right blessings it doesn't really work.
- The unfathomed damage to Stormwind during the first war combined with a not so great economy in the following years leaves most of the surrounding area economically desperate and looking for answers, leading to the creation of groups like the Defias Brotherhood under the leadership of Edwin VanCleaf, angry over failures to pay masons for their work.
- Having seen what happened with the whole undead army thing, the last remnants of Lordaeron and the silver hand that hadn't moved in as Forsaken set about creating an anti-undead religious sect known as the Scarlet Crusade.

- Remnants of scourge forces are left everywhere, from Stratholme to Razorfen Downs, summoning corpses wherever they go.
- The Dark Iron, who at this point had been living for nearly 300 years in service of Ragnaros after the civil war in the crater of their former home. Following Dargan Thaurissan's death, Moira Thaurissan sets about using her political wit to convince adventures to go and deal with the Molten threat that has been enslaving the Dark Iron this entire time. Moira will go on to do this again to convince heroes to kill one of Deathwing's wayward children, Nefarian.
- Some of the ogres who had come through with the horde had set up shop in an Old Kaldorei Highborne city known as Eldre'Thalas, or as outsiders might know it, Dire Maul. Inside which the Highborne who had stuck around decided the best course of action was to trap a demon and suckle off its power.
- The "Alliance" and Horde cement themselves and minor skirmishes start breaking out across the two continents including Warsong Gulch, Alterac Valley, and Arathi Basin where the two opposing forces meet
 - The horde consist of
 - the Darkspear Trolls, once a part of the Gurubashi empire now almost in ruins after years of famine and intra tribe fighting.
 - The Tauren, whom have worked alongside the Night Elves in the Cenarion circle for a number of years and helped Thrall at the battle of mount Hyjal
 - The Forsaken, whom had broken away from the scourge and were now vilified by those they once loved due to their curse of undeath
 - The Orcs of course, because who can forget the orcs?
 - The Alliance consist of
 - The humans, because of course the humans
 - The gnomes whom had lived near the dwarves.
 - The dwarves who had peaceful relations with the humans
 - The Night Elves who in a choice between the group that killed your god and the group that stumbled into your lands uninvited chose the group that didn't kill their god.
- The Emerald nightmare that had started to grow as far back as Fandral's planting frenzy approximately 4,500 years ago starts to rear its ugly head starting to push into druidic ritual sites like the wailing caverns or green dragon resting spots like the sunken temple.
- Cho'Gall who had been wild and free for a while now manages to break the Old God C'Thun's bonds because that feels like an amazing idea, forcing the forces of the world to unite and put him back in his hole.

- The Gurubashi try to summon their god, Hakkar after years of war with the humans of Stormwind, the remnants of an empire already pushed to the brink try desperately to bring one last card to play to help them reclaim the world that once was.
- The first hints of the Lich King, now fused between Arthas and Ner'zhul starting to make his own moves comes to fruition with the necropolis Naxxramas, under the command of Kel'Thuzad, who at this point has died at least twice, and you can be assured will be back again.
- An artifact known as the Scythe of Elune has been meandering about the Eastern Kingdoms, the very same weapon used to bring the first Druids of the Pack into being. It's leaving Worgen wherever it goes, and it seems humans afflicted with the curse can spread it through bites. Gilneas discovers this as more and more of their population falls while they hide behind their wall.
- Oh, and the human King, Varian Wrynn has been kidnapped, meaning Bolvar Fordragon has to take the throne in his stead. Sitting by his side, a disguised Onyxia as Lady Prestor, fomenting all kinds of political intrigue.



Only 20 Years ago now

Major Deaths: Nefarian, C'Thun

Chapter 18: It's all Illidan, All the time (Burning Crusade)

The dark portal opens... again, cleaning up Illidan's mess and time shenanigans

- The Draenei, having been chased off yet another home, crashes into a new planet, conveniently next to that tree the Night Elves planted. They make friends quickly with the Alliance
- The blood elves, formerly high elves, irritated by the number of times humanity had spurred them in their hour of need, night elf spies in the homeland, and a people decimated and in need of help reached out to one of their own, Sylvanas Windrunner, forming an alliance in hopes to stabilize things.
- The burning legion is going to try this Dark Portal thing another time having Kazzak reopen it from the Blasted Lands, and Kil'Jaeden to spite Illidan for not only failing him, but now actively leading assaults on legion worlds including blowing up the 'home' of the Nathrezim

intended to put the combined forces of the Horde and Alliance in direct conflict with the Legion on what remained of Draenor and with any luck they might wipe out Illidan's forces too. Really a win win in his book.

- Our heroes come to discover where Deathwing had been leaving some eggs, and the creatures that were all too happy to kill black dragons for sport in the form of Gruul the Dragonkiller. After having a talk with an uncorrupted black dragon, decide it might be best to deal with that threat.
- The Fel Horde and Legion are quickly contained, and a number of sites overrun by the remnants of the populations in Outlands are cleaned up as well.
- The bronze Dragonflight begins to let the world know about an alternate not nearly as cool versions of themselves known as the Infinite Dragonflight who are attempting to rewrite history thus dragging us all into a temporal war.
- The Blood Elves finally push their advantage against the Amani tribe, attacking Zul'Aman and killing their leader Zul'jin.
- Illidan is contained and chunked back in a Warden Jail and the various populations he had enslaved to meet his goals are released.
- Lady Vashj and Kael'thas are both killed defending their respective captured facilities
- The twilight's hammer is at it again, this time heading up to Northrend to start weakening the bonds to Yogg-saron's cage... though let's be honest here I'm not sure someone caged him properly to begin with.
- Kael'thas, in a brilliant move to summon Kil'Jaeden to Azeroth meanders over to take the Sunwell Plateau, a religious site that had been formed via a vial of stolen water from the Well of Eternity. It's destruction during the third war is what led the Blood Elves to their mana addiction in the first place.
 - Kael'thas was able to restore the site, and the Alliance and Horde forces quickly moved in to destroy the horrid demon that had intended to crawl through this new arcane hole in the wall.
- TECHNICALLY this is where Lady Prestor is revealed to be Onyxia as King Wrynn returns to Stormwind. (Ah you thought it was vanilla because it was a level 60 raid huh? Yeah, don't worry we're all equally confused, but this is where the book/comic puts it).
- Malygos guzzles down the essence of one of the Nether drakes discovered in outlands and apparently this frees him of his insanity?



See, now you're prepared

Major Deaths: Kael'thas Sunstrider, Onyxia, Lady Vashj

Chapter 19: Ice Ice, baby Ice (Wrath of the Lich King)

Wars with Blue Dragons, putting an old god back in his cage, and finally ridding ourselves of that lich king--- what's that? I'm being told we in fact must always have a lich king.

- Thanks to guzzling a bit of delicious nether drake (and definitely not all of them we promise), Malygos finds himself restored to sanity and suddenly realizes all the world's ills are because mortals keep playing with Arcane magic. He attempts to start redirecting leylines and hunting down any mages who might be meandering the world
- The Lich King begins his conquest attacking a Scarlet Crusade settlement at New Avalon, driving them to Northrend and causing a rebranding to Scarlet Onslaught.
- A number of Death Knights of the necropolis Acherus join forces with the Argent Dawn at the battle of Light's Hope Chapel, realizing their fight is with the Lich King. This also results in the turning over of a holy blade, Ashbringer, being given to Tirion Fordring, the leader of the now Argent Crusade
- The Alliance and Horde launch their assault across a number of targets in Northrend including Naxxramas, killing Kel'Thuzad... again
- In an attempt to battle Malygos, the mages of Dalaran moved the rebuilt city of Dalaran to Northrend, out from under its protective bubble, leaving a crater at its former location. The so-called Nexus wars between Malygos and the users of magic in Azeroth would result in numerous natural disasters occurring up and down the various continents as magic was redirected and pulled. Despite not wanting to, the other Dragonflights came to the aid of the adventurers to put an end to the monumental loss of life.
- The incredibly famous Battle of the Wrath gate occurs (if you haven't watched the cinematic you should). In which the Horde and Alliance join forces to tackle the Lich King. Bolvar Fordragon, former holder of the throne of Stormwind leading the alliance forces and Dranosh Saurfang, son of Varok Saurfang leading the Horde began the engagement; however, a group of renegade Forsaken (maybe) attack with a deadly chemical weapon known as the blight which kills all present.
 - Bolvar is spared death by the breath of the Red Dragonflight, but not misery. The Lich King collects what should be a corpse and begins to torture him in an attempt to break the man.

- Following this, all that meddling with Yogg Saron's cage now means something has to be done about it. The argent crusade starts to setup a tournament site because apparently that's what you do during world ending horrors, have a jousting competition, all the while our plucky heroes are cleaning out Ulduar of corrupted watchers and Old Gods alike. They discover that the Titans had planned to use the Temple of Origination in Uldum to just hard reset the planet, but through judicious application of beatings convince Algalon that we totally have this, no need to hit the reset button.
- Once all the tents are up, it's time to storm the Citadel of the Lich king, and as fate would have it the heroes march on the facility and win the day. With Arthas Menethil now joining the ranks of the fallen, Bolvar Fordragon, a husk of a man, takes up the mantle to try and keep the undead horde in check so they don't go on an eating frenzy, becoming the new lich king.
- Various experiments by the black Dragonflight to bring about Twilight dragons are thwarted in various locations across Azeroth.
- Sylvanas convinced that her role in this life is finished with Arthas death, attempts to commit suicide by throwing herself off of Icecrown citadel; however, a group of 9 Val'kyr make a pact of some kind with the banshee queen lending her their power.
- After the end of the War, Xavius from his home within the emerald nightmare would begin to conduct attacks against the world outside the dream. It would take the combined forces of dragon and druid alike to push back these forces, pushing back the nightmare and Xavius into a tiny corner of the dream. This would become known as the War against the Nightmare.



My son, the day you were born, the very forest of Lordaeron whispered the name... Arthas

Major Deaths: Arthas Menethil, Malygos, Yogg-Saron, Loken

Chapter 20: Let's shake it up a bit (Cataclysm)

Deathwing, Fires and Wild Gods, and Cataclysmic Destruction

- Deathwing goes to drain as much elemental power as possible from Deepholm, the result is unfathomable destruction across Azeroth. Thrall turns over Warchief to Garrosh to help

calm the elements. Magni tries a ritual to commune with the planet, only to find himself turned into a diamond statue, and a now elemental empowered Deathwing sets fire to countless regions

- When Deathwing set himself free from Deepholm he tore a hole in basically all of the Elemental Planes and so now elementals which had been imprisoned in them were free to roam Azeroth once more.
- The catastrophic damage reshapes the landscape, the walls of Gilneas are torn asunder letting forsaken troops begin amassing to attack the already Worgen plagued kingdom. Kezan, the home of the goblins, is rocked to its core driving the goblins to seek out allies amongst the horde.
- Hostilities between the Alliance and Horde break out in untold numbers with the Forsaken using blight against the kingdom of Gilneas, forcing a rescue operation to be conducted by the Night Elves to bring the Gilneans to Teldrassil. Gilneas is left in a near permanent state of ruin, left uninhabitable by the blight
 - In an attempt to stabilize relationships between the Horde and Alliance a number of elven druids are invited to a peace conference by Hamuul Runetotem, the twilight's hammer disguised themselves as horde soldiers and attacked the elven druids, ending the life of Archdruid Renferal.
 - The Alliance torches camp Taurajo. The horde destroys a night elven druid training facility in Stonetalon and obliterates Southshore. It's a downright nasty series of escalations.
- The old god that was never imprisoned and was responsible for convincing queen Azshara and her Highborne to take on Naga form begins assaults in various locations across Azeroth including the Throne of the Tides, Vortex Pinnacle and other areas repel attack from Naga and Elemental forces.
- The Firelord having been pushed back into the realm of fire at Molten core with the help of the Twilight's Hammer attempt to burn down Nordrassil. It's discovered that Fandral Staghelm has betrayed his people and the druids aligning himself with the Firelord. He and the Firelord are put down for good in the Firelands themselves.
- Remnants of the Troll empire attempt to reassert themselves but find themselves quickly being put down again.
- Cho'Gall and Sinestra are finally chased down to the Bastion of Twilight, ending their threat once and for all. Nefarian and his sister Onyxia are also put down for good in yet another hidden lab that the black dragons had built.
- Deathwing is pursued and using the Dragon soul which was retrieved via time shenanigans (all coming together now), Deathwing is cut down and the aspects give up their powers signaling the "age of Mortals".

- Oh yeah! Thrall got married, so you know, good for him. Cairne Bloodhoof was assassinated after challenging Garrosh on attacking alliance territories.
- Kalecgos was made the aspect of the Blue Dragonflight
- It's revealed that there is a singular egg of the black Dragonflight that has not been affected by the Old God's corruption. His name is Wrathion, and you will be seeing him again.



The hour of twilight is at hand

Major Deaths: Hogger, Cho'Gall, Sinestra, Fandral Staghelm, Ragnaros, Al'Akir, Neltharion

Chapter 21: Mist Lightly (Mist of Pandaria)

Blowing up Theramore, a Thunder King, and here we go corrupting again

- Kalecgos decided to move an ancient blue dragon artifact called the focusing iris somewhere more secure, hoping to drop it in the middle of the ocean so it couldn't be used again. Sadly, the dragons escorting the artifact were ambushed and killed by horde soldiers. The artifact is then used to construct a mana bomb which is then rather succinctly dropped on Jaina's city of Theramore in the swamp of sorrows obliterating it.
- Jaina responded to the destruction of the town she had been responsible for, by preparing to sail to Orgrimmar and obliterate it with a tidal wave; however, she was talked down by Kalecgos and Thrall.
- The Alliance and Horde have now escalated to full scale conflict and battles are taking place across land and sea. One such conflict occurs in the South Seas with a group of vessels, one of which was transporting the prince of Stormwind, Anduin Wrynn. During the conflict, it is discovered that the Mist that had been protecting Pandaria had dissipated, and a number of vessels crashed upon the beaches of the Jade Forest.
- In a rather desperate attempt to recover the lost prince an Alliance force is quickly dispatched to try and recover "The White Pawn" (Anduin's codename). Upon landing in Pandaria the locals inform them that intense emotions will draw out the remnants of the old god Y'Shaarj, whom the titans had ripped from the planet during their initial efforts to order the planet. This, however, does not stop the Alliance from allying with a local tribe known as

the Jinyu and the Horde from allying with a local group known as the Hozen. They quickly engage each other in combat, fueling the "Sha" that had laid dormant for centuries.

- One of the Alliance vessels returning from the Jade Forest, the Skyseeker, comes into conflict with a group of horde warships and is shot down above a large wandering turtle causing the turtle's movements to become erratic. The local Pandaren population takes action to correct the matter and their decision about how best to fix their turtle divides the group leading them to join either the Alliance or the Horde.
- Not satisfied with simply waking an ancient evil, the conflicting factions also stumble into a civil war of the local race of mantid, in which a group known as the Klaxxi are attempting to commit regicide to remove a leader they believe has gone crazy. They just happen to be keeping one itsy bitsy little secret, that being they are 100% in league with the old gods and will drop you in a heartbeat to serve their will.
- Of course, the Alliance and Horde weren't the only ones interested in the recently revealed continent. The Zandalari, who had suffered large losses of land during the cataclysm (the entire swamp of Nazmir sinking) and who had during the Mogu Empire's peak been their allies, showed up to the continent as well.
- The alliance and horde conflict escalated with the Alliance and Horde building fortifications in the southernmost tip of Pandaria. All the while, the divine bell, a Mogu artifact that the night elves had discovered and moved back to Darnassus, was stolen using resources from the Kirin tor to infiltrate the elven city.
 - This so enraged Jaina, also a member of the Kirin tor that she began to purge the city of any member of the Sunreavers, a group of Kirin Tor mages with ties to the Sin'dorei and all just in time to ruin a peace negotiation that was occurring between the Sin'dorei and Alliance as the Sin'dorei had grown weary of the conflict
 - The Sin'dorei weren't the only members of the horde a bit miffed about the direction of things. Leader of the Darkspear, Vol'jin also wasn't a huge fan, which is probably why Garrosh attempted to have him assassinated.
- With Alliance and Horde forces tearing into each other, the Zandalari do their Zandalari thing and resurrect the Thunder King, Lei Shen. The now divided Kirin Tor reacts by setting up facilities on the Thunder King's Isle... aptly named the Isle of thunder to beat him and his Zandalari allies.
- While the conflict continues to escalate, Vol'jin returns to Durotar to start laying the foundation of the Darkspear Rebellion
- It wasn't long before a goblin excavation team found yet another artifact laying around. This time it was the heart of the old god Y'Shaarj, which the Titan watcher Ra had functionally canned and pickled to let the Titan constructs study it. Garrosh took this item, quickly guaranteeing him the loyalty of the Klaxxi who viewed Y'Shaarj as their god, and falls back to Orgrimmar to deal with the growing rebellion

- Teaming up with the rebels, the Alliance moves to lay siege to the city. A battle ensues and Garrosh is captured and made to face trial for his crimes.
- It's worth noting that during all of this, Wrathion, under the title of "The Black Prince" after having seen a vision of Azeroth getting right pummeled by the legion decided the only way to avoid that possibility was to ensure only one dominant power on Azeroth. He didn't care who it was, but he wanted to end the war and have a proper victor. He makes himself a friend of Anduin Wrynn during this time.



Why do we fight?

Major Deaths:

Chapter 22: Let's do the Time warp again (Warlords of Draenor)

Way to screw up the timeline Kairoz.

- During the trial, a Bronze Dragon by the name of Kairozdormu gets this brilliant idea to spring Garrosh, recently thrown in jail for the whole... well everything, though binding himself to the heart of an old god did him no favors. Kairoz was convinced that if he could send Garrosh back to an alternate version of Draenor he could print Orc Hordes to fight the legion like it was no one's business.
 - To pull this stunt off he enlists the aid of Wrathion, as Wrathion believes the only way to stop the impending legion threat is with a big old army of some kind. Kairoz also calls upon the Dragonmaw orc clan to help with the prison break.
- Having gone back in time thirty five years, Garrosh goes to find his dad, Grommash Hellscream, convincing him that the Gul'dan kid was going to get them all in trouble and to not drink the demon blood. They proceed to capture Guldan and Kill Mannoroth, surely a new era of peace for the orcs can be--- oh no.
- The new "Iron Horde" with technology from 35 years in the future, immediately begin construction of a dark portal to begin an invasion. They also begin a large scale siege of Draenei territories. But hey at least Gul'dan didn't trick them into it this time, they were attempting genocide all on their own, without the demon blood.

- The Alliance and the Horde, knowing exactly how this story goes because they've read the history books, immediately push back the Iron Horde forces coming through the portal, make their way onto this alternate Draenor and seal the door behind them.
- The combined forces manage to route the Iron Horde at basically every turn, giving our heroes a chance to meet all their favorite Orcs and quickly put them down. Thrall having realized he may have screwed it big time by giving Garrosh the reigns to the family car kills him in Nagrand.
- Having watched Garrosh and Grommash fail to give the orcs their glorious future, Gul'dan having been freed at some point during the initial assault quickly starts convincing the Iron Horde the best way out of this? That's right, it's time to summon the burning legion again! It went so well the first time after all.
- Gul'dan summons resident tree sex pest and constant thorn in everyone's side Archimonde to hellfire citadel where heroes quickly dispatched the oversized Eredar, but not before he flicked Gul'dan through space and time to Azeroth to start Burning Legion Invasion two electric boogaloo.
 - Way to go Wrathion, your brilliant plan to get armies to defend against a legion invasion in fact brought about a legion invasion.



Don't worry no one left their garrisons anyway

Major Deaths: Archimonde

Chapter 23: Getting some Argussy (Legion)

Dalaran gets moved again, the emerald Nightmare made manifest, and where'd that elven city come from? How about we kill a world soul?

- Buckle in kids, a lot happens really fast, so let's get that out of the way
 - Gul'dan now yeeted to Azeroth begins summoning demons on the Broken Shore, because where better to start your attack then where a previous version of you died last time.
 - The forces of Azeroth band together quickly to try and stop this; however, their forces are all but obliterated. The loss of the now Warchief Vol'jin during the assault causes Horde forces to withdraw early during the midst of combat, leaving the alliance to believe they have been betrayed

- The alliance forces now also in retreat lose king Varian Wrynn as he throws himself at a fel reaver to give his forces some time to escape.
 - Tirion Fording, a member of the initial assault forces is cooked alive in a pool of fel lava because game of thrones had come out recently and character deaths were cool.
- Khadgar and the rest of the forces of the Kirin Tor moved Dalaran from its place in Northrend to hovering above the broken isles to coordinate a counterattack.
- Magni Bronzebeard, who had been stuck in a diamond statue, shows back up proclaiming that Azeroth is in fact a titan and he is her speaker.
- Gul'dan steals Illidan's corpse from the Vault of the Wardens after it had been brought back from Outland. The resulting bank heist also ends up freeing the many imprisoned demon hunters the wardens were keeping.
 - The burning legion, none too fond of political systems attempts to perform a number of assassinations against Horde and Alliance leadership which the recently freed demon hunters thwart, getting them amnesty.
- One of the last remaining old Kaldorei cities of Suramar, having protected itself with a shield for over 10,000 years and getting by on the magic of a swirling vortex of temporal arcane energy and led by a powerful Kaldorei mage, Elisande, finds itself in a desperate bid for safety, believing the only way to protect its citizens is to ally with the burning legion.
 - Rebels from within the city, quickly leave and scatter, suffering from the effects of magic withdrawal not unlike the Sin'dorei they become known as the "Withered". A leader amongst these withered was first arcanist Thalyssra
- Numerous organizations across Azeroth work to thwart legion forces wherever they pop up
 - Bolvar Fordragon, now the lich king, begins to put the four horsemen back together with a whole new cast of death knights
 - After taking a strange light based object that fell from the sky into the seas near Suramar, The Knights of the Silver hand get a message from Turalyon, who is somewhere out there in the void, letting them in on a plot to attack the Netherlight temple so that can be thwarted (hint hint this is the canonical story for the "A Falling Star" quest).
 - This in turn is passed along to Velen where the Exodar is assaulted by Velen's son and the Eredar who had been pursuing the Draenei for these past thousands of years. Rakeesh. Rakeesh is killed and Velen decides it's time to go on the offensive in this war. They begin work to construct a new Draenei ship.
 - The "Uncrowned", a group of rogues, begin uncovering the legion's infiltration of a number of Azerothian intelligence agencies.

- The Earthen Ring puts the council of Elemental Lords back together to help drive off the legion.
- One of the last remaining sane black Dragons, hiding out in Highmountain as a Highmountain Tauren, Spiritwalker Ebonhorn, makes his presence known to help adventurers recover one of the "pillars of creation" A series of artifacts scattered across the broken shore after having been used in the war of the ancients to seal a second portal the legion had intended to open in the Tomb of Sargeras, which at the time was a Temple to Elune.
- Odyn sniffs out some awesome fighting, and one of his lead Valarjar a Val'kyr, known as Eyir, is drawn to face Sylvanas who has secretly made a pact with Helya and attempts to imprison the Val'kyr. Geen Greymane manages to smash the soul cage Sylvanas was using freeing her.
- At the same time, the nightmare has begun to leak forth from one of the many failed world trees that had been planted around the world. This time in Val'sharah, the hints of which had been found on Archimonde's corpse (this is why the moose was the AoTC mount). Xavius having been freed as a result of this and set about corrupting one of the "Pillars of Creation", the tears of Elune to corrupt Ysera leader of the Green Dragonflight
 - Tyrande and the defenders of Val'sharah are forced to kill Ysera.
- The Emerald Nightmare is quickly assaulted, and Xavius and his forces are pushed back and killed.
- To free Odyn, who had been trapped by Helya after Helya was used as subject zero in his experimentation, a group of adventurers go to Helya's realm to defeat her, freeing the prime designate from the Halls of Valor where he had been trapped all those years ago.
- Medivh shows up for all of 5 minutes to help clean the legion out of his tower, Karazahan, where the legion had intended to set up a second portal to start pouring through.
- Having amassed enough forces to tackle Suramar, forces attack Suramar killing alternate Gul'dan and freeing Illidan who definitely won't make things worse.
- With Illidan free, and all of the pillars of creation that had been used as a seal for the Tomb of Sargeras once again in the hands of the combined allied forces, moves are made against the broken shore and to attack Kil'Jaeden within the tomb.
 - Winning the battle at the Tomb of Sargeras everyone is satisfied to simply reseal the tomb and be done with this, except for Illidan who uses a Sargerite Keystone he and his Illidari had lifted from the legion to rip a tear in space putting Azeroth directly next to Argus... the home of the legion and former home of the Draenei.
- Using that ship the Draenei had been working on Illidan and crew make their way to the now very easy to reach Argus, meeting up with Turalyon and Alleria (you'll remember them from the Son's of Lothar expedition in the second war). Apparently, they've been chilling with a massive cross galactic force of the light trying to fight the legion where they could.

- The now combined forces of Azeroth and this Army of light make their moves to attack the Legion Stronghold on Argus known as Antorus, the Burning Throne. They find out that the Pantheon of titan's isn't dead, they've just been imprisoned here. So, they set about freeing them and working to kill the world soul of Argus which was being used as the engine to reanimate the legion this entire time.
- When Argus is killed two very important things happen
 - Sargeras comes screaming out of the void to make one last desperate strike, plunging his sword into Azeroth in Silithus, only to be pulled back by the Pantheon and their new... assistant? Illidan who swears to watch over Sargeras and make sure he never gets free
 - Argus soul, being a world soul goes flying off into the shadowlands and smacks into the Arbiter, which was just a sort of robot auto sorting things, causing it to break horrifically and thus all future souls passing through would now go directly to the maw.
- A group of "Void Elves" or Ren'dorei following Alleria Windrunner and a group of Lightforged Draenei following Turalyon join the alliance
- The Nightborne, seeing a sort of similarity between themselves and the Sin'dorei along with the Highmountain Tauren join the horde.



In patch 7.2.5 if you defeated Kil'Jaeden it would show argus in the skybox

Major Deaths: Varian Wrynn, Vol'jin, Tirion Fordring, Ysera

Chapter 24: Burn that Tree (Battle for Azeroth)

Burning a large civilian population is a war crime right? And It's time to face down that Old God that's loose. Behold Azeroth's 4th War

- Azeroth, now with a massive sword stabbed into it, starts to bleed all across the land. The substance that starts bubbling up is known as Azerite and it has some rather substantial properties when it comes to energy.
- Talanji, daughter of the King of Zandalari trolls, Rastakhan seeks out an alliance with the Horde, with prophet Zul in tow. At some point their ships is intercepted and captured by the alliance, and they are made prisoners in the Stormwind Stockades. It's not 100% clear if this took place before or after Teldrassil.
- With Vol'jin killed during the legion invasion and Geen Greymane and Jaina Proudmoore blaming the death of Varian Wrynn on the horde retreat, aggression between the two factions was already beginning to boil. This was not aided by the Nathrezim Detheroc, whom impersonated Mathias Shaw to sew discord between the two factions and was found out and killed by the Uncrowned.
- As the majority of the new Azerite was bubbling up from the site of the WOUND (you heard this word a lot) in Silithus, spy vs spy games started to take place.
- An attempt at a peace conference in the Arathi Highlands was held where the Desolate council and humans of Stormwind would meet to come to a peaceful bargain. However, Calia Menethil, the heir to the Lordaeron throne was present and starting to cause the forsaken to defect. Sylvanas in response would go on to kill her and the defecting forsaken.
- Attempting to shore up their position in Kalimdor, Sylvanas orders an invasion of Kaldorei territories, first luring the majority of Kaldorei forces south towards Silithus with fake news. The initial plan was to simply kill Malfurion Stormrage and hold the city of Darnassus to break the Kaldorei people's spirit; however, when Saurfang allowed Malfurion to escape Sylvanas decided the only way to break the Kaldorei spirit was to burn Teldrassil to the ground, and so... she did. These series of conflicts were known as the War of the Thorns
- As a counterattack, Alliance forces marched on the ruins of Lordaeron, where Sylvanas used the forsaken blight once the Alliance had started to push into the city to wipe out as many of their forces as possible and functionally make the city uninhabitable while she herself escaped.
- This would result in both sides seeking out new allies for the impending war
 - The Alliance would formerly welcome the Dark Iron Dwarves to the alliance
 - They would also attempt to befriend the human naval power, the Kul Tirans who were still decidedly resentful over Jaina Proudmoore's choice to fail to prevent a horde attack during the third war which resulted in Grand Admiral Daelin Proudmoore's death.

- The Horde would seek out the Mag'har Orc clans of the alternate Draenor, which had recently come under attack by the Draenei of that shattered timeline who now called themselves Lightbound and were forcibly converting others to the light.
 - As mentioned earlier Talanji had also been seeking an Alliance with the horde. In an attempt to secure that Alliance Nathanos Blightcaller and a horde strike team would free them from Stormwind and see them returned to Zandalar.
- The conflict moved primarily to the continent of Zuldazar and the Kul Tiran homelands uncovering various plots and strange happenings, including the defection of Kul Tiran Tide sages and the reemergence of the so called Drust (Likely the Winterskorn). All the while the horde assist the Zandalari with matters of internal political strife and pushing back a group of Blood Trolls attacking from the swamps of Nazmir and then a sand troll population in Vol'dun who were following Zul who wouldn't you know it was a traitor this entire time.
- The Alliance lays siege to the Zandalari capital city of Dazar'alor, going to kill Kin Rastakhan hoping his death might dissuade the Zandalari from joining the horde (it in fact did not, it did quite the opposite).
- Tyrande Whisperwind, irritated by a lack of action on the part of the Alliance to recover Darkshore and what little remained of Kaldorei lands, pursued a dark ritual to enhance herself directly with the powers of Elune. Together with their Worgen allies they would end up pushing the horde back from Darkshore.
- All the while other battles are breaking out all across the Eastern Kingdoms, including a series in the Arathi Highlands that would lead to the reclamation of Stormgarde and a tentative border along the ancient Thoradin's wall.
- Queen Azshara steals the Tidestone of Golganneth (one of the four pillars of creation) from the tomb of Sargeras and has it brought to Nazjatar. Sylvanas Windrunner then sends Nathanos Blightcaller along with a legendary dagger discovered by priest during the war with the legion, Xal'atath, blade of the Black Empire. The blade was believed to contain either an old god or servant of an old god.
- A whole new society of gnomes known as Mechagnomes are discovered on Mechagon island (yes, it's really named that). There is an evil Mechagnome there, a King Mechagon who intends to turn any flesh into pure robotic parts. Opposing him was his son Prince Erazmin. It was a whole thing.
- All while this had been going on, Baine Bloodhoof was growing increasingly uncomfortable with horde tactics used during the war, including the resurrection of the dead to aid horde goals. He would be imprisoned and ordered executed were it not for the efforts of Saurfang (whom had been captured at the battle of Lordaeron and come to an uneasy understanding with Anduin Wryn) and Thrall working together to free him.
- Realizing there were bigger fish to fry (literally and figuratively) the Horde and Alliance forces band together to deal with the rising threat of Azshara who was working to unshackle N'Zoth. N'Zoth was the one who had ultimately saved her people during the sundering,

turning them into Naga. The Alliance and Horde attack succeeded in ending Azshara's threat, but not before she managed to release N'Zoth

- Saurfang, now reading a fairly sizeable horde Rebellion challenges Sylvanas to Mak'gora a traditional orcish trial by combat (the same sort of thing Thrall had done with Garrosh on Alternate Draenor). Sylvanas won the battle, but in doing so, showed she had no loyalty to the horde.
- Now with N'Zoth free and causing havoc all over Azeroth, even going so far as to capture the only recently freed Keeper Ra corrupting him. In coordination with Wrathion adventurers were able to "Kill" N'Zoth (we think.... he sure looked dead... probably).



Yeah, like that!

Major Deaths: Ra, N'Zoth(?), Rastakhan, Saurfang

Chapter 25: Getting Ghosted (Shadowlands)

Everything you knew about the afterlife was a lie, the mysteries of the first ones, and more.

- With the war between the Alliance and Horde mostly settled, Sylvanas treks off to the frozen north, leaving Nathanos, whom we all assume she was in love with, to manage things on the home front. While in Northrend Sylvanas marches up to absolutely waylay the current Lich King (Bolvar Fordragon). She takes the helm of domination he had been wearing and pumped up on jailer juice tears it into pieces. The resulting release of energy weakens the barrier between this and the realm of death opening a massive tear in the sky.
- With the barrier between the physical realm and the lands of death now open the jailer's minions, corrupted Kyrians known as Mawsworn, start moving in to capture key leaders (Anduin Wrynn, Baine Bloodhoof, Thrall, and Jaina Proudmoore)
- With the helm of domination shattered, the undead scourge no longer has a master to control them and begins to simply rampage across the land. While everyone is tied up trying to deal with the scourge, Tyrande sneaks off to kill Nathanos Blightcaller.

- The Knights of the Ebon Blade put together an expedition to travel to the shadowlands and retrieve the kidnapped leaders managing to retrieve all but Anduin. Tyrande also goes with no one's permission to go and kill Sylvanas all on her own.
- While in the Shadowlands they are quickly brought up to speed on the goings on. Namely that there are many realms of death per se, but a few important ones worth knowing. Revendreth, Bastion, Maldraxxus, and Ardenweald and the nature of undeath
 - Everything in the realm of death is based around anima, which is the energy a given soul carries. This anima powers the entire ecosystem and is running low across the board
 - With the arbiter broken every new soul that would have been sent to the various realms of death instead goes straight to the maw, meaning there are new sources of Anima coming in.
 - Maldraxxus who is supposed to act as protector to the Shadowlands, through subversion by the lich Kel'Thuzad has destabilized the internal houses running the place and started an invasion of Bastion
 - Bastion, who's own people seem to think that giving up your memories of self to do their job might be a bad idea, has spawned a rebel group that is in turn feeding the Mawsworn new recruits.
 - Ardenweald, which is usually tasked with the cycle of renewal for Wild Gods and Loa is anima strapped and under attack by the Drust (yes, those Drust). The battle is going badly enough that the Winter Queen resurrects Ysera early to help, binding the Green Dragon to the realm of death.
 - Revendreth has its own political issues where it turns out Revendreth is the source of the Nathrezim which had dispatched them many eons ago to infiltrate the other cosmic forces. Apparently, the light became aware of this infiltration and waged war on Revendreth specifically leaving half of the realm baked and unusable. However, Denathrius, the leader of Revendreth committed to assist Zovaal / The Jailer and was using what anima stores Revendreth had to assist the Maw and its forces.
 - When this is discovered, it leads the realm into a civil war resulting in Denathrius being sealed in his sword, Remornia
- Not so free from the Jailer, Anduin Wrynn is subjected to the domination magic that the jailer used to forge things like Frostmourne to turn Anduin into a weapon who begins assaulting other key Shadowlands factions, making off with their sigils.
- The Jailer then drags a piece of the Shadowlands that had been buried in a realm called "The In-Between". This realm was Korthia, and it was apparently stock full of secrets left by the first ones.

- Tyrande who had become unstable using the power of Elune to hunt down Sylvanas is left on the brink of death before the Goddess Elune shows up in Ardenweald, called sister by the Winter queen, and absorbs those powers before they manage to kill her.
- With the information lifted from Korthia the Jailer makes an assault on Oribos, a central location in the Shadowlands and home of the broken arbiter, nicking the final piece he needs to open a gateway to a place called the Sepulcher, leaving Sylvanas who had been helping him now with the part of her soul that Frostmourne removed returned to her. This causes Sylvanas to have a BIG SAD realizing what she had done.
- An assault is conducted, Anduin Wrynn is freed, and with the help of a willing Kyrian a new arbiter is created to restore the flow of souls to their proper place in the Shadowlands. Sylvanas submits herself to Tyrande for judgement who banishes her to the maw to find and return all the souls lost.
- The Sin'dorei push back one of the many free roaming scourge remnants with an assault on Deatholme and with help from forces in Maldraxxus a now raised Calia Menethil returns to Lordaeron to begin cleaning up the blight, forming the Desolate council as the new ruling body.
- Tyrande is given a seed by the Winter Queen using the souls of many of the night elves within Ardenweald and a tear left by Elune when she was in Tyrande's body for a short time that will form the basis of a new World Tree.



The barrier between reality and the shadowlands.

Major Deaths: Zovaal, Kel'Thuzad (for real this time)

Chapter 26: Adventures in Draglandia (Dragonflight)

Yet more black Dragonflight laboratories, Regrowing a tree, and more.

- Some time has passed since adventurers returned from the Shadowlands (about 5 years give or take). Lor'Themar and Thalysra got married. A big old storm starts making a nuisance of itself across Azeroth, and the mist protecting the dragon Isles are pulled away revealing them for the dragons to return home.
- One of the smaller islands in the Dragon Isles, the forbidden reach, a lab that Neltharion had used to create the Dracthyr and where he had stored the Primal incarnate Raszageth after calling on the powers of the void to defeat her all start coming to life as primalist, those

loyal to the primal incarnates, begin to make their way across the island. This results in Raszageeth being freed and the dracthyr awakening from their nearly 20,000 year slumber.

- The Dracthyr that are awakened split into three distinct factions, one joining the horde, one joining the Alliance, and the final faction vowing to turn against the dragon aspects calling themselves the Sundered flame.
- The Dragonflights begin to restore their Oathstones, which were likely disabled when the Dragonflights sacrificed their powers to stop Deathwing during the cataclysm. Fighting against centaurs allied with primalist, gnolls, and the islands resident dragon hunters the Djaradin.
- Sabellian, who had been living in outlands protecting a clutch of uncorrupted black dragons, hears the call of the Dragon isles, and with N'Zoth dead, it was safe to return to Azeroth, so he and his brood come to help rebuild the black Dragonflight
- Raszageeth, making all manner of trouble for the Dragons and the adventurers who had traveled to the Dragon isles is killed at the Vault of the Incarnates, the place where the other 3 primal incarnates were imprisoned. Sadly, Raszageeth managed to free the other three before she was killed.
- The incarnates now free set a course for yet another laboratory that Neltharion had created called Abberus, hoping to find a source of a very potent and corrupting magic known as Shadowflame, something with Neltharion had tampered with and may very well have started his path to madness and the void.
- Malfurion and Ysera switch places for a bit with Malfurion staying in the Shadowlands while Ysera helps her daughter Merithra, take on the mantle as the leader of the green Dragonflight.
- The black Dragonflight has a family feud over who will make the best aspect. Eventually it becomes apparent, Ebyssian is probably the best candidate for the job. After tracking down the leader of the Sundered flame to Abberus he is given the title of Aspect of the black Dragonflight
- The Blue Dragonflight, having been all but obliterated by Deathwing, is slowly reassembled by Kalecgos, drawing many blue dragons out of hiding to return home.
- The bronze Dragonflight ends up dealing with questions about their authority to police the timeline, something that brings them into direct conflict with the infinite Dragonflight, bronze dragons that believe they should take a more active role in things.
 - During these conflicts one of the primal incarnates, Iridikron travels back in time to collect the essence of the proto-drake Galakrond, delivering it to Xal'atath who had taken the body of a dead Sin'dorei during the 4th war.
- With their families being put back together and their Oathstones restored, the dragons are also working to bring back Tyr, who they very much see as a father figure to them.

- The Dragonkin, frustrated that the dragons had returned and effectively made them into servants began an open rebellion which Alexstrasza was forced to resolve.
- Fyrakk, who was hopped up on Shadowflame, decided the best thing to do would be to rush into the emerald dream and burn that down with the assistance of remnants of the druids of the flame, followers of Fandral during the cataclysm miffed that the Night Elves had not sought to restore their immortality and Smolderon, the newly recruited Firelord replacing Ragnaros.
 - He wished to rush in there because this is where the seed for the Night Elf World Tree, Amirdrassil was being stored and watched by the green Dragonflight. His plan was to use the seeds power to instead burn the entirety of Azeroth.
- Vyranoth, another of the primal incarnates comes to meet with Alexstrasza who was a close friend of hers before the Scaleborn war, they come to an agreement that Fyrakk is quite frankly insane and god only knows what Iridikron is up to. And so Vyranoth along with Wrathion of the black Dragonflight work to bring back the remaining Nether drakes from outlands and the Storm Dragons which had been staying with Odyn.
- Fyrakk is defeated and the new world tree blooms becoming the new home of the Night Elves, Bel'ameth. Ysera and Malfurion switch places again and Tyrande and Malfurion decide it's time to retire letting Shandris Feathermoon, their daughter take command of the Kaldorei.
- The Gilneans retake their homeland which had been overrun by the scarlet crusade. Genn Greymane steps down and allows Tess Greymane to take the throne.
- The Draenei begin construction of a new Draenei city on Azeroth (rather than living in the burnt out remains of a crashed ship) and restore ties to the Broken, Lost ones, and Man'ari Eredar.
- But uh oh, all the major players in the world start hearing voices, and the Telogrus rift, where the Void Elves following Alleria had lived comes under attack by Xal'atath.



The Lizard Capital of the world.

Major Deaths: Fyrakk, Raszageeth,

Chapter 27: You no take candle (The War Within) [Spoilers Below!]

Them feet though, sweet Knaifu lies and the foundations of where did those Arathi come from? Goblin shenanigans and more.

- With so many folks having visions, they go to Magni Bronzebeard, the speaker for Azeroth to see if he might have some answers. While trying to commune with the world soul however, Magni is knocked unconscious and rushed to Dalaran for treatment.
- When he stirs from his unconscious state, he proclaims that he has had a vision of a land called Khaz Algar, that there was a city on fire, and they must assist. The Dalaran council of 6 prepared the city for battle, teleporting it to Khaz Algar to help this burning city, but mwhaha it was Dalaran, Dalaran was the burning city all along!
 - Upon teleporting to Khaz Algar, Dalaran's defenses were taken offline by Xal'atath who had taken on the guise of Drenden, a member of the council of six who replaced Kalecgos when he stepped down to rebuild the blue Dragonflight.
 - With Dalaran's defenses offline Nerubians who Xal'atath had made a deal with sieged the city, and while the city's defenders were busy cleaning out spiders, she used the Dark Heart that Iridikron had retrieved from Galakrond to build up a massive wave of energy that obliterated the city.
- Now scattered on the shores of Khaz Algar, the survivors of Dalaran found themselves allying with a group of Dwarves calling themselves the Earthen. Suffering from their own political issues the Earthen were united thanks to the clever politicking of one Moira Taurissan.
- The expedition also discovered an Arathi contingent. This is the Arathi Empire dating back to BEFORE the fall of the kingdom into 7 separate kingdoms which appears to have moved across the ocean to the west. They had been there for some time, enough to see a fragment of Azeroth's essence which they named Beledar turn to void when the planet was struck with Sargeras blade.
- The Nerubians are in the midst of a coup de ta, as not everyone is on board with the new princess's approach to Nerubian diplomacy. It seems some great many years in the ancient past, when the black empire was still at its peak, the Nerubians were asked if they'd like to join, and then queen Neferess turned down the offer.
 - Xal'atath would appear in the years later to offer Neferess powers in exchange for assistance in waging war. Neferess turned her down; however, Neferess daughter, Ansurek was more than happy to take up the offer, stabbing her mother and making her the first experiment for ascended Nerubians, the new foot soldiers of Xal'atath's attack force, Nerubians infused with the so called "Black Blood."

- Thanks to some internal strife, Ansurek is dethroned, and the area is returned to relative peace after a seeming last desperate attack by Xal'atath against the native Arathi population is thwarted and the dark heart damaged.
- With the Dark Heart Damaged Xal'atath takes it off to everyone's favorite goblin Gallywix to have it repaired. It's here that Gallywix heads to take over undermine, the goblin capital, to start getting the resources together to do just that.
- Turns out the resources needed are Kajamite and Black blood, so all the goblins are put on a mission to collect and refine those things. This of course leads to some mal content amongst the goblins who don't like dying horribly to Black blood. So under the leadership of one Monte Gazlowe the goblin cartels unite to throw off and dethrone Gallywix for good.
- In the scuffle, an ethereal makes off with the Dark Heart, now repaired. Even more interestingly, the Ethereal doesn't seem to have any relation to the Xal'atath as she seems just as surprised as everyone else that an ethereal managed to take it.
- Following all this, loyalist to Queen Ansurek, known as the Sureki began to attack Hallowfall, forcing a group of Arathi War Veterans known as the Flame's Radiance worked to repel the attacks.



To be continued...

Section 2: The basics of Magic



This chart is fundamental to understanding Magic in Warcraft

The 6 fundamental Forces

- **Light** - Most strongly associated with Paladins / Priest. The light is a force that often manifests as "Holy" magic in the physical realm as pure light can't exist, but holy magic exists as a shade of that force. The Naaru tend to be the beings most composed of Light and it tends to be in direct opposition to Shadow.
- **Life** - Most strongly associated with druids or hunters. Life is a force of evolution and change which manifests itself as nature in the physical realm. In its most primal form, it manifests as the wild gods. Life acts in direct opposition to death.
- **Order** - Strongly associated with Mages, Order is a force dealing with time and construction often associated with the magic "arcane". It's well documented that strong concentrations of arcane magic often form leylines which tend to crystalize given time. The Titans are the beings most associated with order along with their servants the keepers.
- **Shadow** - Strongly associated with shadow priest or rogues. Shadow is the force dealing with possibility and manipulation. It often manifests in the form of "Void" magic in the physical realm and is strongly tied to beings like the Old Gods.
- **Death** - Associated with Death Knights, death magic is the force most strongly associated with necromancy. The Shadowlands are the realms of Death and so we know a fair bit more about this particular primal force because of it. More often than not the strongest association with death is the undead.

- **Disorder** - Associated with Warlocks and Demon hunters, disorder is the fundamental force responsible for chaos or fel magic. It exists in a realm known as the twisting nether and serves as the birthplace for demons

It's important to note, none of the fundamental forces are inherently good or evil. They can be used for good or evil things, but they are not inherently aligned with an action. They simply are. Each force has its counterbalance order with disorder, life with death, shadow with light.

To think of the relations of these primal forces in action, Balance druids actually serve as a pretty straight forward example. Life is nestled between Light (holy) and Order (arcane). Balance druids are literally bouncing between Solar Beams and Starsurges (Note it's referred to as Astral not arcane damage), the two extremes at either end of the domain of life without actually leaving the domain of life.

Elements

Below the fundamental forces are some of the forces closer to the physical realm. These are the planes that Shamans or Monks might tap into

- **Earth** - Between Shadow and Order on the overall chart, and. If you're thinking rocks, dirt, you're thinking earth. On Azeroth the elemental lord of Earth is Therazane. Given the nature of the black Dragonflight and rocks in general it's fairly safe to assume that earth is associated with defense or armor.
- **Water** - Situated between life and Order and often associated with healing energies or purification, water is exactly what it says on the tin. On Azeroth the current lord of water is Neptulon.
- **Spirit** - Also called **Chi**, the spirit realm is strongly associated with Life and the Light. Spirit can help keep the other elementals a little calmer (this is why prior to Draenor's quick downward spiral, most of its elementals were largely at peace. While Azeroth's world soul actually drank down a fair bit of the world's spirit leading to a bit more...disharmony)
- **Fire** - Sitting between Light and Chaos, fire is the elemental magic fueled by passion. It's worth noting that the Fire that mages cast isn't actual the fire elemental but an arcane simulacrum of fire. Used to be governed by Ragnaros, then Smolderon, elections currently pending for the next Firelord
- **Air** - Up to and including storms here, air is situated between death and disorder. The emotions most strongly tied to air are cunning and madness. Originally ruled by Al'Akir the title of Windlord has been passed to Thunderaan
- **Decay** - Only recently really explored in Dragonflight, decay is the 6th elemental force and it's the core reason that dark shamans can bind elementals to themselves. It is by its nature ruthless and efficient. Thros, The Emerald Nightmare would all be examples of decay. It's situated between Death and Shadow on the great wheel.

All the elements appear to have ties to emotional state of being as well. There are also technically other elementals (Draenor Lord of Sound in the form of Murmur).

Other Forces

- **Blood Magic** - Seeming to be in the realm of life, it is technically shunned by most of Azeroth, it's been referred to via "Word of God" as Tortured life magic.
- **Rune Magic** - Used by Death Knights and more, Runes appear to be capable of storing really any of the fundamental forces that can be activated by most anyone.
- **Chronomancy** - tied to order, chronomancy is the manipulation of time itself, and often employed by the bronze Dragonflight and some arcane casters.

Mana

All of this ultimately taps into a creatures mana, which might best be described as some form of extra natural energy that manifests across living beings and the land alike. A person entirely drained of their mana will die (this is how Felhounds hunt). It can manifest in a number of forms (Well of Eternity, The Nightwell, the Sunwell, etc.)

Undeath

As undeath plays such a massive role in World of Warcraft, it felt like it might be worth it to give it its own section.

It's worth noting that Undeath and Resurrection are different things. Resurrection is the restoration of life where the body is still present, and the soul is still nearby and in the veil. The soul is rebound to the body intact and without issue. Based on all available evidence true resurrection is INCREDIBLY difficult.

Undeath, however, is when the soul is not perfectly attached to the body. Depending on how poorly this attachment is done it can result in the undead becoming literally mindless. This is often done with Shadow magic to prevent the soul from attempting to return to the veil; however, the light also demonstrates the capability to do this in the turning of Calia Menethil.

Being undead also comes with some fairly severe drawbacks. Death Knights are drawn to inflict pain, Zombies and the Forsaken have a hungering for living flesh, San'layn a craving for blood. This process also appears to result in substances like Ichor and Ectoplasm in the undead creature.

It's important to note some creatures are in fact Immune to undeath (Worgen notably). This may be because the Worgen curse's source is from a Wild God, a literal being of life.

Ley lines

These get brought up from time to time, but you can basically think of them as sorts of underground rivers of pure magical energy which appears to be mostly if not always arcane in nature (hence when exposed to the surface it's tendency to crystalize, what with order magic and all). These rivers of magic could be used to build communications networks or even be redirected with enough magical intervention.

Most major magical cities are usually nestled on top of a meeting point for several ley lines (Suramar, Quel'Thalas, Dalaran, etc.). They also aren't just an Azerothian feature, as Draenor also

featured them, and they were used as part of Draenei communications network and outpost layouts.

If it's a big seam of purple. Bluish crystal, you can probably at least make a few gold on the bet that it's a ley line.



The cosmology of magic as told by the Brokers

Section 3: Who? Important names and faces that pop up a lot

This chapter is dedicated to answering the all-important question "Who the hell is that anyway?" If I miss any that you're curious about let me know and I'll try to add them as I can.

Pantheon of Death

The leaders of the various aspects of the Shadowlands

Zovaal - The so called Jailer, former arbiter of souls before getting disillusioned with the job and demoted to prisoner. Operated out of a realm called the maw in coordination with Denathrius with plans to use the forges of the first ones in Zereth Mortis to reshape all of reality.

Primus - The Eternal one that was responsible for managing Maldraxxus, he was responsible for the creation of both Necromancy and Runic magic. At some point the Primus was captured by the jailer or his forces and shoved into the prison there in the Maw called Torghast, where he became known as the rune carver. Luckily, he was freed and returned to perform his original job as father of all things necromancy and defender of the shadowlands

Denathrius - Eternal one responsible for Revendreth and notably responsible for managing the Nathrezim and their thousands of different plots. He made a pact with the Jailer pretty early on and began 'donating' anima reserves to him there in the Maw to help with various schemes. His job was to redeem souls, so they didn't need to be cast into the maw.

Kyrestia - Eternal one over the Bastion, also called the Archon. Notably the one that told Devos not to worry, that wiping every Kyrian's memory was a perfectly fine plan with zero flaws resulting in a growing Forsworn movement in Bastion. Her job was to create a force of Kyrians who would grab souls after their death and ferry them to the shadowlands so the arbiter could judge them.

Winter Queen - Eternal one who was responsible for Ardenweald, she is also the so called sister of Elune who is strongly implied to be a member of the Pantheon of Life. Her duty was to restore wild gods and loa who had perished to the cycle of life.

Arbiter - After Zovaal got sent to maw for trying to find the forbidden knowledge, the Arbiter was replaced with a robot which seemed to be doing its job fine until someone threw a corrupted world soul at it. It was thusly replaced by a new robot whose soul was volunteered by the Kyrian Pelagos who is doing the job to this day. The arbiter was the Shadowlands sorter for souls sending them to the appropriate realm of death.



The Pantheon of death at the time the adventurer arrives

Pantheon of Order

- See Chapter 2: Order in the Court

Old Gods and their minions

Founders of the black empire, they were dispatched by the void lords to Azeroth long ago to mold the planet to their vision(s).

C'Thun - One big old nasty eyeball and an old god. C'Thun was one of the original 4 (maybe) old gods who ruled Azeroth during the age of the black empire. They are said to be responsible for the creation of the Qiraji. Imprisoned in the Temple of Ahn'Qiraj after the titan constructs started winning the war to bring order to Azeroth, subsequently reawakened or stirred from their slumber a few times only to be slain some really brave adventurers (like about 40 of them give or take).

Yogg-Saron - They are the lucid dream, The monster in your nightmares, The Fiend of 1000 faces. Yogg-Saron was tainting the emerald dream and world trees with his blood (Saronite) long before Azeroth's heroes had even been born. Imprisoned in Ulduar this old god was a former ruler during the black empire and is responsible for the corruption of countless keepers including Loken, Freya, Hodir, Mimiron, and Thorim. When Cho'Gall weakened the chains which bound him he began to truly escape until some adventurers came along and put the kibosh on that plan.

N'Zoth - After Y'Shaarj was ripped out of the planet, N'Zoth was one of the first old gods imprisoned, deep beneath the waves. From their prison they were behind the corruption of Neltharion turning the dragon aspect into Deathwing. It was N'Zoth who convinced Queen Azshara to sign a pact turning the Highborne into Naga. It was at N'Zoth's word that the elementals began a combined attack across Azeroth as Deathwing brought about the cataclysm. It would be N'Zoth who corrupted the Kul Tiran Tide sages. Even after adventurers used the heart of Azeroth and Forge of Origination to destroy N'Zoth there are some who are convinced this master of deceit is not dead.

Y'Shaarj - Not imprisoned but ripped from Azeroth by the Titans, its heart would be sealed in a vault below the Vale of Eternal Blossoms. Its lingering presence would attract a group of Aqir, warping them into the mantid. Upon Y'Shaarj's death the 7 sha were spread across the lands of Pandaria (Anger, Hatred, Violence, Fear, Doubt, and Despair).

Xal'atath - The Harbinger of the Void, Xal'atath was imprisoned at some point during the height of the black empire inside a blade which would find itself passed down to several users. It would be used by the jungle troll Zan'do to resurrect Kith'ix who would wage war upon the trolls and whose corpse would serve as the foundation as the city of Zul'Aman. It would later be passed down to Modgud Thaurissan during the war of the three hammers resulting in the curse across all of Grim Batol. It would be used by the High Priest of the Netherlight temple during the legion invasion and some of its power siphoned off to stop the sword of Sargeras corrupting effect on Silithus.

Finally, during the 4th war, Xal'atath would inhabit the body of a dead High Elf, Inanis, going on to further plots and plans during the war within. It is interesting as the Locus Walker, an ethereal, was very clear about having seen Xal'atath before on his own world. She serves the primary antagonist after the destruction of Dalaran, being the one directly responsible for the whole affair and then working to manipulate the Nerubians into a war against the Arathi and Earthen of Khaz Algar. After the Dark Heart ends up getting shattered by Alleria, she entrusts it to Jastor Gallywix to repair the artifact, who proceeds to promptly lose it to a group of seemingly unaligned Ethereals.

G'Huun - Technically an old god, though he was created by the Titans as an experiment to figure out what to do with the other ones. He has been busy subverting the Zandalari empire for years and eventually attracting the worship of a group of trolls calling themselves the blood trolls because they loved.... Blood. His prison ended up being weakened in the fourth war, and he set about corrupting loa, managing to corrupt Hir'ek which attracted enough attention that adventurers were dispatched to perform some pest control.

Mythrax - A C'Thraxxi sent to Vol'dun during the Aqir and Troll war. The loa Sethraliss would sacrifice herself to strike the agent of G'Huun down, though he did manage to destroy one of the three protective seals that were holding G'huun in place. After this the Sethrak realized that something like Mythrax needed to be sealed, so they built a pyramid on top of him. Problematically thanks to some plotting by Zul he was freed, and had to be put down like G'huun in Uldir.

Kith'ix and Zakajz - Servants of the old gods during the black empire who ended up getting sealed by a keeper during the war. They were freed by Loken to chase after Tyr for stealing the discs of Norgannon. They ended up catching up with the Titan keeper and having a bit of a showdown. It would leave both Tyr and Zakajz dead and leave Kith'ix blindingly wondering towards the Zandalari mountains where it passed out and the local Loa set about making sure to bury it.

Thanks to some meandering by Xal'atath, she managed to convince a troll named Zan'do to wake it up where Kith'ix in turn would wake up the Aqir. This would of course lead to the Troll Aqir wars and Kith'ix would end up getting chased across Kalimdor until it was put down by the Amani tribe and they built Zul'Aman on top where it had fallen.

Meanwhile it was Zakajz's dark aura left on Tirisfal glade that caused the High Elves that landed there to quickly consider another location to settle. Zakajz would be woken up by the first human

king, only to swiftly have a sword buried in his head to keep him down. The C'Thraxxi would start to stir again during the third legion invasion, only to have a member of the Valarjar show up and kill it for good this time.



The Old Gods

World Souls

The strange and mysterious entities at the core of the planets themselves. Their true nature to this day isn't entirely understood. The titans referred to them as simply nascent titans, though it's not clear if this is entirely true.

Azeroth - The soul of the place where all of this is taking place, and apparently one of if not the biggest world souls, hence why everything seems to be going directly to crap all the time here as all the cosmic forces wish to claim it for themselves.

Argus - World soul of the world the Draenei / Eredar would evolve and flourish. Argus was tortured by the burning legion and used as a method of reanimating the legion's soldiers outside of the twisting nether. Upon death the world soul was flung at and broke the arbiter in the Shadowlands.



Azeroth's World Soul

Keepers and Key Constructs

The creations of the titans who were tasked first with removing the Black Empire and then later taking care of Azeroth.

Tyr - Imbued with the courage and strength of Aggramar, Tyr was one of the great warriors constructed by the Pantheon for the war with the old gods using a massive hammer in battle. He is responsible for uplifting the proto-dragons into the modern day dragon aspects. It is implied that Galakrond who he would later help the aspects slay was in some ways an experiment of his doing. During the battle Galakrond made off with his hand and so Tyr replaced it with a silver one. Once the dragons were uplifted, he also went about creating the Refti

When Loken fell to the corruption of Yogg-Saron Tyr had a hunch it had occurred and had gone into hiding. When the Winterskorn war started they popped out for a bit to help. After the war he decided it was probably best to go deal with Loken himself, going to steal the disc of Norgannon. In a panic once the disk was stolen Loken sent Kith'ix (whom Xal'atath had helped resurrect) and Zakajz the corrupter to take him down

Tyr was killed at Tyr's fall, though later resurrected in the dragon isles thanks in no small part to a relic he left with the dragons in case of his death. He is without a doubt the inspiration for most of the human paladin orders.

Freya - A watcher in Ulduar, she along with Archaedas would go on to defeat Therazane the stone mother. She played SOME part in the emerald dream being in the shape it is today, though it's not clear if she's responsible for weaving it into existence or simply stumbling into it and reordering it. Her work in bringing about life on Azeroth resulted in locations like the Un'goro crater, Sholazar, and the Vale of Eternal blossoms.

Freya also looked after many of the wild gods the druids would go on to worship, namely Ursoc, Ursol and Ashamane. As the August Celestials were also gifted her staff, Fu Zan, there's little doubt she played some part in their lives as well.

Hodir - Another watcher of Ulduar, and functionally the patron of the Frost Giants. During the war with the old gods He, Ra, and Thorim would go on to challenge Al'Akir the Windlord. He was captured and stuffed in Ulduar being corrupted by Yogg Saron until adventurers beat some sense into him. After invasion during Legion he resides in the Skyhold.

Loken - Created during the war with the old gods and going on to help Mimiron during the battle with Neptulon the Tidehunter. He'd go on to have an affair with Sif, a Vrykul woman who was the wife of Thorim. Terrified someone might find out about the affair, Yogg-Saron was able to corrupt the titan keeper. He would go on to turn Thorim against the Frost Giants, kill Mimiron and imprison Freya and Hodir. He then went on to convince Helya to seal Odyn in the halls of valor using the same magic that had been used to seal Ragnaros in the Firelands. In doing so Loken became the Prime Designate of Azeroth and chief Jailer of Yogg Saron.

He would use the forge of wills located in Ulduar to start creating an army of Titan-forged, not knowing Yogg-Saron had implanted the curse of flesh in in the forge. When Tyr came to investigate, he sent the C'Thraxxi generals after him. When Thorim was keyed in by adventurers that Loken had been behind things, he went on to capture him as well and took his proto-drake Veranus and turned her into Razorscale.

Mimiron - Another of Ulduar's keepers, Mimiron is the creator of the Mechagnomes who thanks to the curse of flesh would go on to become the gnomes. He is also responsible for giving Kaja'mite to the primitive species that would go on to become the goblins. After being killed by Loken, his Mechagnome servants went about rebuilding his body and placing his soul inside.

Odyn - The initial Prime Designate of Azeroth, father to Helya, and creator of the Valarjar. Odin was the keeper most in opposition to empowering the dragon aspects believing that only titan forged should be trusted to watch over Azeroth. After they were empowered, he pulled a big "Taking my ball and going home" taking his section of Ulduar and chucking it into the sky, creating the halls of Valor.

While stewing in the Halls of valor, he agreed to sacrifice his eye to the Loa Mueh'zala, a servant of the Jailer, so that he could peer into the shadowlands, seeing the Kyrian and being struck with inspiration. The Vrykul and Helya were none too fond of the idea of grabbing souls from the Shadowlands to turn into Val'kyr, and so... Odyn used Helya and turned her into the first Val'kyr and then proceeded to lie to everyone about how that had happened.

Irritated at having been used as a test subject Helya used the magic to lock away the elementals to also lock away Odyn in the halls of valor. It wasn't until the legion landed and began their invasion for the third time that using the disguise of Havi that he started providing assistance, and finally freed from the Halls of Valor once Helya was defeated. He's a HUGE fan of tests of strength.... like a huge fan.

Ra - Tasked with taking care of the Forge of Origination to Azeroth's south, Ra is the creator of the Mogu. Ra was the first of the keepers to realize that Sargeras had slain the other titans, and upon

realizing this went to seal himself in a vault in the Vale of Eternal blossoms in despair. It was there that after the curse of flesh and a few thousand years the Mogu Lei Shen would find him, get frustrated that he appeared to have fallen into depression, and then went on to bind him in chains and steal his power. It wasn't until the Zandalari trolls resurrected Lei Shen years later that anyone would realize that Ra was being stored in the basement.

Once freed, he'd go on to continue to stew in his depression until N'Zoth was freed by Azshara. Though it took some convincing, he showed the adventurers where the Engine of Nalak'sha was at so it could be used to power the forge of origination to kill N'Zoth. In preparing for that weapon, when an attack on the Chamber of the Heart by N'Zoth occurred, Ra sacrificed himself to halt the attack, taken and corrupted by N'Zoth he was put to rest in Ny'alotha.

Thorim - Brother of Loken, and another keeper in Ulduar. After Loken and Sif, where in Loken killed Sif to keep the affair a secret, Thorim was convinced it was the Storm Giants who killed Sif and fell into a great depression. He would go on to be captured and stuffed in Ulduar until adventurers beat some sense into him. Hati was his pet wolf.

Helya - Adopted daughter of Odyn, she's not technically a keeper but simply a titan forged. During the war with the black empire, it was Helya and Ra who created the Elemental Planes of Azeroth to act as prisons to the elemental Lords (The Firelands, Skywall, Abyssal Maw, and Deepholm). When she didn't quite go along with the plan Odyn had to turn Vrykul into Val'kyr he shattered her form and turned her spirit into the first one.

No fan of this particular arrangement she went on to lock Odyn in the halls of Valor and started creating her own army with the souls of the Vrykul, turning them into Kvaldir. At some point during this time Mueh'zala made a visit so that Helya would ally with the jailer. When Sylvanas, who had also made a pact with the Jailer after falling off Icecrown dropped by to pick up one of Helya's artifacts, the soul cage, to bind the current leader of the Val'kyr Eyir, Helya reluctantly agreed.

She was also keeping Illidan Stormrage's soul stored away in Helheim at the request of Guldan after making off with it from the vault of the wardens. It was shortly after this that Odyn, enraged at what she had been doing with Valarjar, sent in a part of adventurers to kill her. But when you make a deal with beings in the shadowlands death isn't so simple

She shows up again in the Maw where she was managing the Mawsworn, where in the Primus confronted her and banished her back to the realm of Helheim.

Honorable Mentions

MOTHER - (Matron of Tenacity, herald of Endless research) She is the titan watcher responsible for maintaining the Titan research facility of Uldir, where the experiments upon old god samples were being conducted, to the point where they had managed to create their own little old god G'huun. Once G'huun was defeated, she aids in helping Magni in the chamber of the heart.

Algalon the Observer - Referred to as a Constellar, Algalon was a failsafe measure left in place to watch Azeroth and if at any point the old god's corruption had managed to go too far, was under orders to use the Forge of Origination to completely reoriginate Azeroth (read: destroy all life). Upon the death of the Prime Designate he was summoned and concluded that indeed the planet was

right infested with Old Corruption. Luckily, he is convinced that if his math were as flawed as his combat skills, it might not be the best course of action.

Archaeo - The actual builder behind a number of Titan structures including the Old God's prisons and the Chamber of the Heart. He would also be responsible for the creation of something called "The Manifold" which the titans had used to investigate the world soul in greater depth. He would help Tyr make off with the disk of Norgannon. He would go on to keep this disk safe in the Halls of the titan facility Uldaman.

Koranos – The watcher in the Dragonflight trailer who had apparently been tasked along with all the other watchers on the dragon isle, with turning the beacon of Tyrhold back on. Problematically he was at the time the only watcher left alive.



The watchers wielding the pillars of creation

Elemental Lords

The lords who presided over the various elemental forces on Azeroth, present before even the formation of the Black Empire. Perhaps some of the most ancient creatures in all of Azeroth.

Ragnaros - The Firelord, who fight the invading black empire old gods, only to be made a servant, then to fight the keeper invaders only to be banished to the Firelands. From there he would get into a fight with Thunderaan, prince of air, consuming most of his essence and splitting the rest with his lieutenants. Trapped there in the Firelands it wasn't until the war of the three hammers when the Dark Iron Dwarves, desperate to win summoned Ragnaros, only to find themselves enslaved to him for the next few hundred years, that was until Moira used some politicking to have him banished back to the Firelands.

Of course, once Deathwing shattered the seal between the elemental planes and the physical realm, Ragnaros launched an attack on Mount Hyjal with every intention to burn Nordrassil down for good this time. But the Firelord is pushed back, and the Cenarion Circle manages to confront and kill him within the Firelands, ending him for good.

Al'Akir - The lord of wind banished like the rest to the elemental plane after the fall of the Black Empire. Al'Akir was one of Deathwing's staunchest supporters when he mentioned a plan to invade the physical realm. Unfortunately for Al'Akir adventurers came to the Throne of the four winds, well within the Skywall to slay him for good.

Neptulon - The lord of water, who like the rest was banished; however, when Deathwing approached him with the idea of invading, he was indeed not cool with that idea, and so the Naga and Faceless ones under the order of N'Zoth set about capturing him. After being rescued by adventurers Neptulon actually seems pretty willing to help and sends forces to assist during the legion invasion as well as taking down Azshara.

Therazane - The lord of earth, also known as the Earthmother, who unlike the rest of the elemental lords, had her realm directly affected by Deathwing breaking out and was none too much of a fan of his nonsense. Though she wasn't a huge fan of mortals for killing her daughter Princess Theradras in Maraudon, she could see their usefulness in cleaning out the Twilight hammer that was infesting her realm. She too continues to assist the adventurers going forward.

Thunderaan - Consumed by Ragnaros for his delicious essence and, what was left of him was split between two of Ragnaros lieutenants... until they were killed by adventurers who putting the pieces back together swiftly killed Thunderaan yet again to make off with his sword, the Windfury. It wasn't until a legion invasion when the Earthen ring decided to resurrect Thunderaan to try and settle the Skywall which had fallen into chaos with Al'Akir out of the picture.

Smolderon - Promoted to Firelord after Ragnaros bit it and a bit of help from the Earthen ring in slaying his primary competitor for the spot, Pyroth. He seemed willing to assist in the repelling of the legion if only because a demon, Barastagax the Flamecleaver, was using the power of the Firelands for himself and that wasn't going to fly.

He then decided Fyrakk was a better ticket when he showed up with a plan to burn down Amirdrassil, going on to attack the adventures with the very sword he'd been given by them. The battle went as expected as Fyrakk had no intention at all of helping him out of his pickle. It's not clear if he's actually dead or not as he wasn't slain in the Firelands themselves.



The original elemental lords

Dragon Aspects

Proto-drakes chosen by the keeper Tyr to protect Azeroth, infusing them and their eggs with Arcane magic. There are five representing the five colors and thus “Dragon Flights”. They were gifted with strong connections to fundamental parts of Azeroth (Life, The Emerald Dream, Time, Arcane Magic, etc.)

Neltharion - The Earth-warrior, and the dragon who would go on to become Deathwing or Xaxas, leader of the black Dragonflight. Neltharion appeared to basically love science (or maybe just black dragons in general do, they all seem to set up labs of some sort). Clutchmate to the primal incarnate Iridikron he was lifted into aspecthood with all the rest after defeating Galakrond. From here he would serve out his role as earth-warrior building mountains, rivers, and secret underground labs.

As he could sense a war between the aspects and the incarnates was coming, he began creating an army of Dracthyr that he could control with a titan artifact called the Oathbinder, though Raszageth destroyed the artifact when she attacked Neltharion and his army at the Reach. So, he gave into the whispers of the old gods and used the void to win the fight. This battle would lead into the War of the Scaleborn.

At the brink of sealing Iridikron away, it was clear that on his own Neltharion was no match for the incarnate and once again he gave into the power of the void to defeat him. With the corruption growing he would only fall further and further into madness before the voices convinced him to create the Dragon soul, a weapon which he would turn upon his best friend and leader of the blue Dragonflight, Malygos, wiping out nearly the entire flight.

After managing to lose the Dragon soul, he decided to take a long nap, only to be roused by the opening of the Dark portal and the magic surge it sent over the land. He would take on the guise of a noble in the first war, downplaying the orc attack to Lordaeron so they wouldn't intervene. He spent time with the orcs and convinced the leader of the Dragonmaw clan that they should go fetch the Dragon Soul for him stored under Redridge mountain.

Once the power of the Dragon soul was in the orcs hands, they swiftly enslaved Alexstrasza and her brood. But as the horde lost their war and were forced back through the dark portal exchanging black dragons for safe passage to Draenor. There in Gorggrond he'd get in a tussle with Gruul and the Gronn, ending up in a situation where he was injured and needed to retreat. Back on Azeroth he proceeded to fake his own death and assumed a role as Lord Daval Prestor in Lordaeron.

There he would politic his way around trying to convince the kingdoms of man to attack Dalaran. He also tried to convince the Dragonmaw orcs to move Alexstrasza out of Grim Batol so he could have easier access to her eggs; however, this backfired, and he ended up with the dragon soul being destroyed, and all four of the remaining dragon aspects hot on his heels. So, he shuffled off to hide in Deepholm.

It was from here he would burst forth causing all the things that came with the cataclysm and his final demise at the hands of the very dragon soul he had crafted.

Alexstrasza – The Life-Binder and Dragon queen. She is the only living sibling to Ysera. Like Neltharion, Alexstrasza started life as a Proto-drake who was taught to hunt by her cousin the proto-drake Fyrakk. After proving herself in front of Tyr in attacking Galakrond, she was uplifted as the Aspect of Life. She would also find herself embroiled in the War of the Scaleborn, where she would find herself confronting one of her best friends, Vyranoth, over her choice to place proto-drake eggs into order infused waters to mutate them.

An act that was done to ensure that their numbers during the war were closer, enraged Vyranoth, and would drive her to become the final primal incarnate. After the incarnates were sealed in the vault of the incarnates she would go on to continue her work, assisting the Kaldorei during the first legion invasion. Tricked by Neltharion she would donate her power to the dragon soul. After the war resolved she'd be one of the dragons who would help bless the acorn from the mother tree G'hanir so that it may grow into the first world tree, Nordrassil.

When the second war broke out some 10,000 years later, it was Alexstrasza who was drawn to investigate. There she was captured with the dragon soul, taken to Grim Batol, and forced to breed so that the Dragonmaw may have an army of whelps, drakes, and dragons. Any red dragon that dared get out of line would result in Alexstrasza being injured or tortured. Arguably Alexstrasza's torture, forced breeding, and resulting despair are one of the franchise's darkest moments.

Thanks to Deathwing's miscalculations, she was able to escape, but not before her mate of nearly 20,000+ years, Tyranastrasz was killed. After this imprisonment the dragon queen hid herself away from the world healing both physically and mentally. When asked to bless the World Tree Teldrassil, she refused.

It wouldn't be until the nexus wars and wars with the scourge where she would reemerge, going to cover the battlefield in cleansing flame that would keep Bolvar Fordragon alive but burned at the

Wrathgate. She would be the one to end Malygos with the aid of adventurers and end the Nexus Wars. Then after the War against the nightmare she and Ysera were finally convinced to bless Teldrassil.

During the Cataclysm, after the Twilight's Hammer came to the dragon Sanctums to corrupt their eggs, and Korialstrasz, Alexstrasza's consort, was forced to destroy not only himself but them as well, it drove her into an even greater depression. She would fly to Desolace, sitting and waiting for death to take her. It would take Thrall revealing why Korialstrasz had done what he did for her to come to, eventually joining the other Dragon Aspects to put down Neltharion once and for all.

Though she played her part in various conflicts, it would not be until the dragon isles reopened that she once again assumed her role as queen of dragons, helping to restore the various Oathstones, confronting the returned primal incarnates, and tending to the various dragon eggs. She would be a key figure in ending the dragonkin rebellion.

She would go onto approach and convince Vyranoth to break her ranks with the Primal incarnates and to defend Amirdrassil.

Malygos – The Aspect of Magic, and leader of the blue Dragonflight. Like the rest of the aspects, he proved himself against Galakrond, assisted in the Winterskorn War, and moved on to the War of the ancients. Of course, it was during the war of the ancients Malygos would watch his greatest love and entire flight all but obliterated by Deathwing's actions. After the War of the Ancients, Malygos would be driven the depression and madness, sealing himself away in the frozen north.

It would not be until Alexstrasza was freed from Grim Batol and the dragon soul shattered that he would have his powers and even a shred of hope returned to him. But it would not be until the blue drake Tyrygosa brought back Netherwing Drakes from outlands who had decided to attack the blue Dragonflight, only to find themselves hoovered up as a great remedy for Malygos madness.

Free of his insanity he quickly realized mortals were not using Magic for anything good, started the Nexus wars, and would of course meet his end at the eye of Eternity. His essence finally put to rest in the veiled Ossuary with the essence of Sindragosa by his side during the events of Dragonflight.

Nozdormu – The aspect of time, and he would go on to become the leader of the infinite flight in an alternate timeline. Also lifted like the rest he was granted power over time. During the war with the ancients, he was notably absent, having been sucked into a temporal anomaly by the old gods, though when he was free, he assisted in blessing Nordrassil, and being the key ingredient to Nordrassil ensuring Night Elven immortality.

Nozdormu is often off and away in the timeways, rarely coming out. As such, the interest of the bronze Dragonflight are usually represented by other bronze dragons, spending a great deal of time (haha, time) trying to unravel the mystery of the infinite Dragonflight and trying to determine how to stop himself from becoming it's leader. An issue that would come up when the decision was made to go back in time to grab the dragon soul when it "vanished" in the war of the ancients. To do this they would have to kill Murozond, Nozdormu from the future.

It wouldn't be until the events of Dragonflight and the restoration of the Bronze Oathstone as well as the return of a vision that Aman'thul had left for him that could ultimately avoid his fate as

Murozond. It was also during this time that he would make amends with the Infinite Dragonflight, at least convincing some of them to rejoin the bronze.

Ysera – The Aspect of the Dream and the Dreamer. Like the rest, she assisted with bringing down Galakrond and in the Winterskorn war. Ysera was the one to come up with the idea of a visage form so that the aspects could talk with a group of trolls that were settling on the waking shores. She would become the foster mother to Cenarius, teaching and guiding him.

Ysera was perhaps the closest to the night elves and their wild gods due in no small part to her ties with the Emerald Dream. When Malorne was killed during the War of the Ancients it sent Ysera into a rage killing countless demons. It was she that granted the Kaldorei druids the ability to more easily commune with the dream, and it would be Ysera who upon learning that the trolls were getting ready to summon Hakkar would sink their temple in the swamp of sorrows.

After the Dragon soul was destroyed at the battle for Grim Batol, she realized that the emerald nightmare was creeping into the dream and would join Malfurion and Cenarius in attempting to battle it. During the War of the Nightmare, she would become trapped in the dream and only freed after her consort Eranikus sacrificed himself.

She would assist the other aspects in taking down Deathwing, though later would find herself at the receiving end of a corrupted tear of Elune shaped bullet during the third legion invasion. The resulting corruption would drive her to madness, forcing Tyrande to take her down. It was in Ardenweald that the Winter Queen personally intervened to restore Ysera, calling her “Elune’s pet”, binding her to the Shadowlands.

She grew terrified that Elune’s power would ultimately kill Tyrande and worked to find previous Night Warriors to determine how best to reverse the effects. With the Green Dragonflight having been passed to her daughter, Merithra, she temporarily returned to the world of the living to help with healing damage that had been done to the dream. Once she was confident that Amirdrassil had blossomed and was safe, she returned to Ardenweald.

Merithra – Daughter of Ysera, and current holder of “The Dreamer” title. Merithra had been active even as far back as the War of the Shifting sands, being one of the dragons that had come to help end the war. Upon her mother’s death during the invasion of the legion she was promoted as the de facto leader of the green Dragonflight. She now sits with the other five aspects tending to the duties that Ysera once held.

Kalecgos – Current Aspect of the Blue Dragonflight, Kalecgos is probably most well known for being the only dragon to fall in love with a puddle (He dated the Sunwell for a little while in her human form). He would protect Anveena (the Sunwell) until she was captured by Kil’Jaeden during the events of the Burning Crusade. He found himself possessed by a dreadlord, unable to act.

Kalec was one of the blue Dragonflight not entirely on board with Malygos’ plan to kill all the mages during the Nexus War. During the Cataclysm the title of “New Leader of the Dragonflight” came down to him and a dragon named Arygos, who had asked for Deathwing’s help to win the title. You can guess how that went for Arygos.

While the leader of the Blue Dragonflight, he was the one that had the focusing iris moved (resulting in it subsequently being stolen). To help find the Iris, he traveled to Theramore and He and Jaina became... good friends.

The Aspects had planned on breaking up the Wyrmmrest accord after they gave their powers to the Dragon soul, but Kalec managed to attach himself to the Spark of Tyr, an artifact giving him vision of the past. When he finally managed to pry the thing off, he convinced the other dragons that maybe even if they weren't aspects they could still help.

After Theramore exploded and Garrosh was put on Trial, Kalec decided he couldn't handle Jaina's anger and the two of them called it off, though in exchange for a dead relationship, he did get her spot on the Council of Six in Dalaran. (Alright she left Dalaran for different reasons, he just happened to be the best candidate).

Of course, once the Dragon Isle reappeared, Kalec decided it was probably a good time to start putting the whole family back together. And so, with the aid of a simulacrum of Sindragosa he started to call the blue dragons back to the Isle to start rebuilding the flight.

Ebyssian – Crouching Moose, Hidden dragon. He's probably better known by the name "Ebonhorn" as he was hiding out in Highmountain for thousands of years, one of the only uncorrupted Black Dragons living on Azeroth. This was in part because Huhn Highmountain had used the Hammer of Khaz'goroth (one of the pillars of creation) to cleanse his egg.

He had watched over the Highmountain until being discovered during the events of the third legion invasion. During the Highmountain's invitation to join the horde, the Old God's did try to start corrupting the black dragon, the ritual responsible was luckily stopped.

Upon traveling to the Dragon Isles, Ebyssian would get involved in the family drama (which apparently isn't uncommon for black dragons as it turns out). Sabellian and Wrathion fight it out but of course Ebyssian is the most even minded of the lizards and takes the throne.



The 5 Aspects

Primal Incarnates

The proto-drakes who upon seeing the Dragon Aspects lifted and changed by Arcane magic, chose to reject the entire process, choosing to see the Titan's interference as unnatural and unwanted. They would lead an army of proto-drakes in this rejection.

Iridikron – The second to join the rank of the Incarnates, de facto leader of the group and most strongly tied with Earth Magics. He operated out of a place called Harrowsdeep, a big cave somewhere north of Dragonblight, that was until Neltharion showed up, used shadow magic and stuffed him in a poké ball.

Once he was free, being the scheming type, he struck a deal with the infinite Dragonflight to make off with Galakrond's essence. From there he hopped into a portal with Xal'atath convinced that the void would clean that titan stain right off the planet.

Vyranoth – Tied to the Ice, Vyranoth was an old friend of Alexstrasza's who was upset when she saw that proto-drake eggs were being used to bolster the number of dragons. She, like the rest, would be captured in a poké ball, though Alexstrasza did come to visit saying it didn't feel like a victory without her.

Once freed she did seek out Alexstrasza to speak with her, and upon realizing that Fyrakk's plan was just to burn the entire planet to the ground, decided to side with the aspects. She would go on to become the "Aspect of Storms" in honor of her dead sister representing the Netherwing and Thorignir flights.

Fyrakk – The First incarnate to take umbrage with order magic reshaping dragons, he is the cousin of Ysera and Alexstrasza. He would go on to become the primal incarnate of fire and was initially the leader of the group until Iridikron joined and immediately usurped him. Like the rest of the incarnates eventually lose to be sealed away in the Vault of the incarnates.

Upon getting free he immediately marched off into the Zaralek Caverns, where he guzzled down as much Shadowflame as he could get his paws on and to no one's shock was driven mad, convinced he needed to burn down the entire planet. The world agreed this was a bad plan and put him down.

Raszageth – The third primal incarnate, tied to the storms. It was Raszageth's attack on the reach that kicked off the Scaleborn war, and it was that attack which got her sealed there at the reach. It wasn't until 20,000 years later when the primalist Kurog Grimtotem released her that she would go on to free the rest of the trapped primalist and then do a dead.



3 of the 4 incarnates in their visage forms

Dragons

Children of the various Dragon Aspects, giant lizard like creatures with wings who demonstrate a keen understanding of magic and other key aspects of the various forces on Azeroth.

Onyxia and Nefarian – Brother and sister, these two black dragons are children of Deathwing. Onyxia who went by the name Lady Prestor would go on to use politicking to cause the eventual conflict between the stonemason's guild and the Stormwind nobility, and the one who paid to have King Wrynn abducted on his way to Theramore. Of course it would appear Varian, going by Lo'Gosh at the time resented the abduction and used Shalamayne to take her head.

Nefarian instead went by "Victor Nefarius" (Real Clever). He, like apparently all black dragons was working on a secret lab to cook up a new Dragonflight (the chromatic dragons). He would lead his own series of plots and grits from his home in Blackwing Lair, where horde champions showed up to remove his head.

Both would find themselves being reanimated by the Twilight Hammer during the cataclysm only to restart experiments and get killed once more for good measure.

Sinestra – Sintharia in her dragon form and Prime consort of Deathwing who quickly realized that letting him Puff her magic dragon was a lethal matter decided it might be best to devise a new way to have children. After Onyxia and Nefarian were relieved of their heads, she made off to outlands to create the Netherwing Dragonflight, working with the Dragonmaw orcs there.

She thought she had a clever plan with the use of Netherwing drake eggs + fragments of the demon soul to create twilight drakes in the ruins of Grim Batol, because no one bothers cursed cities. What she did not know is that idea was implanted by her former lover Deathwing (much to her chagrin). Problematically her top creation and least controllable, Dragonax, who turned on her and burned her away.

As such, as apparently, they're just getting good at this, the Twilight's hammer reassembled her from chunks they found and stitched together with shadow magic, turning her into a veritable egg factory for twilight eggs.

Wrathion - "The Black Prince", and the last of the uncorrupted black dragons, discovered during the cataclysm by a red dragon, Rheastrasza. At some point after Rheastrasza was killed by Deathwing, but the uncorrupted egg managed to get scuttled away to Ravenholdt where after hatching Wrathion just sort of... took over the whole operation.

He set out on a mission to personally rid the world of any remaining Black Dragons, eliminating them one by one, intending to be the last living black dragon on Azeroth. From there he moved to Pandaria convinced that with the legion barreling in Azeroth's direction he would need either the Horde or Alliance to go ahead and win their war, he didn't care who.

When that didn't go according to plan, he helped let Garrosh go in hopes he'd create an army of combatting the legion. When Ebyssian showed up, he realized he wasn't the last black dragon and used the little mercenary group he'd put together to watch after his distant brother all while trying to find a way to fight old god corruption. At some point he met up with Azshara who gave him Xal'atath to stab N'Zoth right in his pretty little face (Read Carapace).

During Dragonflight he gets to meet all his draconic siblings, learning of Sabellian and his work in the outlands and Ebyssian. They have a bit of sibling squabbling over who gets to be the next leader of the Dragonflight before ceding it in a somewhat graceful manner to Ebyssian.

Chronormu – Don't let traditional dragon naming schema's fool you, she's a wonderful little gnome of a bronze dragon and is often found when there are temporal disruptions in need of investigation. Whether this be temporal parasites released on Andorhal by the scourge, or clearing the infinite Dragonflight out of a corrupted version of Stratholme.

She is one of those who tries to stop Garrosh's escape having put two and two together about what Kairoz was up to. She would continue her adventures until Dragonflight where she got tangled in the work to try and stop the tampering of the infinite flight. It was Chromie who set about trying to change history, to prevent Nozdormu from falling to evil. She would even go on to face a future infinite version of herself, Morchie, confronting and winning the battle.

Sindragosa – Prime consort of Malygos, famous for the line "Your magic betrays you". When Deathwing used the dragon soul against the blue flight it sent Sindragosa flying well off into the

frozen north crashing down just north of Dragonblight. Despite her best efforts, her mind was fading too quickly and the winds too strong, she could not drag herself to Dragonblight to find her final peace. Her last thoughts were of anger and vengeance for anyone and everything.

It would be her corpse that the Lich King would famously raise to serve as the queen of the so called Frostbrood, a group of undead dragons. After being killed by adventurers her soul is finally returned to be laid to rest in Dragonblight.

During the adventures of Dragonflight, a simulacrum she had created and left on the isle of dragons helps Kalecgos in rebuilding the blue Dragonflight.

Galakrond – What the children might call a Giga-Chad sized Proto-drake that was possibly an experiment of Tyr's gone horribly wrong. This heckin chonker of a proto-drake would go on to devour countless members of his own kind, infected them with some manner of undeath and mutating into a horrible abomination of a creature.

Being put down by the aspects, some of the darkness that lay at his core was siphoned out by Iridikron for use in the Dark Heart via time travel shenanigans.

Honorable Mentions

Soridormi – Consort to Nozdormu and his stand in during the war of the ancients and during the creation of the dragon soul. She shows up every so often, usually whenever Nozdormu is busy doing Nozdormu things, to consult the adventurer and offer them quest.

Eranikus – Prime consort of Ysera and that dragon you remember beating up in the Sunken temple, a temple he helped smash as the trolls there were trying to summon Hakkar. Falling to the influence of the nightmare after guarding the temple, he would be freed by adventures, only to fall back under the influence of the Emerald nightmare like a looney tunes character during the War against the Nightmare. He would sacrifice himself during that war to free Ysera.

The Dragons of Nightmare - (Lethon, Ysondre, Emeriss, Taerar) – Ysera's lieutenants, left to guard the various Nordrassil saplings that Fandral had been busy planting, fall to the corruption of the emerald nightmare. Lethon and Emeriss are killed in the War of the Nightmare, Ysondre ask adventurers to kill Taerar in Feralas. She was ultimately captured and corrupted by Xavius during the events of Legion and had to be put down.

Korialstrasz – Definitive proof that dating Alexstrasza is a death sentence, he's probably better known for playing the role of Krasus on the Kirin Tor council of six. He was key in saving Alexstrasza during the battle of Grim Batol and enjoyed time travel shenanigans during the war of the ancients. He would suffer an untimely explosive end saving several eggs in the Ruby Sanctum from corruption by Twilight's hammer.



Big flying lizard I tell you what

Demons / Nathrezim

Native to the twisting nether, killing them just seems to send them back there to regenerate. They are a coalition of multiple different creatures from multiple different worlds.

Mannoroth – Number one blood doner this side of Draenor, Mannoroth was a pit lord who served the legion. Leader of the Pit lords and brilliant spellcaster matched only by Queen Azshara on Azeroth he led countless invasions including the invasion of Azeroth during the War of the Ancients.

It was Mannoroth who was summoned to the black temple by Gul'dan in preparation for the Legion's second invasion of Azeroth, and it was his blood that would be used to give the orcs their 'blood-curse'. During the third war he would spill his blood into a fountain of life that Grom Hellscream would drink to defeat and kill Cenarius.

When Hellscream was brought back from the point of madness by Thrall and Jaina, Mannoroth set about trying to correct that mistake. He engaged Thrall and Grom only for Grom to decide which side of the fence he wished to die on, killing Mannoroth and suffering a mortal wound himself.

He would find himself summoned once more to an alternate version of Draenor, where it can be imagined that much to his chagrin Grommash Hellscream killed him once again. Alternate Gul'dan gave it one more good solid college try resurrecting him in the Hellfire citadel where he was... that's right killed again.

Mal'ganis – One of the Nathrezim, it was he who kicked off the pathway of leading Arthas to the title of Lich King, spending his early days torturing the captured Ner'zhul. He would go on to deliver the

plague of undeath to Azeroth. He was there at Stratholme to lure Arthas to Northrend so that he may 'find' the Frostmourne.

When Arthas found him up in Northrend, now equipped with the rune blade, he had hopes that he'd stand down, only to find out Ner'zhul, all too thrilled with the idea of getting rid of his handler ordered Arthas to kill him... so he did.

He returned some years later to disguise himself as Borean Westend to encourage a faction of the Scarlet Crusade called the Scarlet Onslaught. He intended to use the Onslaught to get revenge on Arthas, having them build up "New Hearthglen" only to get out once the adventurers put most of New Hearthglen's residents to the sword. Now Mal'ganis had two folks to be angry at.

After the third legion invasion, he would show up disguised as a very sexy blood elf, where Sylvanas invites him to her private quarters, and he explains the trick will be to kill as many people as humanly possible to feed the maw, she agrees to this plan.

After a plan to grab Remornia and thus the imprisoned Sire Denathrius Mal'ganis found himself captured by the Venthryr and chucked in a cage. Lucky (for him) he managed to worm his way free, so he could go on to show up once more at the Sepulcher of the First ones to stop the adventures from stopping Zovaal. He of course is killed but no one's sure if he's dead.

Tichondrius – Another dread lord, and part of the retinue used to break Ner'zhul, Tichondrius was considered the 'greatest' of the Nathrezim. It was Tichondrius who would oversee the death of Uther, the Destruction of Quel'Thalas, and the siege of Dalaran. He would move on to attack Moonglade to kill Malfurion, though Tyrande foiled that plan by waking him.

He would move into Felwood, leaving the skull of Gul'dan there to begin corrupting the whole of the forest. This would have been a wonderful plan if it weren't for the fact that Arthas, knowing that the dread lords were acting as handlers for the Lich King, tipped off Illidan to drink that good good Gul'dan juice. And so, Illidan did just that and defeated Tichondrius sending him back to the Twisting nether.

He'd show up just once more watching over Gul'dan in the Nighthold, where he was once again found and killed.

Varimathras – Like Tichondrius and Mal'ganis he showed up with Ner'zhul in tow. Varimathras however would be tasked with watching over Lordaeron while the other dreadlords made their way to Kalimdor. When the other dreadlords didn't come back and instead an angry Arthas Menethil appeared, he booked it into the Plaguelands.

He would aid Sylvanas, giving her the knowledge to attack and Kill Arthas in a weakening state. When the plan failed and Arthas got away, Sylvanas and the dreadlords realized that one of them was going to have to win this battle for dominance. And Sylvanas did, so now forced to serve Sylvanas Windrunner after she spared his life after defeating him, he makes his way to undercity.

Biding his time, he'd wait until the battle for the Wrathgate, where it was revealed, he'd been spending this time plotting with a fair number of forsaken and Grand Apothecary Putress to create a new weapon which they launched during the battle, killing countless soldiers. He would fall in the resulting counterattack on Undercity by Thrall, Sylvanas and some adventures.

When he got back to the twisting nether, his brothers and sisters in the legion were none too happy with his report card and proceeded to torture the ever-living crap out of him for it. Adventurers wandering into Antorus would put him down.

Honorable Mentions

Kazzak – One of the demons summoned by Kel'Thuzad in Dalaran, after the legion's defeat he pulled his forces back to the blasted lands. It was Kazzak who reopened the gateway to the realm of the outlands during the events of the burning crusade. After going to outlands and making himself comfortable in the Throne of Kil'Jaeden, he is subsequently bombed back to the twisting nether.

Magtheridon – Taking over the outlands by riding back on one of Ner'zhul's many portals, the demon set himself up in the black temple and then started enslaving the remaining orc population, forcing them to drink his blood. When Illidan and team rolled up, he was quickly usurped of his throne and put into chains at the bottom of the hellfire citadel where adventurers would find and swiftly kill him.



A horde of demons led by Kazzak

Draenei / Eredar

From the planet Argus, a group of magically gifted goat people who would find themselves the target of Kil'Jaeden once he realized their magical potential, eventually fracturing the group into the Draenei and Eredar. The Eredar who stayed behind would be turned red by fel corruption while the Draenei that fled across the stars would keep their blue coloration. Being pulled away from the light appears to leave them in a broken state, creating a third group.

Velen – A member of the Eredar triumvirate and the only one to not join the burning legion. Velen became the leader of the Draenei. He had become known for using an artifact (Naruu that fell out of the sky) to heal a disease which had been afflicting the Eredar. He was also the only member of the ruling council to openly condemn Thal'kiel, a talented sorcerer, who had learned to use fel magic to conjure demons.

When Sargeras appeared to the Triumvirate to offer them a chance to ‘unify’ the galaxy as powerful sorcerers, only Velen realized this was in fact a terrible plan. He had the gift of ‘sight’ thanks to the Naaru K’ure. Trying to seek the Naaru’s advice, he brought he and the followers who had not agreed to Sargeras plan to the highest mountain on Argus, evacuating on a ship called the Genedar.

He and his people would take on the name “Draenei” or exiled ones. He and his people would be pursued by the full might of the burning legion and his own son, named Rakeesh or “butcher” in their home tongue.

The Genedar would at some point crash land on the planet Draenor where they would build a great city called Shattrath and a temple called Karabor. That was, until the orcs were convinced to attempt to kill them all.

Scattered to the corners of Draenor by the orc crusade, it would not be until the planet was shattered by Ner’zhul following the second war that the Draenei decided to capture a ship, the Exodar, from a fleet of Naaru vessels the blood elves of Kael’tas had taken up residence on. The Exodar, having been sabotaged, would go to crash into Azeroth, namely the Bloodmyst isles.

There they would make peace with the Alliance, helping them in their various campaigns. He would become Anduin’s personal teachers in matters of the light.

During the third Legion invasion, Rakeesh finally catches up with his father, killing the Naaru O’ros. Velen is forced to engage his son in battle, killing him. He is also able to identify the shiny object which fell from the sky as part of the Prime Naaru Xe’ra. Following the battle, he decided it was time for the Draenei to take the battle back to the legion, instructing his chief engineer to start construction of a new Draenei vessel.

He would go on to confront Kil’Jaeden in the Tomb of Sargeras, going to realize in Kil’Jaeden’s dying breath that he had to let go of the past for his own people’s future. It was around this time the Draenei ship was completed, and they would take their crusade to Argus itself to defeat the burning legion once and for all.

It was after this defeat that Velen would begin to slowly but surely welcome the Eredar who had fallen to the legion, known as Man’ari who wished to rejoin their people, back in.

*Note: An alternate version of Velen existed on the Alternate Draenor, who gave his life in order to restore a Naaru that was turning to shadow.

Kil’Jaeden – The second member of the Triumvirate, Kil’Jaeden the deceiver, when confronted by Sargeras with a new plan for society Kil’Jaeden embraced it. He would become the second in command of the legion to only Sargeras himself. He would go on to enslave the Nathrezim (Or so he thought at least) as well as the Annihilan (Pit lords).

His campaign would rage across the stars, and it would be he who chose Gul’dan to deliver the orcs into the legion. When the orcs failed, he would then turn to Ner’zhul, transforming him into the Lich King. When the Lich King failed, he called upon Illidan Stormrage. When Illidan failed, it was Kil’Jaeden who lured the forces of the Alliance and Horde to outland to put an end to the traitor who threatened his worlds. When that went a foul, he turned to Kael’tas Sunstrider promising salvation in exchange for helping him open a portal in the Sunwell.

When all these plans failed, he would wait until the alternate Gul'dan would get up to, leading him to the tomb of Sargeras after Archimonde fell on the alternate world. It would be in this tomb that Kil'Jaeden would be confronted directly by the heroes of the world, and it is here he would finally fall in battle. All his cunning and deception were no match for a group of adventurers hungry for purple gear.

Archimonde – Resident tree sex pest, Archimonde the defiler while a member of the triumvirate on argus didn't start out that way. In fact, he had to prove himself by betraying his at the time mentor, Thal'kiel, and beheading him, stopping him from starting a coup. It was this act that got him a seat on the Triumvirate, and it was Thal'kiel's skull through which Sargeras would commune with the Eredar convincing him that going on a crusade across the universe was a good idea.

When Sargeras did show up, Archimonde was the first to hop on board. He would lead countless conquest, and during the invasion of Azeroth during the war of the ancients, it is Archimonde who would go on to kill Malorne.

After being figurately sucked back to the twisting nether, Archimonde was summoned once more by Kel'Thuzad using the book of Medivh. His first act upon landing was to destroy Dalaran (or at least a good portion of it). As the invasion into Kalimdor continued, he set his sights on his target, Nordrassil or more accurately the well of eternity sitting under it. When he got there, determined to take the tree down, he was confronted by Night Elven wisp in the thousands which detonated themselves sending him back to the twisting nether.

Growing irritated with subtlety, during the alternate Draenor timeline, Archimonde showed up in full force at the hellfire citadel, only to be defeated once more. This time in his dying breath he flicked Gul'dan into the very gate he had been summoned through.

Akama – Chieftain of the Ashtongue, and former Exarch of the vindicators. When the orcs descended upon Karabor and overwhelmed the temple, Akama was amongst the population that was forced to evacuate, eventually falling back into Shattrath and then further still into Zangarmarsh. It would be here that his body, exposed to the fel energies would be warped into that of a broken, falling into a coma and upon waking finding himself banished from Draenei camps as all broken were.

He spent a great deal of time watching Nobundo as he sought out greater understanding with the elements in lieu of the loss of the light, inspired there might yet be hope. He would go on to lead the tribe of broken he had found and eventually coming into conflict with Magtheridon and the Fel Orcs. And as if answering a prayer to help win the battle Illidan and his retinue of Naga and Sin'dorei arrived to help him win the battle.

He would initially pledge his allegiance only to realize that Illidan was yet another in a long series of pawns. He reached out to Illidan's number one hater, Maiev Shadowsong, who to no one's surprise had followed Illidan to outlands. Learning of the treachery, Illidan ripped out a portion of his soul and forced him to trick Maiev, who was swiftly captured, then appointing him the jailer of her cell.

When adventurers come along to beat up Illidan, Akama assists as he's happy to have someone free his bound soul (The Shade of Akama). He shows up once more when the Illidari are looking for someone to help them put Illidan's grand plans back together, from here things get a little... wobbly.

Due to an unreliable narrative it's not clear if Akama voluntarily rejoins the Illidari or is forced to do so; though, the events in Dragonflight would seem to imply that he did so voluntarily.

Nobundo – During the siege of Shattrath it became apparent that some would need to stay behind and die to convince Kil'Jaeden that the Draenei were indeed wiped out. Nobundo was one of those who stayed. He bore witness the atrocities and systematic torture and slaughter of countless Draenei men, women, and children at the hands of the orcs, watching as they piled his people's corpses like trash.

During the battle he had become infected with the red pox (likely the fel energies which had twisted Akama as well), finding himself transformed into a broken. Praying to the light to end the constant nightmares of watching the dead slaughtered again and again, it wasn't the light who answered him, but the wind.

Nobundo had become the first shaman of the Draenei, and he would go on to happily teach others their ways.

Yrel (alt) – It's not super clear what happened to the original Yrel (though given the atrocities at Shattrath it's not too hard to imagine), but on the alternate Draenor, Yrel is one of the Draenei rescued from the Iron Horde slave. She was a student under Velen who watched the alternate version of the man sacrifice himself to purify a Naruu.

She would then go on to engage in virtually all the various campaigns across the alternate Draenor from Gorggrond to Talador all the way to Nagrand, all the way honing her skills on a path to becoming an exarch. Once the demons were driven back from Tanaan jungle, she would work with the leader of her former captors to drive them entirely off alternate Draenor fighting at the Hellfire citadel.

She was left alone, eventually finding Naaru and becoming convinced that the holy light needed to be taught to every being on alternate Draenor... even by force if necessary, resulting in the alternate Mag'har orcs fleeing to Azeroth.

Honorable Mentions

Arzaal – An Eredar who had served the burning legion. After the fall of the legion, he realized that he had done some awful things in his time and sought out Hatuun, a leader of the Krokul on Argus to help him meet with Velen. Once he talked to Velen the two came to realize that Red Goat and Blue Goats must once again flock and flourish together. (He's the reason you can roll an Eredar colored Draenei).

Talgath – A friend of Velen's, and chief Eredar in charge of hunting down and finding the remnants of the Draenei to wipe them out. He would operate as Kil'Jaeden's eyes and ears on Draenor when he found it. He would find himself at the bad end of Velen's temper on Argus, being killed with holy fire.

Maarad – A vindicator of the Draenei, and the Draenei from the Burning Crusade opening cutscene. He would be haunted by a choice in the defense of Shattrath that resulted in the death of countless Draenei civilians (namely telling them to go down a path he thought was safe, only to find out it was in fact filled with orcs.) He keeps a fairly low profile, showing up in various side adventures until the events with the Iron Horde

He would go on to assist in various spots throughout the campaign to take the Iron Horde intending to deal vengeance to the warlords who had destroyed his people, before being killed in a battle aboard Blackhand's warship in the defense of Shattrath.



Early Draenei Concept Art

Elves (Magic Trolls)

Starting off as trolls who were lured by Elune to the well of eternity. The initial division between High Elves and the others was purely class based; however, following the sundering that division grew. The High Elves would eventually get irritated about a lack of magic, find themselves banished and end up getting shorter, paler, and more diurnal over in the Eastern Kingdoms.

The Sin'dorei are Quel'dorei who decided to use fel magic to feed their addiction when the Sunwell exploded. The Ren'dorei are Sin'dorei and Quel'dorei who decided the void was really cool. Finally the Nightborne are Kaldorei who stayed in the city of Suramar and were exposed to the magics of the Nightwell.

Sin'dorei / Blood Elves

Lor'Themar Theron – Spending his early years as one of the many farstriders of Silvermoon fighting trolls and later orcs and dragons, it wasn't till the war with the scourge where his best friend Dar'Khan sold him and all Sin'dorei out that he'd get a nasty slash across his left eye. After that war, Lor'Themar was the highest-ranking elf at the time that was left alive and still willing to stick around Silvermoon.

For the first few years of his rule, technically local nepo-baby and man with a lot of setbacks, prince Kael'thas, was the proper ruler of the now Sin'dorei people. Kael'thas though has taken off to the outlands, telling Lor'Themar to get everyone ready to move out there. To do what he thought would be best to keep the nation in one piece, Lor'Themar had any elf not sucking down arcane magic from the local fauna exiled.

It was under his leadership, thanks to support from the former ranger general and one of his best friends, the banshee queen, Sylvanas Windrunner, that the blood elves would join the horde. When it was discovered that Kael'thas was consorting with Kil'Jaeden, Lor'Themar was left as essentially the man in charge.

When Garrosh took control of the Horde, his rather fanatical nature drove Lor'Themar to begin looking at the Alliance once more, though these efforts were brought to a very swift end when Jaina purged the Sunreavers. That did not stop him from siding with Vol'jin and the rebels against Garrosh when an open rebellion came.

When the Nightborne decided to join the horde, in large part thanks to Lady Liadrin's work, and he and the Nightborne leader Thalysra really hit it off even engaging in little poetry contest on his visits to Suramar. The two would go on to get married, and Lor'Themar serves as the leader of the Sin'dorei to this day.

Lady Liadrin – Initially a high priestess of Quel'Thalas, her parents were axed early on by the Amani. She would see conflict in both the wars with the Amani and Scourge. Seeing the horrors the scourge inflicted, her faith in the light was shaken and she found she could no longer call to it. After the war she'd spend most of her time in the Ghostlands, alone, hunting down rogue scourge, until being called back to meet Kael'thas most recent acquisition... a Naaru by the name of M'uru.

It was here that she would become the first Blood Knight of the Sin'dorei, taking the light from the creature by force. It wasn't until the events of the burning crusade when Kael'thas would steal the creature back and she'd go to meet with Naaru not tortured for their power, that she realized there might yet be another way.

She continued to assist the Sin'dorei for years to come, eventually going to pledge the Blood Knights to the reformed Knights of the Silver hand during the third legion invasion. It would be Liadrin that held off the Knights of the Ebon blade in their attempt to make off with Tirion Fordring's body. During the same invasion she would lead the Blood Elf contingent at Suramar, finding the struggles of the Nightborne reminiscent of her own peoples.

She remains the commander of the Blood Knights too this day.

Kael'thas Sunstrider – The last prince of Quel'Thalas, and former member of the Kirin Tor council of six. He was out of town when the Scourge attack on his people took place, and a little slow to get back afterwards. Upon his return and realization that his father, the king, had been killed in the attack, it was he who would come up with the name "Blood Elf" to reflect his people's new state.

Volunteering to help the remnants of the alliance defend Dalaran, he would end up stumbling into Tyrande and Maiev on their hunt for Illidan, it was he who when Maiev suggested Tyrande had died

interjected he wasn't so sure, earning Maiev a right vine lashing from Malfurion no doubt adding the Sin'dorei prince to Maiev's ever growing shit list.

It was during this defense he'd also come to meet Illidan and Vashj, the latter of which his willingness to let assist got him put in prison for. Vashj would free Kael from said prison. They would go on to the outlands to free Illidan from Maiev who had finally caught him, no doubt putting Kael further up her shit list.

The wily band of forces would go on to assist Illidan in his various Outlands and Northrend based campaigns; however, when Illidan started recruiting his Sin'dorei to become demon hunters he became convinced that perhaps the fel could help sate that need for magic. Problematically consuming fel magic has deleterious effects on the mind. After Illidan left them out to dry during an attack on Shattrath, he decided to throw in his lot with Kil'Jaeden. This got him killed.

It was all merely a setback though, as someone stuffed a Fel Crystal in his chest and he tried to help Kil'Jaeden at the Sunwell only to get killed again. His soul would be sent to Revendreth for atonement, there while atoning for his sins he would meet up with Lady Vashj, also dead, to chase down Kel'Thuzad and end that lich once and for all.

Valeera Sanguinar – You'd be forgiven for not recognizing her, she mostly shows up in the comics. She grew up with her family being killed and made her early life stealing, becoming friends with Broll Bearmantle. She would go on to meet Varian Wrynn while he was captured and forced to fight. During their trials and tribulations after absorbing the energy of a Naga's trident and being possessed by a demon, she suffered an exceptionally nasty case of mana addition.

She was canonically a part of the group that kills Onyxia (remember when I mentioned technically it occurred during the burning crusade?). She has some further adventures which put her in contact with Med'an who isn't real and can't hurt you, but usually her adventures have her chasing Cho'Gall.

She does, however, show up at the Battle for Undercity to protect King Wrynn and later assist Broll during the War against the Nightmare. She would show up again as a member of the uncrowned during the third legion invasion. She often acts as a contact between Stormwind and the Horde to help facilitate meetings, and she is a consistent advocate of peace between Alliance and horde as she had friends on both sides.

Aethas Sunreaver – A member of the Kirin Tor's council of Six, Aethas political power on the home front in Quel'Thalas wasn't great, as his alignment with the Kirin Tor put him at odds with Grand Magister Rommath who was the Reagent lord's advisor and no friend of the city of Dalaran after it tried to have him executed while part of Kael'thas retinue.

He is probably most famously known for being reluctant to commit Kirin Tor forces to Theramore, and when he did, the mage selected turned out to be a traitor who helped cement the city's destruction. Aethas opposed Garrosh's leadership of the horde, thinking it too much like Kael'thas. When Horde forces used Kirin Tor resources to steal the Divine Bell it was Aethas who discovered it and tried to put a stop to it; however, he was threatened and realized that if he admitted knowledge of the matter, it may get more Sin'dorei killed.

When Jaina began her purge, Aethas had to be rescued by Rommath and spent time until the Third legion invasion assisting the Sin'dorei in their efforts. Using his friendship with Archmage Modera and making efforts to find the rune blade Felo'melorn, he managed to get the Sunreavers readmitted to the Kirin Tor.

He could be found at the Zen'shiri trading post trying to find a music box that would be precious to Jaina in the hope that in returning it he might help mend their friendship. In addition, he appears to have survived the destruction of Dalaran in Khaz Algar. He would go on to lead the effort to help bury the Kirin Tor's fallen and attempt to bring the mages back together after Dalaran's fall, working with others like Khadgar and Jaina, confronting his own feelings regarding Dalaran's destruction.

Kaldorei / Night Elves

Illidan Stormrage – Born with those 'special eyes', the Betrayer as he's sometimes called, acts as the primary antagonist or protagonist for no less than three of the franchise titles and expansions. Illidan Stormrage was born in Val'sharah and grew up in Suramar with his twin brother, the two quickly making friends with a woman by the name of Tyrande Whisperwind whom he loved but was the incorrect sort of bear for. Despite not being Highborne, he decided to choose the arcane arts as his passion.

When the war of the ancients began and Malfurion started to lay the groundwork for blowing up the Well of Eternity, Illidan was not on board, as that well was their source of magic, and probably their immortality and he liked both those things. During the war, while leading the Moon Guard, a group of elite casters that helped keep peace in the ancient Kaldorei lands, he decided his soldiers would make better batteries than people and drained them so he could fight, reasoning 'everybody just needs to sacrifice a little.'

After killing the doomguard Azzinoth and looting the weapons off his corpse, he made his way to Zin-Azshari with a brilliant plan. He would pretend to be loyal to Azshara and steal the Dragon Soul. His con apparently worked well enough for Sargeras to burn out his eyes and cover his body in fel tattoos. While recovering a Kaldorei handmaiden by the name of Lady Vashj would nurse him back to health.

Once he recovered, he went and grabbed the artifact before marching to the Kaldorei resistance, who was none too thrilled to see him for the show he put on, and with his brother proceeded to close the portal and thus blow the world apart, but not before he managed to snag a few vials of the well water.

When the war settled, Illidan discreetly poured these vials in the lake at Mount Hyjal which excited approximately zero people in Kaldorei leadership at the time. After explaining the magic was totally safe and cool and would be needed for the next legion invasion, Malfurion enraged, had his brother sentenced to 10,000 years in a dungeon, where he would be watched by the ever-vigilant Maiev Shadowsong and her wardens.

That was until Tyrande showed up to unleash Illidan on the invading legion during the third war, freeing him from his cell. It was here during this third war that he'd snort the skull of Gul'dan like a line of coke confident that if he was just a bit more powerful maybe Tyrande would finally love him.

What he didn't count on was the skull turning him into a demon, which Tyrande would find unquestionably unsexy.

Chased out of the forest by his brother, he would go on his merry way to cut a deal with Kil'Jaeden to kill Ner'zhul, recruit some naga, and all while being pursued by his former jailer. It was along this journey he'd bump into Kael'thas and then after a quick portal trip into Akama. From there after failing to kill Arthas and losing his knife, he decided plan B would be to strike at the worlds of the legion from his base in outlands, now called the black temple.

To do this he would build an entire army of Illidari "Demon Hunters" who followed in his path, using the power of demons to fight demons, claiming such victories as blowing up the planet Nathrezim which is definitely the home world of the Nathrezim and not just a spot they picked after coming from the Shadowlands. This was all going grand until the adventures caught up with him, and he would have won too if it wasn't for that silly warden and her grudge.

Once dead, the Wardens hauled his corpse and soul along with his Illidari off to the vault to serve the remainder of their sentence, up until an alternate Gul'dan grabbed Illidan's body in hopes it could be used for a vessel for Sargeras. Gul'dan is fooled by those wily adventures though and Illidan manages to get his soul back in his body, where he helps the team defeat the legion forces and push them all the way back, up until about the moment he decided it'd be better if they just finish this fight, and using the Sargenite keystone his Illidari had been hard at work gathering, drops Azeroth and Argus right next to each other.

Once on Argus, the army of the light was convinced they had a great plan for this child of destiny, to which Illidan wished to play no part in, killing the Naaru Xe'ra for trying to force him into the light. He'd help push all the way to Argus himself, and when the titans recalled Sargeras to their pantheon, he volunteered to stay and act as his jailer, where he remains to this day.

Malfurion Stormrage – Brother to Illidan Stormrage, and first druid of the Kaldorei, taught by Cenarius himself, Malfurion would go on to become one of the leaders of the Kaldorei resistance during the war with the ancients. It was Malfurion that came up with and enacted the plan to destroy the well of eternity to end the war. He would lead the Kaldorei people that remained away from the path of the arcane, believing it was at the core of their empire's destruction.

Realizing a new well of eternity would attract the attention of the legion, he consulted with the remaining aspects, and they set about creating the first World Tree, Nordrassil to help protect the well. With the tree's connection to the dream, Malfurion and his druids would spend as much time sleeping and watching over the dream as they could, only being awakened for emergencies, the first of which was the war with the Satyr.

What was left of the Satyr forces from the war of the ancients attempted to attack the night elves, and so the druids once awakened decided to try the "Pack" form to end the war quickly and swiftly, which proved more dangerous than expected. It would take a Scythe crafted with a fang of Goldrinn and a staff blessed by Elune and the creation of a group called the Cenarion Circle to act as council to all elven druids for the Pack Form druids to be sealed away for everyone's safety.

Sometime after that, a Highborne by the name of Dath'Remar Sunstrider, who had been sympathetic to the Kaldorei resistance during the War of the Ancients, grew to have a distaste for

the laws against arcane magic following the sundering eventually coming to blows and unleashing a massive arcane storm over Ashenvale. Malfurion would banish Dath'Remar and his fellow Quel'dorei for this.

He would be reawakened again during the third war, and once again lead the Kaldorei people with his love Tyrande, helped win the war with the sacrifice of the wisp at Nordrassil. When Illidan and his naga friends attacked Maiev, it was Malfurion who rallied the forces to come to her defense up until about the moment Maiev lied about Tyrande being dead.

Thanks to a bit of morrowgrain seed poisoning on the part of Fandral Staghelm who had always wanted his job, Malfurion took a nap while Fandral planted yet another world tree (Teldrassil) [This is probably why the dragons didn't bless it initially] *. While juiced on Morrowgrain he would be captured in the Emerald Dream by Xavius (whom he had locked in there after the War of the Ancients). The War against the Nightmare would follow, and when Malfurion woke up after having pushed the nightmare forces back to the rift of Aln, he realized Teldrassil had been corrupted as someone grafted a branch of Xavius to it and he and Tyrande finally get married officially.

He would go on to welcome the Highborne (mostly those living in the ruins of Eldre'Thalas) back to the fold and go on to assist in helping mend the world after the Cataclysm, leading the Cenarion circle in their attack on the Firelands. During the third legion invasion while investigating the growing nightmare in Val'sharah he manages to get captured by Xavius once more before adventurers free him, beat Xavius and end the nightmare once and for all (maybe).

It was Malfurion who Sylvanas had intended to kill during the war of the Thorns believing it would break the backs of the Kaldorei people. He would have been killed by Varok Saurfang had Saurfang not come to believe that his attack on Malfurion was dishonorable, causing Sylvanas to instead burn Teldrassil, nearly wiping out the Kaldorei as a whole.

He and Tyrande would proceed to lead the battle in Darkshore eventually reclaiming it for the Night Elven people. During the events of Dragonflight, he would trade places with Ysera to allow her to do what she needed to do in the world of the living, returning after Ysera was done and handing leadership of the Kaldorei to their daughter Shandris.

Tyrande Whisperwind – Current High Priestess of Elune and until recently the de-facto leader of the Kaldorei. Like Malfurion and Illidan she was raised in Suramar and was a participant in the War of the Ancients, becoming one of its leaders after Kur'talos Ravencrest, the founder of the moment, perished. She would study under the High Priestess Dejahna before she perished, after which the title was passed to her as Elune's chosen.

While her future husband slept after the War of the Ancients (much to her chagrin), only stirring to deal with serious issues like the War of the Satyr or banishment of the Highborne, it was Tyrande who was tasked with watching over the Kaldorei lands in what would be known as the long vigil. During that time, she would save the queen of the Frostsabers cementing the alliance between the creatures and the night elves.

When the orcs came into Ashenvale looking for lumber, it was Tyrande who ordered it be stopped and she, who decided to wake the druids to bring them into the war. She would free Illidan cutting

down the Wardens who tried to stop her making it clear that the only one giving her orders was Elune herself.

Her path outside of these actions closely mimics Malfurion, chasing Illidan, and then leading the Night Elven people when Malfurion took an extra heavily medicated nap. She was a key member of the force during the war against the nightmare after the lich king's fall. She would join alliance forces during the cataclysm.

She would lead a group of sentinels during the war in Pandaria and act as one of the key judges in Garrosh's trial. When given the choice to save Malfurion or protect the temple of Elune from a corrupted Ysera, she begrudgingly chose to protect the temple by helping take down the corrupted aspect. She would go on to be the one to lead the Night Elf assault on Suramar, her former home, having great distrust for the Nightborne as a whole, though she was glad that Thalyssra had chosen to let the Nightwell die.

During the war of the Thorns and after the burning of Teldrassil, Tyrande would believe that there was little choice but to call upon some of the darkest powers of Elune, invoking a ritual to become the avatar of the night warrior, a dangerous ritual that has a 100% fatality rate. But in becoming the avatar of Elune's wrath she began to kill virtually everything undead in Darkshore and then took the battle to Sylvanas being the one to cut down Nathanos Blightcaller personally.

She would, despite everyone's advice to the contrary, chase Sylvanas into the Shadowlands trying to hunt down the banshee queen allowing more and more of the Night Warrior's power to consume her. It wasn't until Elune herself directly intervened, taking Tyrande's body and pulling those powers away in hopes that Tyrande would follow a path of renewal instead of vengeance that she was no longer under threat of exploding horribly.

She was granted the final call on what to do with Sylvanas when she was captured, telling the Banshee queen she would walk the maw for the rest of eternity returning souls to their rightful place under the watch of her trusted owl Dori'thur.

In an attempt to start to rebuild Night Elven society, she would work to see that the World Tree Amirdrassil was born defending it from Fyrakk and his druids of the flame. Managing to protect the seed she would oversee the construction of a new Kaldorei capital at Bel'ameth at the center of Amirdrassil. There she and Malfurion would turn over leadership to their adopted daughter Shandris.

Shandris Feathermoon – A survivor of the demon attack on Suramar during the War of the Ancients, Shandris was taken under Tyrande's wing as an adopted daughter. Though she was arguably still young to fight during the war, it didn't stop her from trying and she helped where she could. By the time of the Second legion invasion and third war, she had been made a captain of the sentinels and was among the first to find the orcs turning Ashenvale into a logging camp.

By the time of vanilla, she had been promoted to general of the sentinels and operated a stronghold out of Sardor Isle in Feralas. She like Tyrande would go on to help combat the forces of the nightmare lord during the war with the nightmares, and after the loss of the original Feathermoon stronghold to naga, rebuilt as second in Feralas to begin training the newly admitted Worgen as sentinels during the cataclysm.

She was the sentinel rep to the Hunters Union, the unseen path, and during the fourth war largely led the offensive effort for the sentinels on Zandalar. She was part of the fleet that chased Nathanos into Nazjatar and thus part of the attack on the Eternal Palace. She would chase her mother across the shadowlands to try and keep her from exploding under the weight of Elune's power, helping the forces of Ardenweald in the process. And of course, she was part of the group which helped defend the seedling Amirdrassil from Fyrakk.

Once Amirdrassil bloomed, she was handed the reigns and remains the current leader of the Kaldorei.

Fandral Staghelm – A man who seemed to believe the answer to all of the world's ills was just more world trees. Fandral was the one who 'borrowed' branches of Nordrassil to plant across the world, including the later to be cut down tree Andrassil, which would be the key to Yogg Saron and N'Zoth getting corruption into the emerald dream.

During the war of the shifting sands, it was Fandral's son Valstann who would lead the attack and that same son who was brutally murdered in front of him during that war breaking Fandral's will to fight allowing Qiraji forces to push all the way to caverns of time before being repelled and sealed by the Dragonflights.

Tricked by Xavius from within the dream, who convinced him he would be able to restore his son, Fandral would knock out Malfurion, putting him into a coma becoming the archdruid and then growing Teldrassil. Then during the war with the nightmares, his crimes with morrowgrain revealed and suffering from a vision of his son dying again Fandral's mind shattered.

Enraged by Malfurion's willingness to remain neutral to the horde, Fandral's daughter in law and mother to his deceased grandchild (killed by orcs) convinced him to lead a force of druids under the elemental lord Ragnaros, he sought to burn the world to ashes rather than live in a world without his child. He would be killed in the Firelands for his actions.

Xavius – The so-called Nightmare Lord, Xavius is unquestionably one of the ones who set the whole war of the ancients into motion. It was he who had the brilliant idea to ally their people with Sargeras and he who fed the idea to Queen Azshara. As high councilor of the night elves at the time he began putting together the plans to bring the demons through the well of eternity. His plan was going brilliantly until Malfurion Stormrage blew up the tower he was working in, killing him.

Pleased at his work, Sargeras brought Xavius back as a Satyr to continue to try and win the war of the ancients for the demons. Of course, this time when confronted by Malfurion and Shandris he lost again and Malfurion turned him into a tree captain planet style killing him for the second time.

At some point he washed up on shore near Azshara and appears to have cut a deal with the old gods. Speaking from within the dream he manipulated Fandral into grafting a branch of himself to Teldrassil. While Malfurion locked in the dream with Morrowgrain overdoses he tortured him eventually leading an assault in the War against the Nightmare which was pushed back and ended with him being pushed back into the "Rift of Aln", a portion of the dream that druids believe has ties to the Twisting Nether and great dark beyond.

During the third legion invasion he keeps himself busy corrupting wild god and archdruids alike, even going to use a corrupted tear of Elune to corrupt the Aspect of the dream herself. He is confronted in the Rift of Aln and killed again, which Word of God suggest has killed him more then than last few times.

Jarod Shadowsong – Younger brother to Maiev Shadowsong, prior to the War of the Ancients he was a captain of the guard in Suramar. He would be put in command of the four strongest spell casters of the resistance including the time traveling Rhonin and Krasus. A series of deaths would eventually lead to Jarod becoming the command in charge of resistance forces during the war, going on to lead even the Wild Gods into the fight.

He had tried to stop Illidan from pouring the water into the lake at Mount Hyjal, but decisively lost that fight, playing a large part in Illidan's sentencing. After the war he would go into self-isolation with the love of his life Shalasyr, where they would remain until the events of the cataclysm and the loss of immortality left Shalasyr with a disease. He tried to bring her back to Darnassus to be healed but to no avail.

During the return of the highborn he was appointed as the leader of a new force to hunt down threats to Darnassus. He would go on to assist in the Molten and reappear once again when Maiev went missing after the vault of the wardens was breached during third legion invasion helping settle the unrest at Black Rook Hold.

Maiev Shadowsong – If Illidan is the roadrunner, Maiev is his Coyote. She was a Senior priestess by the time of the war with the ancients, and not exactly thrilled at Tyrande getting the position of High Priestess when Dejahna was killed in battle, but she accepted it begrudgingly. She would fight in the war like all the rest, and after the sundering was enraged that Illidan attacked her brother for trying to stop him, believing he was a traitor to their people.

To ensure that Illidan was watched over, she personally oversaw the creation of a group call "The Watchers" formed with other priestesses of Elune. She would watch over Illidan's cell for 10 Millenia until Tyrande demanded he be released to fight the legion. Maiev was away at the time and came back only to find her watchers slain and Illidan now a demon.

She began to chase Illidan to the ends of Azeroth itself and would watch as her second in command and friend Naisha was killed when they managed to find Illidan in the tom of Sargeras. She even went so far as to follow him to the Outlands. She would capture and lose Illidan and then in turn find herself captured and imprisoned. Once freed by adventurers she and the other Wardens would return to the vault of the wardens with their Illidari prisoners.

When Malfurion allowed the Highborne back into society she tried to start killing them, believing it was arrogant to allow them back in after what they had done. The resulting clash between her and night elven leadership ended with her going into Exile.

When the legion invades for the third time, she manages to get herself captured once more and eventually freed by her brother in Black Rook Hold. She is, much to her chagrin, forced to work with Illidan to help reseal the Tomb of Sargeras. During the fourth war she would act as commander of the Alliance forces there.

Shal'dorei / Nightborne

Ellisande – Grand Magistrix of Suramar and leader of the Nightborne people following the War of the Ancients. When it was discovered that the demons intended to use the Pillars of creation in Suramar's temple of Elune to spin up a backup portal, Ellisande cut ties with the rest of the Highborne. Then, used one of the Pillars of Creation, the eye of Aman'thul, to create an endless font of arcane energy, the Nightwell, which would over time warp them from Kaldorei into Nightborne.

She had a sizeable grasp of time magic and a limited ability to predict possible timelines. When the legion, following alternate Gul'dan, showed up on their doorstep and informed them they could either join or be destroyed, she peered through the timelines and decided joining was the only course of action that would save her people.

Allying herself with the legion; however, fomented rebellion from within, and those rebels brought in other elves for a whole elfapalooza right on her front lawn. It wouldn't be long before those elves and their Alliance and Horde friends came in to kill her. Up until the last moment she was convinced that based on all available data, she had made the best choice for her people.

Thalyssra – First Arcanist of Suramar and recovering Nightwell addict, she led the coup when Ellisande and the council decided the legion was the only option for survival during the third legion invasion. Though thought killed during the coup, she manages to arrive in some ruins outside of Suramar where she managed to convince adventurers to help put her coup back together. There with the assistance of Night Elven hermit, she would grow the Arcan'dor, a tree whose fruit could break the Nightborne of their addiction.

Cured of a crippling addiction, she led the effort to attack Suramar to reclaim the city and the Eye of Aman'thul. Once Ellisande is defeated in the now successful coup, she orders the Nightwell to be destroyed. Then talks begin with Night elf and Blood Elf alike on which side the Nightborne would fall, and given Tyrande's distrust of them, she decided the Blood Elves were a better bet

She would go on to assist the horde in their various adventures, until she found herself starting to fall in love with Lor'Themar whom she goes on to marry.

Ren'dorei / Void Elves

Alleria Windrunner – One of the four Windrunner siblings and the eldest. A bit of a family weirdo, Alleria unlike her mother, and at the time current ranger general, wanted to see the world outside Quel'Thalas, and when offered the chance to become ranger general turned it down abdicating it to Sylvanas in favor of going off and away

When Quel'Thalas decided the orcs were enough of a problem to warrant attention, Alleria was sent to aid Lordaeron at Southshore in pushing them back. During the war she would end up losing her youngest brother Lirath, adding to her mother and father who had also been slain by the horde at that point.

She also (as apparently is Windrunner tradition) fell in love with a human and ended up becoming pregnant with Arator (how is babby formed?), their son. She, like the other 4 individuals commemorated with statues in Stormwind, would go on to lead the Sons of Lothar in pushing the orcish invasion all the way back to Draenor. After that the planet exploded thanks to Ner'zhul.

It was here that the Army of Light would pick them up in the Xenedar to bring them into the war with the legion. During this time, she would find herself becoming infected and in turn infatuated with the idea of the void, something the army of light did not, in fact was good vibes. None the less she would spend nearly 1,000 years (thanks to wibbly wobbly timey wimey nonsense in the twisting nether) fighting against the legion striking countless locations eventually realizing that the world soul Argus was the key to reviving demons.

It was also during this time that her willingness to listen to and use the void got her thrown in light jail. Problematically the Xenedar got shot down over Argus, and so the adventurer had to let her out of jail (and the crashed ship). Where she came to find out Sylvanas now led the forces that killed their parents and brother. Here on Argus, after eating a void reverent and eating its heart she grew more in tune with the void.

Unfortunately, that much void in one's life tends to lead to symptoms like depression and schizophrenic hallucinations, which interfered with her attempts to get back together with her sisters (The void said she should really... really kill Sylvanas). Then after trying to go home to bring the Blood Elves back to the alliance and accidentally releasing a void horror in the Sunwell (bad for negotiation), she decided maybe it was better if she just brought back followers of the void among the Sin'dorei, the void elves.

From here she would eventually become a leading figure in the hunt for Xal'atath, where she works in the War Within to bring an end to the so-called harbinger of the void.

Quel'dorei / High Elves

Queen Azshara – The queen of the night elves, leader of the naga, and possibly greatest sorcerer to have ever lived. Stories surrounding her seem almost more myth and legend than truth in nature, describing her as a goddess in terms of her beauty. She ruled the night elf empire at its peak, for a minimum of 2,000 years if not longer. Her presence as queen of the night elves was so ubiquitous that their capital city was renamed Zin-Azshari, translating to “Glory of Azshara”.

It was under her rule that most of the night elven cities and settlements known today would thrive and grow... all except Mount Hyjal that is. The queen ostensibly said it was to respect the elven peace with nature, in truth it was because Azshara despised the mountain and the wild gods living on it.

Under her rule Sargeras would approach offering her a way to reshape the world if she'd just use that little well of eternity to let him in. Queen Azshara seemed to happily agree and thus the War of the Ancients began. She was apparently strong enough that even Mannoroth realized the only ones who could take her in combat were Archimonde or Kil'Jaeden. Powerful enough that when Prince Farondis and Azsuna took issue with the demons making themselves at home and planned to use the Tidestone of Golganneth to close the well of eternity she just wiped the entire place and all its inhabitants out.

When the sundering occurred it was she alone, who used her powers to hold back the tides that threatened to swallow the entirety of the Nightborne culture, and it would be she who struck a deal with N'Zoth which would turn her and her followers to Naga. There she would lead the naga for thousands of years in a campaign to rebuild the black empire.

It was she who wished to have Neptulon eliminated in the wake of the Cataclysm so that she may seize his realms and thus the entirety of the sea for herself. Though defeated during the attack on the Eternal Palace during the fourth war, she would reappear and be the one to hand Wrathion the blade Xal'atath to stab N'Zoth with, heading off and saying she had places to be, things to see. Where she is has remained a mystery.

Sylvanas Windrunner – The Banshee Queen, Ranger General of Quel'Thalas, and leader of the forsaken. Sylvanas was the second of the four Windrunner children, and like her sister Alleria was no slouch with a bow. When Alleria headed off, it was Sylvanas who took the roll of Ranger-General after their mother and father were killed in an attack by horde at the time.

During the second war, she took a human under her wing named Nathanos Marris bringing him in as the first human to the Ranger core much to the chagrin of basically everyone. It was then after the second war when Arthas attacked and swept through the elfgates (No, seriously they were called elfgates) that Sylvanas would be struck down and raised as a banshee under his control.

She would be forced to watch the atrocities committed against the Quel'dorei and was made an unwilling puppet to assist in their destruction, being given a unique position as a banshee and eventual general of the army in service to Arthas. During this time Sylvanas kept track of where the meat wagons had taken off with her body and with the help of fellow banshees and some rather traitorous Nathrezim, reclaimed her body with the goal of killing Arthas. She got real close to accomplishing her goal before Kel'Thuzad showed up with backup chasing her off.

The next challenge was the gaggle of Nathrezim as Sylvanas was determined to see her and those like her freed. So when the Nathrezim showed up to launch their attack she put together a daring plan to defend her and her people. Convincing the Nathrezim Varimathras to help her with those goals she would go on to start freeing undead across the Plaguelands and bringing them back to the ruins beneath capital city, calling it undercity. She would go out to seek her former pupil and probable lover in the Plaguelands naming him champion of the new forsaken nation.

In trying to find allies she sent emissaries to both horde and alliance; however, the alliance killed her emissaries whereas the horde welcomed them. Once the forsaken joined the horde they would face off against threats like the Scarlet Crusade.

During the war in Northrend, an rogue apothecary who had been under Sylvanas command would deploy a new plague weapon against scourge, alliance, and horde forces alike at the wrath gate. Sylvanas claimed she was unaware of the plan and together with Alliance and Horde forces assaulted undercity to kill Varimathras. Thrall was apparently not 100% convinced Sylvanas was entirely unaware and left a detachment of Kor'kron in undercity to keep an eye on things after the city was reclaimed.

Sylvanas would then take direct command of the horde forces attacking the Icecrown citadel. While she was not be present when Arthas was finally slain, she'd come to the frozen throne shortly thereafter, convinced that with Arthas dead, she could now finally rest, her job finished. She threw herself from the throne onto the spikes below and would have died were it not for the work of 9 of Arthas personal Val'kyr who struck a deal with her that would revive her.

Once revived she would lead the assault on Gilneas, where she would end up killing Genn Greymane's son, and then after being forced to retreat, began bombing the city with the blight she had been ordered never to use. Gilnean forces and the Alliance 7th legion pushed Sylvanas all the way back into Silverpine before she cut a deal with Lord Godfrey that managed to get her killed a second time, only to be revived again by the Val'kyr.

During the battle for Andorhal, she would chuck Koltira in a portal for perceived weakness refusing to give him back to the knight of the ebon blade. She openly opposed the attack on Theramore as she expected the blowback would be dealt to her people. Finally during the legion after Vol'jin was killed, Sylvanas ordered a retreat of the Horde and would go on to be crowned the new Warchief.

It was here where she'd march off to Stormheim to make a deal with Helya, believing the Val'kyr really were her people's only way forward, and the best way to make more Val'kyr? Why capture their queen. A plan that would have worked had an enraged Genn Greymane not knocked it out of her hands. After the events of legion, when Calia Menethil showed up and started causing forsaken to defect, she personally killed the woman to correct the matter.

She seized upon the discovery of Azerite proposing to take the discovery and strike quickly to crush the Alliance and ensure horde dominance for years to come. Drawing up battle plans it was decided that Darnassus was the best target, and initially the intention was only to capture the city. When Saurfang failed to kill Malfurion she became convinced burning the tree was a far more sensible option to break the Alliance spirit.

She would personally command the forces defending Lordaeron when the Alliance counterattack for the burning of Teldrassil came. She would lead horde forces through the horrors of the fourth until Saurfang showed up at the gates of Orgrimmar and challenged her to Mak'gora. Though she won the duel she also decided it was time to cheese it, abandoning the Horde outright as the atrocities of the fourth war had turned the horde against her.

After fleeing the Horde, she would assault Icecrown Citadel now allying herself with the jailer, she ripped apart the helm of domination that Bolvar had been wearing and shattered the veil between the physical realm and the shadowlands. She would find herself pursued by Tyrande and going on to capture Anduin Wrynn, being the one to use domination magic to shape in him into a weapon of the jailer.

When the Jailer meandered off to Zereth Mortis, it hit Sylvanas like a brick wall that she was becoming like the Lich King. In thanks for trying to shoot him, he gave her back a portion of her soul that had been sealed by Frostmourne when she had first passed away. From here she experienced untold regrets at what she had done, what she had become.

When the jailer was defeated, she submitted herself to Tyrande's judgement, and would be ordered to walk the maw for all eternity to personally return all the souls that had been condemned there where she remains to this day.

Honorable Mentions

Broll Bearmantle – Another one of the comic book characters (largely). He, like Malfurion, has found antlers to be a cool fashion accessory. After fighting and losing his daughter in the third war, he went into the gladiator business and ended up palling around with Valeera and Varian (Lo'Gosh).

He was integral in the swift end of Xavius attack in the War with the Nightmare and assist in various druidic endeavors.

Lady Vashj – Formerly a handmaiden to Azshara, she had been born to the ruler of the Highborne city of Vashj'ir. The official artwork for her elven form has her with distinctly feline eyes, but I for the life of me can't find where this is mentioned outside of the artwork. She considered herself a rival to Tyrande after Azshara offered the priestess a spot as a handmaiden (an offer Tyrande turned down). She nursed Illidan back to health and like all the Highborne in Zin-Azshari found herself with several snake scales.

She goes on to join Illidan's merry band in the events of Warcraft 3, and in the burning crusade she would command the Naga in Outlands before being killed by wayward adventurers. After her death she would go on to serve the house of Eyes of Maldraxxus in the shadowlands and survives as one of it's few remaining members after the house's destruction. She goes on to assist however she can in restoring Maldraxxus and the Shadowlands to a more stable condition.

Vereesa Windrunner – The third Windrunner sister, also afflicted with a love of humans. She was the wife of Rhonin prior to his subsequent atomization at the hands of a mana bomb, and mother to two children. She helped raise Arator (Alleria's child) while she was away and served as the ranger general to the Silver covenant, a branch of militant high elves in service to Dalaran. She had planned to poison Garrosh during his trial, as Sylvanas had offered her a spot as ruler of the Forsaken, but realized such a life would force her away from her sons, the only remaining thread to her deceased husband whose death she very much is not over.

So, she told Anduin of her plan, backing out and going to assist where she could until Alleria's return, where she Sylvanas, and Alleria would meet and realize they had divergent paths. Per Alleria, after Dalaran's destruction, Vereesa is still safe as she had moved somewhere else at the time.

Umbric – Formerly a magister of Quel'Thalas, he is now the representative for the void elves, living in Telogrus rift. He and those who followed him had been banished for studying the void to protect the Sin'dorei. They would, with the help of Dar'Khan's notes, go on to move to the Telogrus rift. He has gone on to assist Alleria and the Alliance where he can, helping in the fourth war and working to uncover the machinations of the harbinger following the events of Dragonflight.

Dar'Khan Drathir – A former magister of Quel'Thalas, who very much wanted to be grand magister but was unable to. He pledged his allegiance to Arthas in exchange for strength, going to disable the various defenses and allowing Arthas to sack the city. He tried to betray Arthas shortly thereafter and met with a swift death. However, like Kel'Thuzad he doesn't seem to get the concept of staying down.

He would lead scourge forces at the command of the Lich King trying to find Anveena Teague (The Sunwell), and capture her, which only resulted in him being vaporized. Apparently not enough to kill him though, as he comes back again to try and lure out members of the blood knights, only to be shot and turned to dust by Halduron Brightwing and his rangers.

Still, this does not appear to have put him down for good as he comes back once more during the events of the burning crusade only for adventurers to put him down once more, taking his head back to Silvermoon.



Legally speaking, high elves were the first ones we saw in a warcraft setting.

Dwarves

Titan-forged creations which were afflicted with the curse of flesh, the Dwarves are found in three primary groups (The Wildhammer, Dark Iron, and Bronzebeard Dwarves). In Khaz Algar a group of isolated earthen not as afflicted by the curse of flesh were discovered, calling themselves the Oathsworn, Unbound, and Machine Speakers.

Falstad Wildhammer – You probably recognize Falstad as that dwarf the guy in the red shirt was talking about at Blizzcon 2010, but he does have a fair bit of interwoven lore with the warcraft universe.

Succeeding Kurdran Wildhammer (The dwarf who went off with Alleria and Turalyon to Outlands) as Thane of the Wildhammer clan, Falstad is a gryphon rider by trade who has found himself tied up in several of Warcraft's key events. From helping free Alexstrasza at the battle of Grim Batol. He would go on to represent the Wildhammer on the council of three hammers (the point of contention at Blizzcon).

He is one of the leaders present at the marriage of Tyrande and Malfurion just before the war with the nightmare. He was at Garrosh's trial. Though it wasn't really until the events of the 4th war that

Falstad really started to take center stage, working with Shandris Feathermoon in Nazmir. He was last seen meandering about the Ohn'ahran plains visiting with the local centaur clan there as part of the Dragonscale expedition.

Moira Thaurissan – Born as the child of Magni and Eimear, Moira was the presumptive next ruler of Ironforge. After her mother was killed in a Frostmane attack, Magni tried to raise her as a warrior, which really didn't jive with her actual aspirations in life. Still when the town of Lakeshire called for aid against the Blackrock she went down to help, only to find herself being captured by the Dark Iron dwarves.

It was here that the leader of the Dark Iron fell in love with her, and eventually confided that he wished to free his people. Of course, no one could believe that Moira could be falling in love with an enemy of the Ironforge dwarves and were convinced she had just been mind controlled in some way. So, when agents of Ironforge killed the man she was in love with and the father of her unborn child, Moira took issue with it.

She would stay in the Shadowforge City, somewhat estranged from her father, and worked to convince adventurers that the evil fire elemental that just so happened to be controlling the dark iron, was in fact amassing an army and sitting on a pile of fat loot. Some might call this deception; Moira would probably just call it clever politicking. After Ragnaros was good and dead, she further leaked info to the horde about the Black Dragon living in upper black rock spire and the dark horde he was keeping company, which in turn convinced the horde to attack and wipe out both cleverly eliminating another enemy of the Dark Iron.

When her father turned into a dwarfcicle, she and her infant son moved back into Ironforge to take control, and control they did, even going so far as to kidnap Anduin Wrynn. Varian, to no one's shock took Umbridge with this and moved into eliminate Ironforge's new dictator, only to be stopped by his son, convincing him to teach Moira to be a better leader rather than killing her and risking a civil war. It was this that resulted in the Council of Three hammers.

When Zandalari trolls threatened Ironforge, after the Bronzebeard and Wildhammer dwarves refused to commit forces out of fear that the Dark Iron would strike, Moira chose to offer aid and her own personal guard in part to demonstrate the Dark Iron's loyalty to the Alliance as a whole. She'd also be the one to lead up the effort to rebuild the Jade Serpent statue in the Jade Forest.

She is one of the priests of the Netherlight temple during the legion invasion and during the fourth war would see that the Dark Iron were formally brought into the alliance. Though she makes far more of a showing after the destruction of Dalaran, using her political acumen to help unite the various Earthen groups eventually resulting in the council of Dornogal being reformed.

Dagran Thaurissan – Prior to his untimely demise at the hands of adventurers, Dagran was the emperor of the Dark Iron Dwarves. He, like the Dark Iron before him, served at the behest of Ragnaros, though he wished to find a way to free his people. So, when Ragnaros asked him to start throwing together an army to take over the other Dwarven clans he hopped right on board.

His actual hope was to use the army he was throwing together to break free of the Firelord once the rest of the dwarven clans were conquered. It was here of course that he'd kidnap Moira in hopes

that keeping her as a trump card would keep her father from attacking directly, only to find himself getting assassinated for it.

Magni Bronzebeard – The de facto ruler of Ironforge turned Dwarfscicle. You probably know him by the words “Champion, the wounds!” or some variation of the word Azerite. He is the oldest of the three Bronzebeard brothers. He is also responsible for the creation of the Explorers guild, to try and find the various treasures of the world and learn more about the dwarves in general. After what he thought was his brother’s death at the hands of Arthas in Northrend, Magni would be the one to forge the Ashbringer once he was provided the materials.

He was known to be somewhat sexist, believing that women could not rule, which apparently, he changed his mind on after Moira was captured and then ‘freed’. He would also come to find that his brother wasn’t dead, simply living a life devoid of his memories in Northrend. It was there that adventurers would grab some tablets that you might say reshaped his whole perspective on life.

The tablets were from the titan facility of Ulduar, and when the earthquakes of the cataclysm started to affect Ironforge, Magni consulted the tablets in hopes that they might reveal more about what was going on. The tablet instead turned him into a diamond, and most everyone assumed he was very dead. It would take four years before Magni stirred from his diamond slumber, only to relay to the world that he had come to realize that Azeroth itself was a titan, and that he was her speaker.

He would go on to reveal that Sargeras was on route and that the only way to correct the matter was to travel to Argus. He used his powers as a speaker to listen to the world soul of Argus calling out in pain, and later Eonar directing him on where to find her. Then when Sargeras plunged a sword in Azeroth, it was Magni who would go to the chamber of the heart to attempt to start mending and working on fixing that wound.

He would send adventurers all over Azeroth to find the means to put down or contain the old god N’Zoth. Following this he would be a critical piece when the Radiant Song started to echo across the land. It was at his urging that Dalaran be moved to help prevent a city in Khaz Algar from being destroyed, resulting in Dalaran’s ultimate destruction.

It was here he would work to assist the earthen, ultimately going to sacrifice himself to help purify a device known as the awakening machine, which had been corrupted to start producing skardyn (a sort of corrupted dwarf). Though by sacrificing himself, his body was returned to that of a normal dwarf. It is here he has worked to try and mend the relationship with Moira as the events of the War within unfold.

Brann Bronzebeard – You know that dwarf that tags along with you in delves? Did you know he had a backstory and everything? The youngest of the Bronzebeard brothers, Brann is the go-to explorer and archeologist, finding himself exploring all manner of locations. Thought dead after heading off to Northrend to follow rumors about his brother during the events of Vanilla.

Luckily, he had indeed survived and is the one to lead adventurers into the facility of Ulduar, having attempted it with an expedition at first only to be driven back. Though with the aid of the Kirin Tor it’s Brann who discovers the issues with Algalon the Observer and the reply code meant to reoriginate the planet.

After the events of Cataclysm, he darts down to explore the titan facility in Uldum, namely the halls of origination, the very thing that Algalon had intended to use to basically reformat the planet.

During the 4th war, it is Brann who leads the Alliance through Uldir (Horde are led by Talanji instead), the titanic facility where experimentation was being done on the manufactured Old God G'huun. He is currently running the Delve headquarters out of Dornogal.

Muradin Bronzebeard – The middle brother of the Bronzebeards, Muradin would go on to be the official ambassador between Ironforge and Capital city, where he would stumble into and offer to eventually train Arthas in combat, which would prove problematic not much later down the line, as it would be Muradin and the explores league that found the Frostmourn that Arthas would end up taking up, and he was thought to be it's first victim.

The rather nasty shard of ice that impaled him however left him with a bad case of Amnesia, and so he wandered into a group of Frostborn dwarves where he would through feats of strength come to become the group's king. He would of course be discovered and reminded of his past self by his brothers and work to help put an end to the Lich King.

When his brother Magni became a diamond dwarfsicle, he would take on the role of representative for clan Bronzebeard on the Council of Three hammers, though after that he largely keeps a low profile. He'll show up at most major events (Funerals / Marriages) but otherwise seems to stay out of the story for the most part.

Dagran Thaurissan II – Bookworm nerd son of Moira and Dagran, this little runt has made a prominent appearance in the war within, he is also technically set to take control of Ironforge once he reaches his "age of majority". He hasn't played a large part in the story until the most recent set of expansions, with the short story "The Lilac and the Stone" where he is described as trying to decipher a shield in some dwarven ruins, eventually proving the runes on it were from all three clans.

He also plays a substantial role as the adventurer makes their way through Dornogal, seeming to form a relationship of some manner with Brinthe, taking sympathy on the state of the Earthen there in Khaz Algar. He is currently assisting in discovering exactly what the Titans were up to with the infrastructure built around and underneath Khaz Algar.

Brinthe – Doctor Octopus the dwarf, it's important to understand for Brinthe there are 3 factions at work in Khaz Algar, one of them being the machine speakers (who look suspiciously like a version of Warhammer's Adeptus Mechanicus, but don't tell Games Workshop's legal team that, they're still miffed about that whole Starcraft thing). She was kicked out for asking way too many questions, and the adventurer goes on to help her evict the corrupt leader who had made a deal with Xal'atath.

After a nice little coup d'etat she serves as the current High Speaker of the Machine speakers, working to uncover more mysteries and secrets of what exactly the Titans were up to along with Dagran.

Merrix – The councilward of Dornogal and a member of the Oathsworn, he plays the interesting role cosplaying as Steelvein, a smuggler working in Dornogal to help maintain the trade networks and keep them in line. He would go on to reestablish trade relations with the Arathi which had become

fractured following Sargeras plunging a sword into the planet. He sits on the Council of Dornogal with Brinthe, the current Stoneward (think lead architect) Adelgonn, and Stormward (Think Military commander) Lufsela.

Honorable Mentions

Hemet Nesingwary – Hemet shows up again and again (along with his son Hemet Nesingwary Jr.) throughout adventures and has one goal in mind, finding killing and putting the biggest, baddest beast in the land on a wall somewhere. He shows up in Stranglethorn, then Nagrand, then Sholazar, so forth and so on, showing up again and again as Azeroth's single best hunter, and thus member of the Hunter organization the Unseen Path.

By the time of Dragonflight he has apparently retired, and his son is now leading up the expedition to hunt big game. (No really that's it, that's as deep as that goes, he's just a really big game hunter).



A dwarf's Dwarf.

Humans

Descendants of the Titan forged, who, upon being afflicted by the curse of flesh would call themselves the Vrykul, establishing a vast empire named Arathor, which would later break up into a number of city state that we know today.

Magna Aegwynn – The only female guardian of Tirisfal, and the penultimate, Aegwynn is the mother of Medivh and an incredibly talented mage. It was she who bound Aluneth to the staff in which it currently resides. It is Aegwynn who would go on to build Karazhan.

As the guardian of Tirisfal what she would most be known for was tracking a group of demons to Northrend where she would encounter the Avatar of Sargeras, and after defeating it bound and sealed it in what is now known as the Tomb of Sargeras.

Unbeknownst to Aegwynn, when she defeated the avatar, a bit of Sargeras' soul managed to intertwine itself with her own. Her thoughts growing darker, she would build Karazhan in part to hide

away from the world, until the guardians of Tirisfal lacking their guardian threw together the Tirisgarde to hunt her down and find out what was happening. This caused her to fall back to a hiding spot in Suramar.

She would be hunted by several powerful Tirisgarde members including the wielders of Ebonchill and the blade Apocalypse both of whom she would go on to defeat. In her travels she would eventually find and meet Nielas Aran, and after several months of cat and mouse the two realized they were similar and decided to... you know. This would of course result in Medivh, who Sargeras would find his way into.

When Medivh would go on to open the dark portal, she tried to confront and stop him, only then to realize that his very being had been corrupted by Sargeras. She ultimately lost the battle and was forced to retreat as the powers of the Guardian had been passed down to Medivh and even with all her experience she was no match.

Retreating to the Bladescar highlands in Kalimdor, she slowly gathered her magic, and after Medivh's death, she used that magic to summon his ghost getting the details on the Lich King and the next invasion of the scourge. There she would offer her advice and council to Jaina Proudmoore until her eventual death sacrificing herself to ensure Cho'gall's defeat.

Medivh – The last formal guardian of Tirisfal, and the one responsible for like 85% of this entire mess. He is the son of Magna Aegwynn and Nielas Aran. Implanted with the powers of the Guardian of Tirisfal at birth intentionally, and the spirit of the fallen titan Sargeras unintentionally, Medivh was unimaginably powerful. It's said when Medivh's powers awoke on his 14th birthday it took over 100 clerics and his father to contain it, and even with all that his father was still destroyed by the force.

When the Gurubashi tribe began to push into Brightwood (Now Duskwood) and Westfall, it would be Medivh, Prince Llane Wrynn, and Anduin Lothar who would work to push the trolls back. The resulting counterattack would end up killing Stormwind's king at the time, Barathen Wrynn. Medivh would in turn unleash his powers on the Gurubashi swiftly ending the war.

Fearful of the power he had, he retreated to his mother's home Karazhan, it was there the dark thoughts would start to twist at his mind, convincing him to open the Dark Portal, believing that he could use the Orcish horde to in fact stop the burning legion. When his mother confronted him about opening the gate to a horde of bloodthirsty orcs, Medivh responded by beating her in battle and banishing her, as any good son would.

With Aegwynn out of the way he began picking off other members of the council of Tirisfal secretly, only for Dalaran to decide to send him an apprentice named Khadgar, who for reasons he wasn't even sure of, he ended up teaching. All the while the conflict between humans and orc grew worse, resulting in the horde sending Garona Halforcen to him as an emissary.

All the while Stormwind had reached out for his aid, and Medivh pretended he was afraid of using his powers to allow the orcs time to build up. It was then Khadgar would realize it was Medivh who had summoned the orcs in the first place, and some convincing Anduin Lothar, Garona, and Khadgar would confront and behead Medivh, leaving his spirit to wander the nether.

His mother would end up reviving him, so he could deliver the bad news to various groups of the impending legion threat. Some like King Terenas of Lordaeron dismissed him out of hand while others like Thrall took the threat seriously. Giving out those warnings drained what little power he had left, and he vanished to places unknown. His only other appearance being a moment when Karazhan was under siege during the legion invasion in which he helped Khadgar push them back and passed on the Title (though not powers) of the Guardian of Tirisfal to him.

Khadgar – Aforementioned Apprentice to Medivh, to call Khadgar a busy mage involved in the affairs of Azeroth would be the understatement of the century. As discussed Khadgar was the one to realize Medivh was in fact not acting in humanity's best interest, and during the fight Medivh had used a spell to make Khadgar frail and old.

So, after Stormwind was sacked by the Orc tribes and its people had to fall back to Lordaeron, Khadgar would go on to make friends with Turalyon as the Alliance of Lordaeron was formed, watching the creation of the Silver Hand. The groups would begin their counter offensive, though not before the horde managed to burn Eversong forest. It would be Khadgar who summoned a storm to try and put the raging forest fire out, driving the elves of Quel'Thalas to throw their lot in with the Alliance of Lordaeron thus giving them the military force to start driving Orgim Doomhammer and his orcs back all the way to the Dark Portal itself where Khadgar would go on to seal the portal.

When the portal ended up opening again thanks to Ner'zhul, he would go through as expedition leader to Draenor to put an end to the threat once and for all. It was here that they'd make an Alliance with Gruul to drive off the mad aspect Deathwing and following Deathwing's defeat Khadgar would come into possession of the skull of Gul'dan. With the Skull and having managed to snag Medivh's book from a disloyal lieutenant to Ner'zhul, Khadgar sealed the dark portal from the Draenor side as the planet started to explode.

When the portal reopened again during the burning crusade, you would find Khadgar there in Shattrath city happy to let anyone borrow his familiar for a tour. He is the one who tips off the inhabitants of Azeroth that the Legion is indeed going on a crusade across all worlds, and they'll need to unite to deal with it.

He doesn't show back up until after Theramore's destruction where it's revealed he had become a member of the council of six. He tried to convince Jaina not to level Orgrimmar in her rage and proposed she be the new leader of the Kirin Tor. Of course, when the Portal in the blasted lands changed colors after Garrosh's daring escape from trial, Khadgar was among the first called to come put an end to the invasion.

And put a stop they did. He would assist in the final push to destroy Hellfire Citadel and the legion invaders making their home inside. He would go to the broken Isles just prior to the Third invasion, trying to stop Gul'dan from breaking the 5 seals inside the tomb of Sargeras that had been put in place by the Highborne during the war of the ancients. Despite Khadgar's best efforts, Gul'dan succeeded in his task granting the legion a way into the world. Once more pouring through Khadgar would work to try and repel the legion, aiding in various adventures and, he was the one to identify the fragment of the Prime Naaru Xe'ra when it is brought to Dalaran.

He would also return to Karazhan to chase the legion out of the tower, where Medivh would pass him the title of Guardian of Tirisfal. After that he would go on to lead the assault on the broken shore and make use of Aegwynn's writings about the various pillars of creation to start reconstructing the seal. Then after Illidan tore a dimensional rift in the sky, he would go with the Draenei aboard the Vindicaar to lay siege to Argus, meeting back with his old friends Turalyon and Alleria.

During the events of Dragonflight he would help, especially in matters of the Blue Dragonflight, to help contain the wrath of the primal incarnates. Then as the Radiant Song draws Dalaran above Khaz Algar, he would be the one to confront and attempt to stop Xal'atath as she prepared to use the dark heart to destroy the city and was presumed dead in the resultant explosion until in a flight of raven feathers stumbled back out of it once Alleria later managed to damage the dark heart. He currently resides in Dornogal, recovering.

Anduin Lothar – The Knight Champion of Stormwind, last of the ancient Arathi King bloodline and so-called Lion of Azeroth, Anduin Lothar was friends with Medivh and Prince Llane and would go to help with the efforts to quell the Gurubashi trolls in Stranglethorn. It was he who was sent to first investigate the disturbances in the black morass, discovering the dark portal and the orcs pouring through it. He would be the commanding officer of all Stormwind's forces during the first war, clashing with Warchief Blackhand as he attacked Brightwood, Westfall, and the Redridge mountains and with some cunning tactics would lure the Orcs into an ambush nearly claiming Blackhand's life.

Of course, the forces of Stormwind were not infinite, and eventually the settlements fell, leaving only Stormwind itself. Thanks to a tip from Garona Halforcen, they learned of the Orc Battleplan and were able to route the attack upon the city. When Khadgar revealed that Medivh had been responsible for bringing the Orcs to Azeroth, he led the unit that attacked and killed the Guardian of Tirisfal.

Returning home from that trip, however, they would be greeted by the burning remains of Stormwind, the now King Llane having been assassinated by Garona. The tattered forces would fall back and eventually convince King Terenas Menethil to form the Alliance of Lordaeron to repel the invading orcs. Lothar would find himself named Supreme Commander of these forces and would be approached by Alonsus Faol to create the new Silver Hand, and bring along several lieutenants to assist in the war including Turalyon, Daelin Proudmoore, Uther the Lightbringer, and Khadgar.

The alliance of Lordaeron would succeed in pushing back the orc forces all the way to Blackrock spire, where Lothar would be ambushed and killed. His legacy would live on as the Alliance expedition to Draenor following the second war was called the Sons of Lothar.

Arthas Menethil – Yes that one, the Lich King. Born heir apparent to the throne of Lordaeron, trained by Muradin Bronzebeard and later Uther the Lightbringer, he had a crush on the young Jaina Proudmoore and became a Knight of the Silver Hand at only 19. It's worth mentioning only because it was so traumatizing to Arthas that there's a quest for it and a related mount, that he was out riding his horse Invincible, had an accident and had to yell the creature, which caused some T-R-A-U-M-A. Man he loved that horse.

He and Jaina would go on to date for a little bit, though their jobs as mage and prince put far too much strain on the relationship, resulting in its collapse. Though his claim to fame came in his actions in response to the Plague of Undeath that was sweeping across Lordaeron. He would kill the necromancer Kel'Thuzad and make his way to Stratholme where upon realizing that the Plague of Undeath turned people, and that all Stratholme was already infected decided the best course of action was to purge the entire city.

It was there he would meet and be taunted by the Nathrezim Mal'ganis to head to Northrend. Here he would be ordered to return home and instead of following those orders paid off a group of mercenaries to burn all their ships and then tell people it was the mercenaries who had done it so that they would be executed.

He then would go on to search for and find Frostmourne, wielding it and leaving a not quite dead but certainly not moving Muradin as he went in search of Mal'ganis to kill him. After doing so, he lost what was left of his sanity, wandered into the frozen north, and let the whispers tell him he was the first of the Lich King's (Ner'zhul at the time) Death Knights. He would find his men, kill them, and raise them all as undead.

He then went back to Lordaeron, stabbed his father and then king Terenas and unleashed the scourge on Capital city. He then helped the cult of the damned recover the corpse of Kel'Thuzad going to kill one of the five founding members of the Silver Hand (Gavinrad the Dire) to get said corpse. To mend Kel'Thuzad's corpse it was time for a day trip to the Sunwell, picking up an Urn that carried his father's ashes and was being defended by Uther the Lightbringer to keep the body from rotting too much more. In the battle for the Urn, he killed Uther.

Then came the march on Quel'Thalas where he of course would kill Sylvanas and countless other Quel'dorei, following that he would march on Dalaran to recover Medivh's book so he could start letting demons through as Kel'Thuzad had explained this was in fact an amazing idea. He would sack the city, kill the Archmage Antonidas and then move to Kalimdor where he would work to try and convince the scourge to disobey their demonic masters.

When the legion lost at Hyjal, he scurried back to Lordaeron to meet up with the dreadlords and reclaim his home. Problematically Ner'zhul was running out of juice, and Arthas was losing his control over the undead. It was here that Sylvanas would make her escape to form the forsaken and Arthas, realizing that Illidan and Lady Vashj were on their way to destroy the Frozen Throne in Northrend, pulled his forces back.

Here he would meet near constant resistance, only aided by the undead spiders of Azjol-Nerub he would manage to push Illidan and Vashj back. Once they had been driven back, would dawn the helm with Ner'zhul's soul trapped inside merging the two together to become the Lich King.

Here he would lead the famous crusade that would eventually result in Tirion Fordring leading a group of adventures to put an end to his reign. From there his soul would be collected and shoved into the Maw, where it would in turn be used to help later turn Shalamayne into King'smourne in order to control Anduin Wrynn.

Uther the Lightbringer – One of the first five members of the Order of the Silver Hand along with Turalyon, Tirion Fordring, Saidan Dathrohan and Gavinrad the Dire. The group would be trained how

to fight and how to use the light under the guidance of Alonsus Faol, taking this training at the Alonsus chapel in Stratholme (That church next to the gate).

Uther had been made the leader of this group and the paladins would go on to help reshape the second war, proving to be a counter to Gul'dan's first generation death knights, managing to push back the orcish forces all the way back to the dark portal for Khadgar to close it, ending the second war.

After this Uther would return home and end up tutoring Arthas in the ways of the light and fighting, growing so close as to consider each other family. He and Arthas would help quash some of the growing Orc rebellions that were rising up before finding himself rushed off to assist fight the cult of the damned. It was here that Arthas gave the order that Stratholme be purged and Uther in a far more polite tone told him to go fuck himself.

When Arthas returned from Northrend for a bit of regicide, Uther would end up with Terenas's ashes in an urn, which is the reason that Arthas then showed up and after a fairly nasty fight, killed him. It was here that the Kyrian would pick up Uther's soul, and one, Devos, would realize his soul had been wounded by a mourneblade, a weapon that should only exist in the maw.

When Arthas was killed, it would be this Kyrian and Uther who would go to pick his soul up. Had the Kyrians been following procedure Uther's memories should have been wiped, but at discovering the part a mourneblade played in his death and that being subsequently ignored by management, Uther was allowed to keep his memories, and as revenge it was he who chucked Arthas soul into the maw.

He would serve the Kyrian rogue movement the Forsworn until about the moment he realized they were just working for the jailer, at which point he renounced that allegiance. It was after this that he would help Sylvanas come to terms with what she had done and prepare to accept her judgement.

Jaina Proudmoore – Born in Kul Tiras as the middle child of Katherine and Daelin Proudmoore (Effectively the rulers), she goes on to become a mage studying at Dalaran where she of course meets Arthas and Calia Menethil, and ends up visiting one of the Orc Internment camps, only to, unlike the vast majority of humans at the time, find the situation almost pitiable.

She managed to convince Archmage Antonidas to take her as an apprentice leading to a long line of father figures who would either be killed or disappoint her. When Medivh showed up to warn everyone and Antonidas dismissed him as a madman, Jaina sensed the 'prophet' was incredibly powerful and took the words to heart. She was however asked to check in on the growing scourge problem and would help Uther and Arthas at their battles in Andorhal, Hearthglen, and eventually like Uther tell Arthas she wasn't about to purge a town full of innocent people.

When Arthas swung back around from Northrend, now far more scourge friendly, she would at Antonidas urging evacuate the various refugees of both Dalaran and Lordaeron west to Kalimdor. When she reached Kalimdor she prepared for fistcuffs with the orcs who had made their home there before Medivh informed them all that the burning legion was coming and they'd need to team up. After the legion's defeat, she'd take her merry band of refugees and end up founding Theramore in the Dustwallow marsh.

Her father would then sail to Durotar looking for her and other survivors of Lordaeron only to find the horde (who remember he had been a key lieutenant in defeating during the second war). So he tried to crush them then and there, only for Jaina to effectively watch the two forces clash, not wanting to commit to either side, leaving her father to die.

After this there was a time of relative peace. Jaina would find Aegwynn who would help her with a minor demon issue, the resolution of said issue resulting in a nonaggression pact between Durotar and Theramore. When she managed to find a mind wiped Varian, she would try to broker this peace further between Stormwind and Durotar, only for the twilight's hammer to do its thing and interrupt the peace conference. This would in turn lead Jaina to form the new council of Tirisfal to help deal with Cho'Gall and Twilight's hammer.

She was instrumental in making sure that the Horde and Alliance did not come to blows in the bowels of the undercity after the incident at the Wrathgate, literally freezing the alliance forces and transporting them out. And after Cairne was killed, she would provide Baine shelter from the Grimtotem tribe. When Garrosh took over the horde and turned his attention to conquering all of Kalimdor, she allowed Theramore to become a safe way to stream supplies to Night Elven and human bases in the barrens.

Of course, this sets the stage for the bombing of Theramore, and the subsequent obliteration of all she had worked to build at the hands of Garrosh. She was prepared to drown all of Orgrimmar for the transgression, stopped by Thrall, Kalecgos, and Khadgar and convinced doing so would be no different then what Arthas had done to the innocents at Stratholme. Though with Ronin dead, Jaina would be promoted to lead the Kirin Tor.

It was here that Jaina's own little purge occurred, after the Horde snuck the divine bell out of Darnassus using Kirin tor resources, she reacted... violently. Expelling the Sin'dorei from the Kirin Tor, she would commit their forces to the Alliance. Playing her part in the eventual imprisonment and trial of Garrosh Hellscream, I think you can guess where she came down on the matter, and were it not for Kairoz time shenanigans she would have probably continued hating the horde, but a near death experience for all the court rooms attendants during the escape seemed to soften her heart a bit.

Still when Khadgar came to request the Kirin Tor bring the Hord back into the fold to fight the legion, she staunchly opposed, only to watch as the council overruled her, its membership even including the man(dragon?) she loved at the time, Kalec. This effectively ended that relationship as well as her leadership of the Kirin Tor.

She would reappear after the Horde had burned Teldrassil to the ground, having headed to the ruins of Theramore to raise her father's flagship, and using arcane powers would guide the ship into battle at the Battle of Lordaeron. She was keenly aware that the Alliance would need Kul Tiras navy to deal with the Zandalari and headed to Boralus where she was... promptly arrested.

While under arrest she fell into the realm of Gorak Tul (Thros). It was here she would confront her inner demons and here her mother came to forgive her for her father's death. Upon being freed from the realm, she freed the Kul Tiran fleet from a powerful spell and was given the title of Lord Admiral.

She of course assisted in Alliance operations in the 4th war, including the famous assault on Dazar'alor.

Following the events of the war, she was among the leaders abducted by the rogue Mawsworn. Once freed from being tortured (for the second time), she would assist in various covenants in reestablishing stability in the Shadowlands.

After Dalaran was destroyed above Khaz Algar, she would work to try and settle the 7th Legion and Kor'kron forces that had been fighting in Stormgarde, undoing some political unrest in the area before managing to deliver the forces to Khaz Algar to assist in pushing back the Nerubians.

Bolvar Fordragon – When king Varian Wrynn found himself kidnapped by the Defias and rather without his memories, Bolvar would be the one to act as Regent Lord of Stormwind, helping to try and keep things in order until either Anduin came of age or Varian was returned. From here he would take care of the various matters of state (like giving up and coming adventurers' quest for major plot developments). Lucky for Bolvar, thanks to various efforts, Varian was eventually freed and retook his place as King.

When Varian returned, Bolvar was put in command of the Valiance Expedition to help deal with the scourge attacks. It was here in Northrend that his fate would ultimately be sealed. After several successful operations against the scourge, Bolvar and the Valiance Expedition would engage Arthas forces at the Wrathgate, drawing the Lich King out, and having all parties surprised by a rain of plague barrels being dropped upon them.

Everyone on that battlefield should have been dead, but in his final moments the Red Dragons Alexstrasza and retinue would cleanse the whole of the battlefield with her flames. It would put him in a state between life and death, and the Lich King would swing by to pick him up. There he would be tortured attempting to corrupt him, a corruption that never came.

So, when Tirion and crew rolled up to end Arthas's reign, it became apparent someone would have to wear the helm of domination to keep the mindless undead in check, Bolvar volunteered for the service. There he would remain in quiet solitude until the third legion invasion, where he would use the forces of Death Knights along with a newly created set of horsemen to help stem the legion's forces.

During the 4th war, he would begin raising a new 4th generation of death knights to help defend Azeroth when the time came. Problematically for Bolvar, Sylvanas would show up shortly afterwards to shatter the helm of domination and create a rift between the shadowlands and Azeroth.

With the rift open Bolvar like so many others would work to stabilize the situation in the Shadowlands, making use of the Knights of the Ebon blade and the fragments of the helm of domination to open a second rift to strike back. It was here he would confront his daughter Taelia Fordragon, who had been living in Boralus until the 4th war. Once matters in the Shadowlands settled, Bolvar was out of a job and is assumed to be doing a whole lot of nothing at the moment.

Tirion Fordring – Another of the Silver Hand's founding five, Tirion served as the governor of Hearthglen and led a normal life, right up until about the moment he met Eitrigg. You see, Eitrigg

was living as a hermit, and Tirion found him, and as was the custom at the time immediately went to challenge Eitrigg to battle. The tower they were fighting under collapsed and crushed Tirion, where he probably would have died had Eitrigg not saved him from the rubble.

It was here that Tirion would sit down with Eitrigg and learn about the orcs before they became the horde he had known, a proud, noble, and shamanistic people. The problem of course is that sitting down with an orc at the time was considered by many to be “Not Cool at all” and Tirion was hauled off to Stratholme to stand trial for treason. Here he would be found guilty of conspiring with orcs, stripped of his powers, and sent into exile.

Knowing Eitrigg would be in trouble, Tirion would ride out there and despite being supposedly stripped of the light when he found a dying Eitrigg trying to flee the city, he found that his powers were not so absent after all. Eitrigg who would meet up with Thrall to create a new more shamanistic Horde would call Tirion his blood brother. From here, Tirion would largely stay a hermit. During those years he would hear rumors that his son Taelan had joined the ranks of the Scarlet Crusade.

There he would try to convince his son to leave the Scarlett crusade with the aid of some adventurers, only to watch as the grand inquisitor Isillien Taelan for the betrayal, which caused Tirion to start putting the Order of the Silver hand back together, becoming it's highlord. After becoming the Silver Hand's new highlord he was confronted by Arthas and his Death Knights of Acherus at Light's hope Chapel, where Darion Mograine (who had been raised as a Death Knight) threw him the corrupted Ashbringer, which with Tirion's connection to the light, cleansed the weapon once again making it a legendary blade of the light.

Tirion would follow this up by leading the attack on Icecrown with the newly formed Argent Crusade, going so far as to organize a massive tournament in Icecrown to help gather and train forces to lead the attack on the citadel. He would lead these forces in an attack and was amongst the group that saw to the death of Arthas Menethil atop the Icecrown Citadel.

After the fight, Tirion returned to Hearthglen once more, reclaiming it from the Scarlet Crusade who had made their home there, and would remain until the Legion's third invasion, where he would be among the first to attack the broken shores, which uh.... Ended badly for him. He would be chunked in a pit of fel lava managing to survive only to be tortured for information until members of the Argent Crusade arrived, freeing him, so he could pass on the Ashbringer and die in relative peace.

Genn Greymane – The wolf dad himself, former king of Gilneas and near the top of Sylvanas's shit list. During the second war, he would be responsible for largely holding back Gilneas's forces to fight off the orcish hordes, sending only a token number of troops, to not draw too much ire from the other kingdoms. Even that token effort still displeased the king, believing that it had only led to Gilnean soldier's deaths.

And so, he began work on building a wall right through the heart of Gilneas, and even more so directly through one of his lords (Darius Crowley's) lands, cutting off Pyrewood village and Ambermill from the rest of Gilneas to seal and protect the kingdom. And the wall would remain in place well into even the third war, where at the threat of the scourge breaking through, Genn

reached out to the Archmage Arugal, to begin summoning creatures known as Worgen (who cannot be raised in undeath easily) to help battle the scourge.

The plan was working too until about the moment they ran out of scourge to kill and instead turned on the remaining Gilnean forces. This made Genn even more adamant about permanently sealing the wall. Of course, splitting your kingdom in two with a wall is bound to draw a bit of flack, and Crowley was no fan of cutting the kingdom off from the Alliance. So now on top of Worgen attacks, Genn was also dealing with a rogue faction of Gilneans lead up by Crowley, his daughter, and a few others who still wished to support the Alliance.

Eventually, with a land full of Worgen, even the Gilnean King couldn't avoid getting bitten, and he too became infected with the curse. He'd stay tucked away, blaming internal issues on the remnants of Crowley's rebellion. What no one knew was that a Kaldorei by the name of Belysra was helping him manage his curse.

You see, Belysra was the creator of the scythe of Elune during the war of the Satyr, and she spent some time helping Genn control and hide the curse. But that did not stop the continued wave of Worgen attacks, getting so bad that Genn would go on to release Crowley to help defend the city of Gilneas while the citizens evacuated. And as if things couldn't get any worse Deathwing popped out and the earthquakes ended up destroying a portion of the wall, allowing the Forsaken to pour on through.

While they had managed to find a way to contain the Worgen curse to a degree, they were now also at war with the forsaken and losing. Genn would watch as his son was killed trying to protect him from Sylvanas when she showed up to lead the battle. Gilneas would be entirely overrun by the forsaken using the plague, forcing its people to retreat to Darnassus. Here Genn would finally make the choice to have Gilneas join the alliance (for real this time). And oh how it would have been nice for it to be that simple; however, Stormwind in particular remembered how Gilneas had left them out to dry during the third war. It took a hunting trip with Varian to convince Stormwind to allow the Gilneans in.

Genn would show up again during the third legion invasion, being at the battle for the Broken shore, only to watch Varian get killed, he then chases Sylvanas across the various mountains of Stormheim to figure out what she was up to, and go on to smack a very important lantern out of her hand, dashing her hopes of controlling the queen of the Valkyr for herself.

With Varian now a pile of dust, Genn took on the role of Father figure to Anduin (you know he lost a son; Anduin lost a dad, seems on natural) and would help coordinate alliance efforts at large going to dedicate Gilnean support to the Kaldorei after the burning of Teldrassil even when the rest of Alliance would not. All the while he himself went off to Kul Tiras as Kul Tiras was originally just a Gilnean colony.

He would continue in a Leadership position, showing up in bits of the Story, until finally the time came after the creation of Amirdrassil, for the Gilneans to retake Gilneas, which had at that point been overrun by the scarlet crusade. With a swift battle and the aid of the forsaken (now headed by a council, of which Calia Menethil was a member of) they retook the city, and Genn would pass on the title of monarch to his daughter Tess.

Kel'Thuzad – The man putting the word lich in lich king. Formally a member of Dalaran's council of Six during the second war, he was among those who heard the call of the Lich King's summons, and he was the first to answer it. He had always been one to study necromancy, and saw a lot of potential in allying himself with the Lich King. Though apprehensive after seeing Naxxramas (wraiths had to drag him back), he did go on to meet with Ner'zhul and agreed to preach the good word of necromancy to the people of the Eastern Kingdoms.

He would start the cult of the damned to pull people's faith away from the light, and with the cult would recruit folks like Baron Rivendare, and find nice places to live like Scholomance (after cutting a few deals with the Barov family). He would be put in charge of distributing the plague of undeath across Lordaeron and found a surprising number of willing test subjects (and even more not so willing).

While he was infecting a town called Brill, Arthas found and killed him (Kill Counter: 1). He would be reborn as a Lich after Arthas (now having switched sides) picked up his remains and helpfully dumped them into the Sunwell so he could be reborn as a lich. He would go on to summon Archimonde in Dalaran and at some point, create the four horsemen. When the Legion was pushed out, he would retreat to Naxxramas to rule over that portion of the Plaguelands.

Continued assaults by the undead and Scarlet crusade alike over the following years would eventually let a bunch of would be adventurers come in and kill Kel'Thuzad (Kill Counter: 2). The group in question was going to destroy the Phylactery but they seemed convinced giving it to someone named Inigo Montoy was a better idea, and so it got 'lost in the mail' so to speak.

With Naxxramas moved to Northrend, Kel'Thuzad would remain there, directing its forces, only to have another group of adventurers wander in and kill him again (Kill Counter: 3). Worry not though, his soul would meander off to Maldraxxus, though at least according to some theories, someone was pulling the strings to get him there. In fact, Kel'Thuzad goes on to claim that he had been aware of the Jailer's plan for a while now.

He would rise the ranks of the house of rituals quickly and caused all manner of strife turning the houses against each other. He would orchestrate the attacks on Bastion and the destruction of the houses of plagues and eyes. It would be with the uniting of multiple groups including the remaining houses, bastion, and the other covenants that Kel'Thuzad would finally meet his actual end on the attack at the Sanctum of Domination, where his phylactery was finally destroyed. (Kill Counter: 4)

Varian Wrynn – Born about 10 years before the first war, he would watch Garona Halforcen murder his father, and his home burned to the ground by Orcish hordes. He would be brought with Anduin Lothar to Lordaeron with the rest of the Stormwind survivors. While living in Lordaeron he would become fast friends with Arthas Menethil as both were princes around the same age.

He would be named King of Stormwind at 18, which was being rebuilt after the end of the second war. Turalyon would act as minister to the growing king and a group by the name of the Stonemasons led by Edwin Vancleef would step forward to help build a new future. He would marry a woman named Tiffin Ellerian, and they would have a child who they named Anduin.

Problems came to light when under the influence of one Katrana Prestor (Onyxia) the house of nobles started to refuse to pay the stonemasons, who wanting to be paid for their work, had a small

riot in which one of them sadly chuckled a stone at Tiffin, killing her. The tragedy left Varian in no real place to deal with events like the Third War, and hence Stormwind was largely out of the fight.

After the end of the third war, Varian was going to drop by Theramore to talk to Jaina, but was abducted by the Defias, he managed to escape Alcaz island where he was split in two though one of him ended up falling to the ocean and washing ashore somewhere in Durotar with no memory of himself, where upon impressing an orc gladiatorial trainer, found himself unwillingly signed up as a Gladiator alongside Broll Bearmantle and Valeera Sanguinar.

It was as a gladiator that he would earn the title “Lo’Gosh” or Ghost Wolf. He would continue fighting until a battle in Thunder Bluff where he and Broll would escape, heading to Darnassus and then from Darnassus to Theramore where Jaina would restore his memories with the help of Aegwynn. They then took off for Stormwind with Valeera in tow. The trip back would lead into some Naga where Varian would pick up his famous facial scar.

Arriving in Stormwind proved difficult, what with the dragon that had him abducted in the first place still living there, but with a bit of work Onyxia was revealed and found his doppelganger, which was a bit like the other half of his personality. Here the two would be presented with two ancient swords Shalla’tor and Ellemayne, and the two Varians would go after Onyxia intent on killing her.

During the fight Onyxia tried to kill one of the two, but some shenanigans led to them both stepping in the blast and finding themselves fused back together along with their newly fused sword Shalamayne. The now fused Varian absolutely murdered that dragon.

With Onyxia good and dealt with Varian narrowly avoids an assassination attempt at the Horde / Alliance peace summit in Theramore by none other than a mind-controlled Garona, who he was more than happy to kill but Jaina stopped him, informing him that Garona was Theramore’s prisoner, not his.

From there, he heads back to Stormwind as the scourge being their attack, personally leading the attack on Undercity in the battle for Undercity after Bolvar’s ‘death’, believing the horde had betrayed them. He would then prepare to lead an attack on Ironforge after Moira had taken control, only to be calmed down by his son, who was as some might guess a big advocate of peace.

On a hunting trip with Genn Greymane setup by Malfurion to try and convince Varian to relax and let the Gilneans back into the alliance, it became incredibly clear that Varian was a champion of Goldrinn the wild god responsible for the Worgen in the first place. From here he acts as functionally the defacto leader of the Alliance, showing up at all the various important engagements in a series of trying to help his son grow into a king, while also being molded by the very same son into a more peace-loving individual.

Of course, the legion doesn’t care much for peace, and so when they invaded, Varian would respond by going to the broken shore, only to find himself facing down the entirety of the legion’s forces and turned into a pile of ash.

Anduin Wrynn – The literal golden boy of Warcraft, Anduin, no mom it’s not a phase, Wrynn. Son to Varian Wrynn, his own story is fraught with all manner of tragedy, as appears to be the Wrynn family marker. Despite legally being promoted to king of Stormwind around age 10, Anduin’s life and

adventure doesn't really get started until well into the events of the Cataclysm, otherwise he was tagging along with his dad once he returned from captivity to go on adventures.

The first major event of his life (Outside of his father's kidnapping or mother's unfortunate run in with a rock)? Getting made a hostage to Moira Thaurissan when she took over Ironforge following the abrupt crystallization of her father. After a bit of transportation shenanigans to Theramore and back it would be Anduin who convinced Varian that a murder spree was not the correct answer.

He would make friends with Velen and Baine having met the latter during his attempted dwarf kidnapping and the former being the one to teach Anduin about the light. He would stay with Velen at the Exodar studying and learning how to better be a king before Varian asked that he head off on some adventures to see the Twilight highlands to see firsthand how the world works.

Then following the attack on Theramore while on a diplomatic mission to Alderaan ... no wait, sorry, it's not actually clear where he was going, the important thing is that his ship was attacked and crashed upon the shores of the recently unveiled Pandaria. While galivanting between horde prisoner and Pandaren guest, he would spend some time at the Temple of the Red Crane learning from Chi-ji.

After the Divine bell was stolen by Horde Forces, Anduin went on his own adventure to find a countermeasure to the ancient artifact, going to discover the Harmonic Mallet. When Garrosh prepares to unleash the divine bell at Emperor's Reach, Anduin intervenes, attempting first to negotiate, and then attempting to use the mallet, which causes Garrosh to simply smash the bell, crushing Anduin beneath it, widely regarded as a dick move.

During his recovery, he makes yet another friend in Wrathion, sitting with him in the Tavern and discussing how best to handle the situation at hand over a game of Jihui. He would go on to save Garrosh from being poisoned during his trial and then sort of vanish until the events of the Legion's third invasion. It's here that he would find out about his father's death, and his ascension into becoming king.

He would go to the site of his father's death and recover one of the two blades of Shalamayne and take his role as King just as the third legion invasion ended and the Fourth war began. Before things got hot and heavy with war, he did try to call for a peaceful summit, attempting to meet with the desolate council only for Sylvanas to go on and murder Calia Menethil. Anduin would take her corpse back to the Netherlight temple, and along with Alonsus Faol and Saa'ra (The temple's resident Naaru), they resurrected Calia with the powers of the light.

At this point, the decent into war began its course, and it would be Anduin who led the assault on Undercity after the fall of Teldrassil. There he would capture Saurfang and spend the next bit of time trying to convince the Orc to unite a resistance against Sylvanas. Of course, when the fourth war ended Anduin's day only got worse.

He would be among the leaders captured by the Mawsworn after Sylvanas shattered the barrier between realms and converting Shalamayne to Kingsmourn and infused with remnants of Arthas soul, he was used to attack and seize the Kyrian sigil, moving on to claim the Winter queen and Primus sigil as well, he was crucial to opening the door for the Jailer to Zereth Mortis.

He was freed eventually, but the trauma left the young king in a state of dismay, and he would wander quietly around Azeroth, only reappearing once the Radiant Song began to make its way across the world. He would rejoin Thrall and Jaina as they made their way to Dornogal, taking particular interest in the news that there was a human settlement in the region.

Making his way to Hallowfall, he would meet up with Faerin Lothar and find himself on a journey to once again get find the will to use the light. It is here in Hallowfall that Anduin remains following the Nerubian attack, waiting for the next shoe to drop so to speak.

Turalyon – Another of the first five paladins of the silver hand, he started life as a priest in Capital city under Alonsus Faol. He would become good friends with Khadgar, second in command to Anduin Lothar, and of course fall in love with one Alleria Windrunner. He would be there to pick up Lothar's sword at the battle of Blackrock Spire and deciding orcs were demon spawn that needed to be purged from Azeroth, push the Orcs back, earning him the title "Lightbringer".

He would lead the Son's of Lothar into the Outlands to put a stop to the Orcs once and for all, at the urging of a vision from a Giant Crystalline lightbulb (read: Naaru). Here they would get the Skull of Gul'dan back from Deathwing and eventually crush Ner'zhul's rift opening habits, but not before falling into one.

It's here that he and Alleria go on to meet Xe'ra and help the army of the light battle the legion across the stars. He would work his way up the ranks, eventually becoming the High Exarch of the Army of the Light. It was he who put the message together and sent it hurling to Azeroth to bring them up to speed on the events in the greater galaxy in the form of Xe'ra's core.

He would help muster the forces to take the legion on in their home and ensure that Sargeras was imprisoned by the Pantheon there on Argus. He would be the one to help bring the Lightforged Draenei into the Alliance, and during the fourth war, and served as a commander at the battle for Stormgarde.

When Anduin was abducted and later went on Sabbatical, Turalyon was handed the regency of Stormwind by the house of nobles. He would go on to recreate the Sons of Lothar, and after some tense joking invite Eitrigg into the gig, and then handed command of Stormwind to Genn as he went off to assist in Dornogal.

Nathanos Blightcaller – Starting life as Nathanos Marris, (and I suppose technically ending his life that way, but I digress). He serves as proof that no one in the Windrunner line is immune to falling in love with a human. He would be the first human (and only) to be made a member of the rangers, going so far as to become ranger lord. This, as you might expect, upset many elves.

Like many during the fall of Lordaeron, Nathanos would be killed and became a mindless thrall of the Lich King. Sylvanas, however, once she was free of the Lich King set about finding him and bringing him back to his senses. He would remain at the Marris Stead intent on hunting down and killing the abomination which had killed him, up until about the moment the Alliance tried to assassinate him, forcing him to fake his death and take up residence in the Undercity.

It was here, he'd partake in a ritual involving the sacrifice of his cousin, to rejuvenate his body. With his new body he would lead the Dark Rangers in protecting Sylvanas as the new Warchief of the

Horde after Vol'jin's death. He would remain as an advisor to the new Warchief and was among those leading the attack when the Horde attempted to conquer Darnassus.

He would become responsible for coordinating several Horde operations during the fourth war, including the rescue of Princess Talanji from Stormwind and then direct command of the operation to bring the horde and Alliance fleets towards Nazjatar. He also tried to assassinate the god of death, which went about as well as one might expect.

After a failed assassination attempt on one of the troll gods of death (Bwonsamdi) he ended up returning to the Marris Stead, where Tyrande Whisperwind would find and decapitate him. Sylvanas is apparently searching for his soul in the maw to this day.

Rhonin – CITIZENS OF DALARN RAISE YOUR EYES TO THE SKIES AND OBSERVE... this man's short biography. He was, unlike the rest of his family, someone who wished to study magic. Sadly, on his first outing, he apparently blew up the rest of his comrades and was sent to mage jail for his screw up. Lucky him though, penance can come in the form of a suicide mission to save the dragon Queen Alexstrasza. He would go there with Falstad and Vereesa along with the mage Krasus.

It was Rhonin who would go on to destroy the demon soul and release Alexstrasza, and following the mission another Windrunner sister fell in love with a human and ended up having two children. He and Vereesa ended up being amongst the few survivors after Dalaran's destruction in the third war.

He would travel with Broxigar and Krasus back in time to the first invasion of the Legion and while he was there ended up taking command of the Moon Guard after Illidan defected. Upon his return to the present, he would be made the leader of Dalaran, where he would go on to restore Dalaran and oversaw the attempts to negotiate with the Blue Dragonflight during the Nexus Wars.

It was after this that he would find himself organizing Dalaran to defend Theramore against Garrosh Hellscream, and would end up at the blast sight when the Mana Bomb that ultimately destroyed the city went off, it was Rhonin's efforts that helped keep the blast from consuming even more of the city, having pushed Jaina through a portal and saving her in the last moments before the explosion.

Darion Mograine – Son of famous Ashbringer wielding Alexandros Mograine, he would join the silver hand and eventually joining the Order of the Argent Dawn. He would lead an assault on Naxxramas, reclaiming the (at the time) corrupted Ashbringer, which in turn led him to the Scarlet Monastery, where he would get captured and tortured by his brother, only for the spirit of his father to pop out of the Ashbringer and behead his brother Renault.

He would then plead with Tirion Fording to join the Argent Dawn at Light's Hope Chapel, to fight back an army of scourge that were well on their way, and though Tirion was eventually drawn to the fight, Kel'Thuzad also made an appearance, and to try and end the attack swiftly, in an act of love he plunged the corrupted Ashbringer into his own heart causing the souls of all those buried there to rise up as a pillar of light wiping out all but Kel'Thuzad himself.

Sadly for Darion, this also sealed the deal on his journey to becoming an agent of the scourge himself, resurrected in that moment. He would go on to become the Highlord of the Death Knights of Acherus, he would once again find himself fighting at Light's Hope Chapel, though this time as a

Death Knight, where during the battle it was revealed that Darius and his Death Knights were sent purely to lure Tirion out of hiding. So he threw Tirion the Ashbringer, and ended up leading the now neutral faction of rebellious Death Knights.

He shows up again during the third Legion invasion, now helping the new Deathlord of the Ebon Blade, he helps reassemble the new four Horsemen Nazgrim, Thoras Trollbane, and Sally Whitemane and a planned Tirion Fordring. However, attempting to steal the corpse of one of the most well-known Paladins from one of the most consecrated spots on Azeroth does not go well, and Darion ends up getting killed, only to find himself resurrected as the new final member of the four horsemen.

He helps adventurers in the assault on the Shadowlands as Bolvar's right hand man and gets to speak with his father who had in the afterlife become a Baaron of one of the houses of Maldraxxus.

Honorable Mentions

Calia Menethil – Sister to one Arthas Menethil and mother to... we're not actually sure. The older of the two Menethil siblings, she was never really in line for the throne, and ended up skipping out on most of the politics side of things. Instead, her father tried to set up an arranged marriage between her and the totally not a black dragon in disguise, Daval Prestor. It was a plan she wasn't a huge fan of, and lucky for her following the battle of Grim Batol Daval 'mysteriously' vanished.

Most thought she was dead, though she had managed to escape to Southshore at some point, disappearing into the background until the Legion's third invasion. She would be a priest of the Netherlight temple helping Alonsus Faol.

After the events of the Third Invasion, she would make her way to a gathering between Alliance and Forsaken forces, where she tried to remain hidden, having no ambitions to reclaim the throne of Lordaeron, but she was spotted by the locals and eventually came out of hiding which led a lot of forsaken to start defecting, seeing her as the true ruler of Lordaeron.

Sylvanas didn't take kindly to this and murdered her, forcing Anduin and crew to resurrect her at Netherlight temple. After being resurrected, she would come to get very close to the recently reanimated Derek Proudmoore, and the two would travel to Tirisfal Glades to help with the now leaderless forsaken.

She continues in working with Lillian Voss, a former scarlet turned forsaken learning to come to terms with such a thing. She would go on to help clear out the plague from the Ruins of Lordaeron and after some bickering amongst the leading forsaken to form the desolate council, the new leadership of

She was instrumental in the withdrawal of forsaken forces from Gilneas, and later helping the Gilnean people in reclaiming their homeland.

Mathias Shaw – The leader of Stormwind's resident spy division, SI:7. Largely serving as simply the voice of SI:7 up until legion, when he was replaced by a dreadlord, he saw a far more active role in the story as the events of the fourth war started to take hold. He would work to make off with a stolen tidesage artifact in the Zandalari treasury, and then later track down an escaped Varok Saurfang.

He later is a key figure in assembling forces to recover Anduin after his abduction by Mawsworn and then in helping thwart an assassination attempt on Bwonsamdi. While the events of the dragon isles are occurring, he's busy trying to see just where Anduin Wrynn had wandered off to.

Danath Trollbane – A veteran of the second war, and military commander of Stormgarde, he was technically the overseer for all orcish internment camps though he passed that over to Aedelas Blackmoore. He would join the Sons of Lothar and help the expedition until after Draenor exploded, and Alleria and Turalyon disappeared, he would find himself commanding the expedition from Honor Hold.

He would eventually return to Azeroth and find himself as one of the commanders during the battle of Stormgarde. He would end up finding himself a diplomat in Stormwind city, leaving the duties of keeping Stormgarde in check to his niece Marran. When Marran started trying to stir the pot in he and some others including Jaina, Thrall, and Aggra would step in to try and soothe the situation.

He would be among the forces landing in Khaz Algar to help combat the Nerubians and coming troubles.



The Archetypical Human Paladin.

Orcs

Orcs were creatures native to the planet of Draenor, existing alongside the Arakkoa, Ogres, and eventually Draenei after they landed there. They are a culture that practices shamanism and believes strongly in the concepts of honor. They would be tricked into becoming a weapon of the legion, made to drink demon's blood and serve as the spearhead to the attack on Azeroth. Sadly they do not speak like English Soccer Hooligans.

Grommash Hellscream – Chieftain of the multi world renowned Warsong Clan, father to Garrosh, and man who literally let mate bleed out and die during an ogre raid claiming she was weak for asking him to finish her off (Though apparently, he was the weak one because he didn't have the heart to do it). He was the wielder of Gorehowl, first to jump on board the war against the Draenei train, and first orc to drink Mannoroth's blood.

Though the Warsong would not travel through the Dark Portal like the other orcs to invade Azeroth. They would instead stay behind and help secure things for Ner'zhul after the losses in the second war. He and several other orcs would go through the portal to attack Nethergarde keep and ended up getting trapped on Azeroth when the Son's of Lothar managed to seal the portal.

He would end up bumping into Thrall, teach him the ways of the orcs, and the two would set about rebuilding the orcish clans freeing the various orcs from their internment camps. They would sail to Kalimdor, and then even after being directly ordered not to attack Alliance settlements in the Stonetalon mountains, did so anyway in part due to the blood curse. As punishment for this, he and the Warsong clan were left on Lumber gathering duty in the forest of Ashenvale.

Problematically for Grom there was a group in Ashenvale that took issue with someone running a logging operation, the Night Elves. It was here that they'd end up invoking the wrath of Cenarius, who seemed he was going to make good on his promise to wipe them all out, until they discovered a pool of Mannoroth's blood. Grom decided the only way to save his people was to drink the blood, and in doing so was able to kill Cenarius.

Drinking demon blood of course is generally a bad idea, and it left Grom and the rest of the Warsong susceptible to demonic corruption and control. It would take Thrall confronting and fighting the clan for Grom to come to his senses. He and Thrall would head to "Demon Fall Canyon" where they would confront Mannoroth, and using Gorehowl Grom would strike him down, though not without Mannoroth exploding and taking Grom with him.

An alternate version of Grom with some convincing from his time traveling son would reject the offer of blood from Mannoroth, and instead overthrow the legion's efforts, and when he went to kill Mannoroth with Gorehowl in this version of history, Garrosh pulled him away at the last second, so he didn't also explode.

He would act as Warchief of the newly formed iron horde which when free of their demonic bonds *checks notes* chose to conquer all of Draenor before preparing to launch an attack on Azeroth. It was all going so well to until the counterattack by the forces of Azeroth swiftly put the Iron Horde on the back foot, and after the death of Garrosh, Grommash would find himself imprisoned and locked away.

He is freed at the battle for Hellfire citadel, and after the legion is destroyed lives in peace along side the Draenei until they start getting really fanatical about the light resulting in a war between the Lightbound and Mag'har. He would give his life so that Geya'rah and several Gronn, Ogres, and Mag'har orcs could escape to Azeroth.

Garrosh Hellscream – Son of Grom and previous owner of the single coolest shoulder pauldrons in all Azeroth. Garrosh was one of the orcs infected with the Red Pox as a young child, and sent to Garadar, which was acting as a quarantine location. As the other orcs didn't see those infected with the red pox as strong enough to be Orcs Garrosh wouldn't find himself going to any of the wars.

He'd rise to power in the village, becoming the chieftain of the Mag'har orcs (Those orcs who had settled in Garadar who because they had never gone to war were all uncorrupted). He had grown up being ashamed of his father for drinking Mannoroth's blood, and it wasn't until Thrall dropped by during the events of the Burning Crusade and told him of the heroic death in Demon Fall Canyon that the orc started to get himself together. Thrall saw a great deal of potential in Garrosh, believing that his knowledge of Orcish Culture would be important for the horde overall.

His Visit to Durotar didn't go off without a hitch though. Seeing no action to take Ashenvale or the Norther barrens and instead live in the desert that was Durotar he grew frustrated with Thrall's leadership. He would butt heads with Thrall's other advisor, Rehgar, over what to do about the Alliance and if maintaining a relationship with Theramore was worth it. When the Scourge began to show up in the prelude to the War with Northrend, Garrosh was in favor of wiping out the alliance first and THEN going to Northrend to deal with that problem.

Some bickering ensued, and while they didn't attack the alliance Garrosh was sent to Northrend. He was given command of the primary offensive against the Scourge in Northrend. Again, he would butt heads with leadership over how best to treat the Alliance. He would bet heads with Cairne Bloodhoof over how best to mend relations with the night elves after the Wrathgate (or even that a mending of relations was necessary).

During the elemental upheaval, as thrall was called away to deal with the planet, Garrosh found himself being summoned to take on the mantle of acting Warchief of the horde. And his first act as Warchief? To be framed for the attack by the Twilight's hammer on the Tauren and Night Elf druids. Cairne challenged Garrosh for leadership after what he saw as unprovoked attack, a battle to the death was thrown down by Garrosh, and after the leader of the Grimtotem, Magatha unknowingly poisoned Garrosh's weapon Gorehowl, managed to strike the Tauren down.

Despite all that, Baine, Cairne's son, still pledged the loyalty of the Tauren people the horde after the incident. He would then oversee a political situation where goblin digging in Azshara poisoned the waters of Orgrimmar, so they had to get fresh water from Mulgore, putting demands on the Tauren once more. This put political stress as the Tauren weren't so thrilled to begin with and the Quilboar were raiding the shipments of water.

Garrosh dropped by to find out what the deal was, getting irritated that Baine was trying a peaceful method for dealing with them, he decided a strike team was required to end the Quilboar, and has his rear promptly handed to him by the resident boar critters. After that blunder he decided it was

time to build a city in Ashenvale and marched on the forest, only to be routed when the Worgen showed up to help.

He would go on to evict non orcs from Orgrimmar, eventually leading to him butting heads yet again with Vol'jin causing the trolls to head out as well. He would order the Forsaken to invade Gilneas and capture it for an eastern port for the horde, only to get irritated when Sylvanas started doing things like deploying Val'kyr and the blight. He would invite members of the Blackrock clan back into the fold, put a blockade around Kalimdor, and would then make the famous move of deciding that with Deathwing out of the way it'd be a great time to attack Northwatch and bomb Theramore and from there stepped up the conflict to total war.

It was here that the conflict spilled over into Pandaria and the growing dissent from Baine, Vol'jin, Sylvanas, and Lor'Themar were showing. Garrosh would dispatch assassins to take out Vol'jin, he would attempt to steal and make use of the divine bell, leading to a *crushing* defeat for one Anduin Wrynn.

It was at this point that Horde Civil war started to unfold, with the whole of the Darkspear tribe upset over the attempted assassination thing beginning to rebel. They would be joined by Baine, Chen Stormstout, and a bit of alliance aid. All the while Garrosh had managed to get himself the heart of the old Gold Y'Shaarj, taking it and hiding it with himself in the now heavily fortified Orgrimmar, in the depths of the chasm below the city.

He would be defeated, and put on Trial for his many... many crimes. And when asked if he'd do it again? He said yes, absolutely. This is where the dragon Kairozdormu would sneak him out to alternate Draenor, stop his father from drinking the blood of Mannoroth and help conquer the entirety of the planet with technology he brought back with him like Iron Stars and Mana bombs.

He would put together an army to invade Azeroth and was doing quite well for himself until the Alliance pushed through the Iron Horde and began a counter offensive. Here he would be challenged to a Mak'gora and thrall would kill him. His soul would be carted off to Revendreth and then the maw as a sort of eternal battery full of prideful anima. Though once he was freed from his chains he proudly proclaimed He'd do it all again if he could exploding in a blast of Anima to wipe out the one who had been torturing him in the maw.

Gul'dan – An orc with a real solid head on his shoulders, though a real bonehead at the end. He was born deformed and not well liked amongst his clan. The town shaman recommended he talk to the elements at the throne of elements, and they also didn't like his vibes. So, through the great vastness of space Kil'Jaeden began to whisper to him telling him he could see great potential and helped him to start mastering fel energy. Now gifted with fel energy, he went back to his village and burned down the whole thing.

Gul'dan sadly had the charisma one might expect of an orc with zero friends in his life, and so Kil'Jaeden asked him to seek out someone with actual charisma to help unite and lead the orcs in a glorious crusade against the Draenei. Gul'dan decided on the leader of the Shadowmoon Clan, Ner'zhul, managing to integrate himself into Orcish society. From here he would start to form the Shadow Council and turn what were shamans now no longer able to talk to the elements instead into Necrolytes and warlocks.

He would make good friends with the Ogre outcast Cho'Gall and recruited Garona into becoming an assassin for his shadow council. And using the Shadow council he would lead the Orcs to start an extermination of Draenei, manipulating an Orc by the name of Blackhand into organizing the military part of the campaign and thus making him the Warchief. It would also be Gul'dan who worked with Medivh to begin the construction of the Dark Portal which would link Azeroth and Draenor.

He would oversee the Horde's invasion of Azeroth and the successful campaign to sack Stormwind. Everything was going amazing until about the moment that while linked with Medivh to drop in on his thoughts, Medivh was killed, putting the Orcish warlock into a coma. While he was out there were some rather rampant leadership changes, including the destruction of most of his warlocks and Orgrim Doomhammer killing Blackhand.

Gul'dan would wake up with only Cho'Gall and his Twilight's hammer still loyal to him, managing to convince Doomhammer not to kill him. He would then go on to place the souls of the dead warlocks of the shadow council into dead human knights creating the first generation of Death Knights. He would also create his own clan, the Stormreavers. Using this clan, on the eve of the attack on Lordaeron he decided it was a great time to go hunting for the Tomb of Sargeras, leaving Doomhammer with nearly half his forces was forced to retreat, giving the humans time to regroup and ultimately push the Orcish invasion all the way back to the Dark Portal itself.

Gul'dan did find the tomb but was unaware that the only thing waiting for him inside was a bunch of mad demons all with a distinct craving for flesh. They tore him to literal shreds, and Doomhammer came in to wipe out the rest of his clan for their betrayal. His skull was still super useful though, and it made the rounds helping to Khadgar close the Dark Portal and Illidan pontificate during cutscenes (also draw a lot of demonic power).

His alternate version was rather subverted by the presence of a Garrosh Hellscream who warned the Orcs about Gul'dan's plans, and he was quickly captured and turned into a battery for the Dark Portal. He was only freed when the combined forces of Alliance and Horde came pouring through with the intent to close the portal, they freed him, and he made off to make the Shadow Council once more.

He would move to capture Grommash, capturing and torturing him for turning down that sweet fel Kool-Aid setting up shop in the Tanaan Jungle. The army that had been besting Grommash however does show up and quickly puts he and his forces on the backfoot. While he was able to summon Archimonde, the combined forces of Alliance and Horde were able to defeat Archimonde, and so Archimonde chucked Gul'dan into a portal sending him to our version of Azeroth.

Landing in Azeroth he would make his way to the Broken shore, and during a brief skirmish with Khadgar, manage to break the five seals protecting the portal the Nightborne had locked up so many years ago. He then assaults the vault of the Wardens to abscond with Illidan's body, makes a deal with Helya to keep Illidan's soul out of things, and then heads to the Nightwell to begin trying to channel Sargeras's energy into Illidan's soulless corpse. Not fast enough though as the adventurers manage to overwhelm and free Illidan who subsequently does what he had done to Varian at the battle of the broken shore and turned him into a problem for a Roomba. This time the skull did not go far as Illidan also crushed that right then and there.

Ner'zhul – The would-be beta version of the Lich King and former chieftain of the Shadowmoon Tribe of orcs. He would be among the first orcs to realize that the elements of Draenor had been disrupted and was swayed by whispers from Gul'dan to believe that the Draenei were not only responsible for this disruption, but also the current wave of Red Pox and the destruction of the Bladewind clan were reason enough to unite the Orcish clans as a horde.

Killing Draenei in mass apparently didn't sit well with the Orc and Kil'Jaeden went through a number of different dreams, disguises and more to try and convince him it was a good idea. It would have almost worked too had Ner'zhul not gone to directly visit the spirit talking to him and realized it was a hoax. Upon trying to get back to the Shadowmoon clan he was captured by the newly formed Shadow Council, where he was abused and broken.

He was left mostly alone, and even got to listen in on several plans including the one to make the orcs drink demon blood. He'd pin a letter to the Frostwolf clan to warn them this was probably a bad idea. Serving no real purpose, during the first and second wars he was left on Draenor, and there he would stay until the Sons of Lothar shut it down.

To escape the hellhole that was now Draenor, he decided he need to open up some portals to get his people out of there, and to open those portals he would need a few things from Azeroth. So he along with Teron Gorefiend and a few other Death Knights pulled a captain planet, combined their powers with the skull of Gul'dan and reopened the portal.

Once the goodies were delivered, he scuttled off with the Son's of Lothar in pursuit to start performing the ritual in Shadowmoon Valley near the black temple. He started opening the portals, but as a result blew apart Draenor, turning it into the Outlands we know today. He would escape the explosion through one of the portals he created, but only end up finding Kil'Jaeden on the other side.

They would take his spirit and imprison him in a block of ice in a set of armor and Runeblade called Frostmourne. Ner'zhul would act as the famed lich king during the Third War, luring Arthas to pick up the rune blade he left just laying around. Of course he would try to break ranks with the burning legion after the loss at Hyjal and his power started to wane. Arthas would end up returning from his galivanting across the Eastern Kingdoms and Kalimdor to merge his and Ner'zhul's soul, the orc being nothing more then a fragment from that point out.

The alternate version of Ner'zhul basically had his clan pressganged into service by Grommash. There he would call upon the forbidden powers of the "Dark Star" (Just a void Naaru in actuality). This would result in an alternate version of Velen sacrificing himself and restoring the Naaru causing Ner'zhul to flee to their burial grounds where adventurers would end up killing him.

Orgrim Doomhammer – Wielder of the famed Doomhammer (Shocker right?) and second official Warchief of the horde. He grew up friends with Durotan and during the first war he would end up being the second in command to Warchief Blackhand. He was incredibly distrustful of Gul'dan and demonic blood, and was not thrilled to find out the Frostwolf clan had been banished for refusing to get in on the war party.

He would go on to learn about not only the Shadow council's existence, and after a secret meeting with the Frostwolf clan leader, Durotan, decided something needed to be done with Blackhand

before the corruption of their world wiped out Azeroth as well. He would lead several successful campaigns against the humans of Stormwind and when Medivh was felled in battle too the chance to perform a little coup-de ta. He would kill Blackhand in a Mak'gora, and then went on to have most of the Shadow Council wiped out.

With the internal politics dealt with, he turned his attention back to the situation at hand, namely making a home for him and other orcs there on Azeroth. He started putting together a plan for attacking the other human Kingdoms who would no doubt not take kindly to Stormwind's sacking. He would lead the horde into an alliance with the Amani trolls and the Dragonmaw clan started getting to work on the enslaving.... Well dragons.

He did keep Gul'dan alive after he demonstrated how useful Death Knights might be in the face of things like human magic. Orgrim had decided once this was all over, he'd be rid of them all once and for all. He first turned the horde to attack Khaz Modan, the home of the dwarves, only to discover building your capital into the side of a mountain has tactical advantages and settled for simply blockading the city instead.

He would form an alliance with the Steamwheedle goblins for ships to attack at the human lands more directly, as a trek through the wetlands was a 'bad idea'. He would work with the Amani to strike at Quel'Thalas, and honestly things seemed to be going his way as they got ready to launch the attack on capital city, that is until Gul'dan split to find the tomb of Sargeras taking half of Doomhammer's troops with him.

This would lead to the push back all the way to Blackrock spire, where the deciding battle of the second war took place. Doomhammer would fall and find himself captured, spending the next parts of his life trapped in Capital city as a prisoner. He did manage to escape, going to see the interment camps the humans had made for his people. He would meet up with thrall and plan to start liberating those camps, managing to free four before being mortally wounded while freeing the fifth. There he would die, pass on the title of Warchief to Thrall along with his hammer, Doomhammer.

An alternate version of Orgrim would take part in the attack against Shattrath city but became disgusted at the plans to kill every man woman and child, going to challenge Blackhand to combat, though this Mak'gora didn't go his way. He would be killed then and there.

Thrall – Or as he is jokingly referred to, Green Jesus, born to Draka and Durotan, chief of the Frostwolf clan and future victim of the world's word worst case of 'go with my guards they'll protect you', he would be found after his parents were assassinated by one Aedelas Blackmoore who you may know best as the man responsible for the Orcish internment camps in Azeroth.

He'd be taken to Durnholde Keep, where he would be raised as a Gladiator. He would make friends with a young woman named Taretha Foxton who seemed to pity him and at one point helped him to escape the keep. He would end up getting captured again only to hear tales of one 'Grom Hellscream' the chieftain of the Warsong Clan. He managed to escape again and went out looking for Grom.

When he met up with Grom, Grom would explain he was a member of the Frostwolf Clan who was living in Alterac, and he should go visit. So, he did, and there he would learn about the ways of the

Orcs before Gul'dan's corruption. It was also here under the tutelage of Drek'thar, that he would come to learn of Shamanism and find himself becoming the first Shaman since Gul'dan's corruption.

Doomhammer would end up making a visit to test Thrall's strength, and after intentionally pissing him off, found himself beaten in single combat, which pleased Doomhammer, glad to see an orc of such strength still about. He convinced Thrall to start the process of liberating the various orcish internment camps. It would end up with Doomhammer getting killed, thus resulting in Thrall being named the new Warchief of the horde (as well as the owner of well of Doomhammer's weapon... the Doomhammer).

By the time they had reached Durnholde, Thrall tried to ask his old friend Taretha to get out in case things came to violence, she refused and so he tried to parlay peacefully with Blackmoore, only to have Blackmoore throw Taretha's severed head at him explaining that's what happened to traitors. Durnholde was swiftly sacked, and it was made clear that the Orcs needed to be freed, ending Orcish slavery at the hands of the humans.

In the lead up to the second legion invasion, Thrall would start getting visions from Medivh about the incoming invasion and gathered up the Horde to move across the great sea. On the journey over he'd meet the troll leader Sen'jin, father of Vol'jin and leader of the Darkspear after a storm forced them to take shelter on a small murloc infested island. Though Sen'jin would die in the resulting murloc clashes, Thrall promised the remaining Darkspear a place amongst the horde for their kindness.

When they did manage to land in Kalimdor, he would run into the Centaur and saw them attacking a group of Tauren. Intervening this is how he'd end up befriendng Cairne Bloodhoof. They would then go to seek out an Oracle in Stonetalon Peak, and bump into Jaina Proudmoore, and as it turned out that Oracle was indeed just Medivh there to deliver a message. Now distinctly aware of the demonic threat, he would go on to find and cleanse Grom of his corruption in Ashenvale and then move to the battle of mount Hyjal allying himself with the Night Elves and humans to put a stop to the burning legion.

After Archimonde exploded, Thrall started to settle he and his ragtag gang of Trolls, Tauren, and Orcs in a land he named Durotar after his father, creating the city of Orgrimmar. It would have all gone swimmingly too if one Daelin Proudmoore hadn't been looking for his daughter and believed the evil orcs were up to their old ways. Despite attempting to explain the orcs and horde had changed a battle broke out and Daelin was killed. Thrall said that the surviving humans were free to be left alone leaving Theramore as a neutral spot.

He would continue gathering new members to his little group including the Forsaken, the Ogres, the Blood Elves, and several others forming what today is the modern-day Horde. He would end up making a journey to Outlands once the portal was reopened to visit the Mag'har and learn more about them, meeting Garrosh Hellscream whom he brought on as an advisor in the old Orcish ways.

Of course, the Lich king would end up attacking and after that a certain group of elementals would grow incredibly restless what with a dragon irritating the living crap out of them. Things were

destabilizing with the orc attack on a group of sentinels in Ashenvale and the collapse of trade after the Wrathgate. Thrall realized he had to figure out what was upsetting the elementals so badly and so he turned over the mantle of Warchief to Garrosh. He made for the Throne of Elements in Nagrand in outlands, there he would meet Aggra, who certainly didn't start off as a fan, but apparently, he must have grown on her. She decided to come back with him when he returned only to find Cairne dead, and the world during earthquake and tsunami alike.

He would set off for the Maelstrom, ending up bringing the goblins of the Lost Isles into the horde on his way there. He would attempt to help mend the wound that the Deathwing had caused but found himself needing a bit of fresh air. And so set off on a journey that Ysera sent him on which had him traveling through time seeing alternate timelines and finding and trying to comfort a bereaved Alexstrasza after the death of her consort Korialstrasz. He also apparently decided to go by Go'el at this point and it appears rather inconsistent if anyone listens to him about the matter.

He would attempt to help with the matters in the Firelands and after a rather unfortunate run with Fandral Staghelm go on to become life mates with Aggra. After that he was asked to take the place of the Earth-Warder in the ritual to put down and deal with Deathwing once and for all. It would be Thrall who used the Dragon soul to take Deathwing out of the air and one of those present at the destroyer's death.

Aggra turned out to be pregnant and Thrall became the leader of the Earthen Ring, which was working out great for him, until about the second someone decided to drop a mana bomb on Theramore. Though he attempted to stay out of politics and just live out his life with their son Durak, failed assassination attempts dragged him back to go deal with Garrosh. There was of course a trial, an escape, and then Thrall ended up having to be the one to the alternate version of Draenor, where he would ultimately challenge Garrosh to a Mak'gora and kill him.

During the third legion invasion he would spend time with during the third legion invasion helping the Farseer deal with various legion plots, where he would ultimately give the Doomhammer to the Farseer of the Earthen Ring. After that he'd attempt to retire and live out his life in Nagrand and was happily living out retirement until some of Sylvanas assassins dropped in on him after Varok Saurfang came by to try to get him involved in the fourth war.

He would find himself dragged back into the political wrestling of the horde, going where he could, to help establish a new horde council after Sylvanas jetted, only to then get abducted by the Mawsworn and dragged to the shadowlands. On the bright side for Thrall, once he was free of the torture he did get to meet with his mother Draka who had become a baroness of Maldraxxus. He, like so many others, would work to try and stabilize the Shadowlands, being part of the group tasked with going after the Jailer and his minions directly.

He was among those who started to experience the Radiant song that started to spread across Azeroth and would be part of the force to move towards Khaz Algar and the Isle of Dorn.

Kilrogg Deadeye – Having sacrificed his eye in a ritual to help him see the future early on in life, Kilrogg was the leader of the Bleeding Hollowed clan during the first war. He and his clan would be tasked with dealing with Gurubashi jungle trolls that seemed content to raid the orcish back lines and then lead a disastrous charge onto Stormwind that nearly got him executed.

During the second war, he would be tasked with attacking Khaz Modan and Ironforge, where now under Doomhammer's command he would continue fighting until the Alliance of Lordaeron pushed them all the way back to the Dark Portal itself. He would assist Ner'zhul as the new Warchief of the remains of the horde forces in Draenor, only to meet his end (according to all sources but the warcraft three manual which claimed he survived and was in fact just in one of the internment camps in Lordaeron).

An alternate version of Kilrogg would serve the Iron Horde, drink the green juice, and end up getting himself killed in Hellfire Citadel after failing to find the cipher of damnation

Blackhand – Not to be confused with his son, Dal'rend Blackhand, This Blackhand was the first Warchief of the horde. He was a renowned tactical genius and apparently had an ego and lust for power that made him easy enough to manipulate. His early victories included attacks on the Ogres and after being convinced by Gul'dan would lead the attacks against the Draenei.

He would go on to lead the entire war effort for the first war where he would oversee the destruction or attacks on Brightwood, Westfall, and Redridge. He nearly cocked it attacking Lakeshire thanks to a bit of planning by Stormwind's forces and executed two Shadow Council warlocks for not seeing the attack coming.

Of course, what he really didn't see coming was his second in command Orgim challenging him to Mak'gora for being so easily manipulated by the Shadow council and promptly losing... his head.

The alternate version of Blackhand would lead a massive industrial effort during the war. He would lead an attack on Shattrath and kill an alternate Orgim Doomhammer for questioning his choice to butcher civilians. Though the fight would be lost and he'd be forced to retreat to the Blackrock foundry, where our intrepid heroes would catch up with him and put him down for good.

Drek'thar – A notably blind orc, perhaps best known for a serious grudge with the Stormpike guard, Drek'thar was the Farseer of the Frostwolf clan. He would be one of the first who was one of those convinced by Ner'zhul (after a bit of trickery from Kil'Jaeden) to see the Draenei as enemies. Of course, as the spirits abandoned the orcs, Drek'thar like so many other shamans would turn to the powers of the fel becoming a warlock.

When Durotan refused to drink the blood of Mannoroth, irritating the current Horde leadership, he like the rest of the Frostwolf clan would find themselves exiled to the Alterac mountains. There he would rediscover his shamanistic roots. When Durotan was killed and his heir assumed lost, he took leadership of the clan. When Thrall came to him sometime later, it would be Drek'thar who would teach him the ways of Shamanism and Drek'thar who set about locating Orgim Doomhammer to draw him to speak with Thrall.

He would go on to help with the founding of Orgrimmar and then spent a great deal of time in the Frostwolf keep in the Alterac valley leading the Frostwolf forces there. Of course, age spares none of us, and despite being the Earthen Ring's most revered seer his mind was starting to slip. He would be cared for by a young orc named Palkar and started to have visions in between bouts of senility, issuing visions of things to come.

By the time of the third legion invasion, he was bound to a wheelchair and had worked to pass the title of Farseer to Aggralan.

An alternate version of Drek'thar can be found captured and bound by the Iron Horde in Tanaan jungle. After being freed he would help members of the horde in ingratiating themselves to the Frostwolf clan, assisting with a variety of little tasks.

Teron Gorefiend – An Orc who started life as Teron'gor and a Shaman of the Shadowmoon clan, but was one of the first to see potential in Fel magic after Gul'dan started showing it off. He would be among the first to join the Shadow Council. It was Teron'gor who would kill every last Draenei prisoner that was captured at Karabor. He would also go on to summon Murmur which resulted in the destruction of Auchindoun.

He would end up getting himself killed after Doomhammer took control of the horde and started wiping out Shadow Council members. When Gul'dan started putting members of the Shadow Council into dead Stormwind Knights, Teron'gor was the first, now going by the moniker Teron Gorefiend.

He, like the rest of the Orcish, would find themselves being pushed back to Draenor, where Teron would work to convince Ner'zhul to take up the mantle of leadership amongst the horde. As he was part of the original group that opened the first Dark Portal, he was fairly convinced he could pull it off again. He would work to reconstruct a Dark Portal to go back through to Azeroth to reclaim some artifacts to start making proper portals. He would strike up a deal with Deathwing to help recover the items in exchange for allowing Deathwing to move his brood to Draenor.

Though he would be killed by Turalyon after Ner'zhul flew the coop, his spirit lived on and conned adventurers into reassembling his body so he could make for the black temple and the Illidari.

An alternate version of Teron'gor would lead an attack on Auchindoun where he would fall into a pit of Draenei souls and being gobbling them all down like a hungry hungry hippo, turning him into an abomination that had to be put down by adventurers.

Kargath Bladefist – Raised as a slave to the Ogres of the Gorian Empire. He became so sick of his imprisonment, he managed to cut off his own hand at one point to free himself and would go on to lead a rebellion, later forming the Shattered Hand clan. After joining the first horde, he was tasked with dealing with the Arakkoa and would be responsible for the destruction of the entire race, leaving only outcast Arakkoa.

He would stay behind on Draenor with Ner'zhul and a few others during the invasion and first war, and was ready to help defend against the Sons of Lothar when they came storming through to Outlands. He along with an Ogre Mage Dentarg would hold Hellfire Citadel but find themselves overwhelmed by the Alliance forces. Forced to retreat he would not be seen again until the Alliance and Horde would step through the Dark Portal once more chasing after Illidan.

At this point he had guzzled enough demon blood to turn a whole new shade, red, becoming a fel orc. Of course, being red also meant he had to be dead, and so adventurers put an end to him in the Shattered Halls.

His alternate version had a love of arena's it seems and kept showing up in them, until finally showing up in an arena in Highmaul and dying unceremoniously.

Varok Saurfang – Also known as “The Chuck Norris of cleaving.” Varok was best known for keeping those pesky Alliance out of Orgrimmar by simply obliterating them, but he also happens to have a little history. He was one of the three Blackrock orc lieutenants to Blackhand along with Eitrigg and Doomhammer. He started his career guzzling the blood of Mannoroth and sacking Shattrath. He would go undefeated until the orcs were finally routed during the second war and found himself as second in command when Orgrim became the Warchief of the horde.

After Grommash's sacrifice, he, like many orc veterans, started to come to terms with the atrocities they had committed. During the second war of the shifting sands, he had been promoted to supreme commander of the Might of Kalimdor. During the War in Northrend, he would serve the role as advisor to Garrosh Hellscream and sadly find out the son he had hidden away on Draenor during the first war was killed by the Lich King.

At the battle for Icecrown citadel he was given command of the gunship “Orgrim's Hammer” and recovered the corpse of his son who had been risen. He would go into mourning retreating to their family home in Nagrand for some time. He would not make another appearance until being asked by Thrall to help retake Orgrimmar following Garrosh's reign.

He would once again keep a low profile until the War of Thorns. Here Varok would find himself the principal planner in the Horde offensive, much to his chagrin. He had to be convinced that a war with the Alliance was a good idea and believed that their best chance was simply holding Darnassus and only bringing siege weapons to scare the night elves into surrender. During the campaign however, he would find himself in a tough spot.

He was given an opportunity to kill Malfurion, but chose not to, believing that the circumstances were dishonorable. The result of which was Sylvanas choosing instead to burn Teldrassil to the ground. As Varok's original plan had intended to divide the alliance, this would instead act as a rallying cry. He blamed himself, and was sadder still there was no corruption to blame for this atrocity. He would wind up getting captured during the battle for Undercity.

He would, with a bit of assistance from SI:7, escape his captivity and head to Nagrand to try and convince Thrall to come back home and fight once more for the horde. He would help lead the rebellion against Sylvanas, challenging her to Mak'gora in front of the gates of Orgrimmar, where he would ultimately be killed.

Garona Halforcen – The child of a captured Draenei (According to the warcraft comic and visual guide, this was Maarad's sister, Leran) and Bladewind soldier. After the Bladewind clan was destroyed, Garona would flee into the forest and bump into Gul'dan and the Shadow Council. There her mind was bound to Gul'dan's will and she was magically aged and tortured.

She was shaped into a spy and assassin, given blades that would force her to follow the warlock's commands. She would first be used to deal with dissent amongst the first horde, taking out orcish leaders who did not wish to commit to the cause. Garona was also amongst the first orcs to come to Azeroth, finding herself in the role of translator between orc and human. She would set off for Karazhan upon hearing tale of a “Guardian of Azeroth” and find herself rather swiftly captured.

Medivh took a liking to her though, freed her, and offered to let her drop by whenever she pleased. Gul'dan recognizing who Medivh was ordered her to keep an eye on him, so she ended up spending a fair bit of time in Karazhan, coming to know Khadgar and snagging the title of "emissary". It was also around this time that she and Medivh would have a child, Med'an (more on that later). Though when it was revealed that Medivh was the one who had ushered the orcs through the Dark Portal she would end up fleeing to the humans.

She would meet with Llane Wrynn and appreciated his kindness to her, which made it all the sadder when a vision of the future made it clear she'd be the one to kill him. It would be after Medivh's death and a spell that clouded her judgement along with a command from Gul'dan that she would end up killing Llane and cutting his heart out.

Fleeing and returning to her own people she was captured and tortured for information on the remaining members of the shadow council by Doomhammer. Eitrigg was made her handler. She managed to slip free and sought out a mage named Meryl Winterstorm, whom she entrusted the blades which had been controlling her as well as her son.

She would keep watch from a distance, though moved to intervene when a group of Twilight's Hammer tried to kill Med'an. She would be captured and brought before Cho'Gall who had learned of the spells to control her mind. He used her to attempt to assassinate Varian Wrynn, his son, and Thrall who were all in Theramore at the time. She would be captured and freed again, making it her mission to finish off Cho'Gall and every member of the Twilight's Hammer. At some point along the way she became a member of the Uncrowned.

She doesn't show up again until after the cataclysm, on a mission to kill Cho'gall, though she is unable to do so herself, she does help set the pieces in motion for the Ogre's eventual death. She would show up again during the fourth war following the commands of Sylvanas Windrunner, apparently to keep herself alive.

She is still active and alive and can be found in Dornogal. An alternate version manages to stab Khadgar before being apprehended and having her mind control broken and then turning and using her abilities to spy on the Iron Horde.

Eitrigg – One of Blackhand's 3 lieutenants and a future friend to one Tirion Fordring. He got his start in lore acting as a handler for Garona, managing to lose her in a battle in the Hinterlands, but coming to believe her words about demons, resulting in shame and anger. The Orc would go into hiding and disavow the horde.

He'd live quietly until Tirion stumbled into him, the two fought, a tower fell on them both, and Eitrigg dragged Tirion to safety, which cemented their friendship. So when Eitrigg was captured a short time later and scheduled to be executed Tirion and Thrall would rescue him. He would follow Thrall and considered Tirion to be his brother.

From there he serves as an advisor to Thrall and was personally requested by Tirion when the war in Northrend broke out. When Thrall absconded to deal with the elements in the Cataclysm, Eitrigg was the advisor he left to watch over Garrosh. A bit later after Garrosh's leadership, Eitrigg would find himself joining the Darkspear revolution to overthrow him.

He makes some appearances here and there, managing to get captured during the third legion invasion, but after being freed finding himself as a champion of the Valarjar. During the fourth war he recruited the Mag'har orc clans. He also served as the commander of the Horde forces in the battle for Stormgarde, though he would wind up joining Saurfang's revolutionaries in the ensuing civil war.

He would wind up back in Stormgarde again to help temper tensions in the area and better focus everyone on the real threat, Xal'atath.

Rexxar – A half orc, half Ogre member of the Mok'nathal clan in Draenor, who by their nature tended to be pacifist. Rexxar would convince Blackhand not to wipe out his people and ended up going

through the Dark Portal to help the horde. He'd end up like other orcs being pushed back to Draenor after the second war and ended up saddling up next to Grom Hellscream. Though when Grom said that orcs could never live in peace, that they were supposed to be conquerors, Rexxar noped out and decided to just chill with animals who were notably not assholes.

While wondering the wilds he'd stumble into a bear, whom he named Misha and then he stumbled into an orc, Mogrin, who was attacked and killed by Quilboar. He agreed to grant the dying orc's last wish to deliver a message to Thrall in Orgrimmar. There he would find himself entangled in the politics between Theramore and Orgrimmar at the time, eventually led to the attack on Theramore Isle to remove Daelin Proudmoore. Once the battle was concluded Rexxar decided to dip back out into the wilds.

Despite a brief visit to his homelands during the events of the Burning Crusade, Rexxar mostly stays out of things, and doesn't show up again until he was invited to join the Unseen Path during the third legion invasion. He then shows up again during the fourth war, intending to fulfill his promise to protect the horde claiming Jaina has simply killed too many people at this point and must be stopped. He ends up joining Saurfang sometime later.

He makes another appearance in Dragonflight after a group of Tauren were ambushed and killed in the Ohn'ahran Plains, having known the leader of the group and considering him a friend. He also assisted in the attack on Amirdrassil.

Honorable Mentions

Nazgrim – Thralls Balls, it's the orc who just refuses to stay down. Starting as a soldier in Northrend, Nazgrim is one of the orcs whose career we follow all the way up to general... and then uh... first of the new horsemen in case you were curious if he lived. During the Cataclysm he would lead the somewhat disastrous delve into Vashj'ir first losing his own ship and then setting about killing a lot of Naga and their allies. From there he found a promotion to general and led the horde efforts in the Jade Forest. From there he takes the limelight in the Domination campaign and after siding with Garrosh during the ensuing civil war, was one of the final hurdles during the siege of Orgrimmar where he met his fate.

During the legion invasion, Bolvar, realizing they needed the horsemen back and Nazgrim was chosen. From here he would help collect bodies from the Battle of Dazar'alor to aid in the creation in the fourth generation of Death Knights. After the helm of domination was shattered during shadowlands he would go on to become the emissary to the horde for the Ebon Blade.

Draka / Durotan – So I wanted to lump these two together, though Draka's story goes much further in the events of Shadowlands. These two are the parents of Thrall, Durotan was the chieftain of the Frostwolf clan, and during the first war after a meeting with Orgrim Doomhammer to put an end to the Warlocks, guards who were loyal to Gul'dan killed both Draka and Durotan. Durotar is of course named after him.

Draka, who is the daughter of Greatmother Geyah goes on to find herself waking up in Maldraxxus after death and finds herself aligned with the House of Eyes. After the House of Eyes destruction, she would align herself with the House of the Chosen. From here, she like most heroes would take part in the various activities to subvert the Jailer and restore the Shadowlands. It did allow her to meet with son when both were reunited during the Chains of Domination campaign. After this she was promoted to Margrave of the Chosen where she serves to this day.

Geya'rah – The leader of the Mag'har orcs in an alternate version of Draenor where the Draenei ended up embracing the light and forcibly converting the orcs to follow it. She is the child of Durotan and Draka in that alternate timeline and the second in command of the Mag'har orcs. She would end up having herself and her clan rescued by Eitrigg as he came out to aid in the fourth war. She ended up being one of Sylvanas' few supporters as the Horde started to turn on itself.

Though she ended up regretting aligning herself with Sylvanas she would be the one to go to the Arathi Highlands to confront the niece of Danath Trollbane who was stirring up trouble. Calling the Kor'kron out there, she had to be talked down by Thrall to prevent her and Marran from reigniting an entirely new conflict. After this she travels with Thrall to Khaz Algar to help with the threat of Xal'atath and the Nerubians.

Rehgar Earthfury – This is one of those characters that appears in the comics and only really shows up in the game in Legion. From a young age he had been captured by Ogres and forced to fight, after being sent to Azeroth for the invasion he was captured and interned like many other orcs once again made to fight in arenas.

Using the savings he gained from fighting he would start putting together a team and started to follow the ways of Shamanism. It would be he who found Varian in his amnesiac state and brought him into his little team. He technically 'lost' his fighting slaves at Thunder Bluff after they made off on a hippogryph, though he seems entirely unbothered by the matter. He would come to be an advisor to Thrall, being one of the first to recognize Garrosh was bad news, urging Thrall to put him down before the events of Northrend before he could make things worse.

He would go on to join the Earthen Ring and assist the Farseer in their journey to bring the elemental lords back together.

Aggralan – Thrall's wife, and mother to his children. She goes by the short name Aggra and is a Mag'har orc from Garadar. It was technically Aggra who trained Thrall on how to truly become a Shaman, urging him to give up his role of leadership to focus on Shamanism. When Thrall's spirit is scattered to the four winds with dark magic, she would help adventurers in recovering them. She largely stays entirely out of the picture until the events of Dragonflight (no seriously every time they check in on her she's just raising the kids and basically telling Thrall to have fun).

She does find herself helping to try and soothe the situation in the Arathi Highlands after the destruction of Dalaran with Thrall.

Broxigar – He’s just cool, ok? The OLDER brother of Varok Saurfang, he served in the first, second and third wars suffering from survivors’ guilt because during the third war he defended a mountain pass against demons and was the only survivor. After that, he was sent to investigate a temporal anomaly and fell back in time 10,000 years to the Kaldorei Civil war.

His ability to fight was so renowned, that the traditionally xenophobic Kaldorei were like “this dude’s cool”. It was here during this war that Malfurion would make him an axe under the direction of Cenarius himself. During the battle of the Well of Eternity he fell THROUGH the portal and ended up on Argus. There he just went ham, killing countless demons, so much so that it drew the Attention of Sargeras himself. And during their battle, Broxigar actually injured him enough to distract him and allow the Kaldorei to seal the portal. Now, Sargeras did kill him for this but his legacy lives on being the only orc the night elves made a STATUE of.



An Orc being orcy as hell. Just look at him.

Trolls

One of the two species we know for a fact are native to Azeroth, the trolls adapt to different environments resulting in countless variations. They are best known for their near unnatural regenerative ability. They worship a group of gods called the Loa. Before the rise of the Kaldorei the Trolls maintained vast empires that stretched across the whole of Kalimdor.

Zul'jin – The leader of the Amani troll tribe which fought bitterly with the High Elves of Quel'Thalas. He was well known for conducting attacks against elven settlements and was hated by the Farstriders. Zul'jin figured the trolls had survived the Aqir of the Black Empire and Kaldorei, so what's a few more elves to deal with? He would go on to reunite the forest trolls of Zul'Aman.

During the first war, he was approached by Orgrim Doomhammer to join the horde, but he saw no real value in the matter as he figured the trolls could handle the high elves without help and opening a second front wasn't worth it. This was until he was captured by humans and held in Durnholde, only to be freed by Orgrim. He would go on join the Horde, leading a campaign to destroy Quel'Thalas for the Troll wars so many years ago.

He would feel the sting of betrayal when halfway through their siege of Quel'Thalas, Orgrim decided to give up on the matter instead going after Lordaeron. Leaving only the trolls to lead the fight, it wasn't long before Zul'jin and his forces were routed and Zul'jin was captured. The High elves proceeded to torture the ever-living daylights out of him, gouging out one of his eyes. Eventually an Amani raiding group would rescue him, though the chaos of the rescue would result in the loss of his arm.

The Amani and Zul'jin largely withdrew from the world stage after this, bitter with the horde over the betrayal. They would attempt to strike at places like the isle of Quel'Danas after the scourge invasion, but the elves proved resilient.

After some adventurers on a treasure hunt stumbled into Zul'Aman believing it empty and rich with treasure, Zul'jin would chase them right out, so he began to launch coordinated attacks on Eversong and the Ghostlands... right up until about the moment the Horde and Alliance decided it was time for him to go and so showed up to Zul'Aman and killed him.

His soul would end up Revendreth (even though MOST if not all Troll souls are saved by Bwonsamdi), and as if to spite Sylvanas, she would find out he got a chance at redemption while she was doomed to the maw.

Vol'jin – The famed leader of the Darkspear tribe, the son of Sen'jin would grow up with his best friend Zalazane. He would go on to engage in some trials by the Loa with Zalazane where both would be shown visions of the future, revealing that they were destined to fight to the death. Upon returning from the trial, they would discover their people had been wiped out by a combination of human and murloc invaders. It would be the intervention of Thrall that spared the Darkspear total annihilation.

During that intervention, Sen'jin would die, passing the mantle of chief shadow hunter to Vol'jin, and Vol'jin would go on to pledge he and his people to the horde. Though not immediately, he would eventually relocate himself and his people to the Echo Isles which would face its own troubles with the likes of attacks by folks like Daelin Proudmoore. Making friends with folks like Chen Stormstout, Rexxar, and Rokhan.

Upon his return from the campaign to deal with Proudmoore, he would find his prior friend Zalazane had enslaved his people through dark magics. He would fall back to Sen'jin village along the coast of Durotar to serve as a base of operations to strike at Zalazane. Vol'jin himself would head to Orgrimmar to help deal with various matters of state. He would also be among the diplomatic group dispatched to Quel'Thalas to bring the Blood Elves into the horde, which caused some tensions.

He falls largely into the shadows, minus an appearance in the battle for Undercity, until the events of the Cataclysm, where it seems he came up with a plan to reclaim the Echo Isles. An assault on the islands would begin after Vol'jin agreed to help settle things with the Darkspear Loa Bwonsamdi. Once the islands are reclaimed, Horde politics has shaken up a bit and now Vol'jin finds himself dealing with Garrosh.

With tensions between Garrosh and himself, he ends up moving the Darkspear to a the now renamed "Darkspear Isle" in full, entirely leaving Orgrimmar. He would then be called by Zul to a meeting of all the troll tribes to establish one grand troll empire, though he also had no interest in

that as that would mean yet more war something he was already getting into spats with Garrosh over.

He would lead a series of efforts to help contain and deal with the threat of attempted revivals of Zul'Gurub and Zul'Aman. Of course he couldn't avoid war forever, and in time Garrosh was planning an attack on Theramore and more than that the intention to drive the Kaldorei from Kalimdor, a plan which Vol'jin pointed out could end very badly. Even so he helped lead the attack on Northwatch hold. As the battle proceeded to Theramore itself, he would be informed the real goal was to lure members of Alliance leadership into the battle to blow them all away with a mana bomb, a decision that left Vol'jin disgusted.

When he and Baine traveled back to Durotar, they were grumbling with some of their assistants in the attack on Northwatch Hold, though he apparently stepped away when the Kor'kron arrived to blow Razor Hill up and call it an accident. He would watch as an Alliance force prepared to counterattack, only to realize that Garrosh's plan was total genocide, putting the troll in a very tough spot.

When he was dispatched to Pandaria, he was sent out with some Kor'kron who attempted to assassinate him. He would tell adventurers to tell Garrosh he had been killed so he could make his next move. Even so the wounds left by the attempt were severe and he had a quick meeting with death... er Bwonsamdi over the matter of his place in the world. He would end up being recovered by some Pandaren who would nurse him back to health in the Shado-Pan monastery.

Here he would meet a human, Tyrathan, who was also recovering at the monastery. The two would work together (begrudgingly). A brush with the Sha would lead to him saving Tyrathan. The two would grow closer until both found themselves headed to Zouchin village to protect it from an incoming Zandalari fleet. Here the tables would be turned, and it would be Tyrathan who saved him. At the same time, killing as many Zandalari as he did apparently, please Bwonsamdi and the Loa restored his ability to regenerate.

He would be tempted to join an alliance with the Zandalari, but came to realize his true family was the horde, and turned it down, leading to some nasty battles and a solidified friendship with Tyrathan. After this he would return to the Echo Isles. Here he would lead the rebellion against Garrosh. With the fall of Garrosh, it was Vol'jin who now found the mantle of Warchief of the Horde placed upon his shoulders.

He takes a fairly backseat roll as Warchief, only showing up again with the attack by the third invasion of the Burning Legion, where upon leading an attack on the Broken isles he ends up getting stabbed. Before dying, a troll loa, Mueh'zala manages to convince him that the best choice for leadership of the Horde would be Sylvanas Windrunner and so he passes on that mantle to her and then does a dead.

His spirit does make several appearances providing guidance to Talanji, it was unknown to even Bwonsamdi that Mueh'zala had been the one who had tried to take Vol'jin's spirit only failing because of his ties on Azeroth. Once it was discovered, Vol'jin was given a chance by Bwonsamdi to get his revenge. With his help the souls of Ashamane, Hir'eeek, and Shandra would all be recovered.

They also discovered Rezan, though Rezan wished to reborn with Vol'jin, and so the winter queen would grant him the ability to rest in a wild seed, to be reborn at some point.

Rokhan – A Darkspear troll who like Vol'jin would join the horde following the events of Darkspear Islands, he served as a scout for the Horde going on many an adventure including the one with Rexxar to Theramore to secretly parlay with Jaina Proudmoore. He largely doesn't appear or makes very minor appearances well into the battle for Azeroth. He did show up during the events of Northrend and Warlords of Draenor for the occasional quest or two.

During the events of Battle for Azeroth he was part of the strike team that was intended to free Princess Talanji and Zul from the Stormwind Stockades. He is then spotted in the Nazmir campaign with Talanji against the blood trolls where he helps lay the groundwork for the siege on Uldir itself. He finds himself called away though as Zalazane had come back as a lich and was forced to return to the echo isles.

There he would confer with Bwonsamdi about where Vol'jin's spirit had wandered off to and be told that G'huun needed to be put down for good. After that he would dart off to the defense of Dazar'alor where he would end up getting captured. He managed to get free, but not before the Alliance was able to attack the city. From here he helps in trying to speak with Vol'jin's spirit to try and figure out just what he was thinking making Sylvanas Warchief and then after the fourth war finds himself being asked to lead the Darkspear trolls for the new Horde council.

He largely stays out of the picture, showing up during the events of Dragonflight to help Baine deal with the death of Bovan Windtotem in the Ohn'ahran plains, meeting up with old friends like Rexxar and Chen. After this he heads back to the Echo isles to deal with a sudden rise in popularity for Mueh'zala and so starts to put a plan together to bring back all the Darkspear loa.

He would round up a few, and the events lead him to realize that he had been sitting in Vol'jin's shadow for too long. He ends up leading the offensive to put down the witch doctor Tzadah who simply believed that despite the sacrifices Mueh'zala would make the Darkspear strong again. Rokhan personally put an end to that, reuniting the Darkspear with their loa.

Rastakhan – Only whispered of prior to the events of Battle for Azeroth, Rastakhan was the king of arguably the last major and still functioning troll empire, the Zandalari. During the events of vanilla, the adventurers are greeted by his envoys to go deal with Hakkar. During the cataclysm we are introduced to Zul, a prophet who warned of the coming cataclysm, the results of which would turn Nazmir into little more than swamps.

It was not until the events of the fourth war that we were properly introduced to the Zandalari King. Here things would quickly get entangled as Zul nearly kills him, leaving him forced to make a deal with Bwonsamdi. This led to a little excursion where Rezan, the loa of kings, convinced Bwonsamdi to give it back. Great for the time being, for Rastakhan at least. This is quickly followed by a hunt for Zul culminating in a charge at Atal'dazar where Rezan would end up killed, Rastakhan would rapidly age, and be forced to actually make a deal with Bwonsamdi no take backs this time. The result effectively promoting the death loa to the top loa spot in the Zandalari pantheon and ensuring Rastakhan would retake his empire.

So, when an attack from Zul and his giant C'Thraxxi friend Mythrax showed up to attack Dazar'alor, Rastakhan killed him and shoved him off the ledge. Of course, with that threat dealt with, who else would show up but the Alliance. They demanded his surrender, he said no, stabbing ensued, he died. And with his death the pact with Bwonsamdi was passed on to his daughter Talanji.

Zul – And then there's this asshole. The go to prophet of the Zandalari, he had been plagued with horrible visions since childhood, a gift that is known by troll and Draenei alike as "The Sight". In Northrend he along with a contingent of Zandalari trolls would watch the Drakkari drain their loa for power to fight the scourge.

Prior to the cataclysm, he had a vision, warned king Rastakhan, and proceeded to pester the king enough to get himself lent a ship just in case his vision came to pass. Thinking that Zandalar was sinking into the ocean, Zul set off to try and unite the other troll tribes of the world into one grand empire which went... ok. Then, after that he sets off again, this time for the recently uncovered continent of Pandaria going to strike a deal with the local Mogu, where he would in turn see to the resurrection of the first king of the Mogu, Lei Shen. They launch a series of assaults across Pandaria until the Alliance and Horde both happen to show up on Lei Shen's front porch to put an end to it.

He disappears into the void again, before showing up again in the Stormwind Stockade with Princess Talanji. Why are these two in the stockades, that part actually.... Isn't super clear, though one could assume it involved a diplomatic mission to the horde. Here he would catch a ride back to Zandalar during their jailbreak.

Once back he takes care of a few chores and goes about stabbing the king in the back, explaining that making deals with loa was so last year, he's going to make a deal with an experimental old god, G'huun. He then set about on a plan to drain all the loa of Zandalar just as he had seen the Drakkari do and perform resurrection of the king two electric boogaloo on the corpse of the first Zandalari king. While this did end up killing Rezan, both plots were thwarted.

So, he let Mythrax loose, and ended up getting himself killed. G'huun resurrected him, but it didn't do a lot of good as adventurers weren't far behind to kill him again just for good measure.

Talanji – Daughter of Rastakhan, we're first introduced to her attempting to deal with the growing blood troll threat coming from the swamps of Nazmir. To do so she attempted to reach Orgrimmar to parlay with the horde. The alliance at some point got word of this and ended up capturing her enroute. She would, after a quick jail break, return to Zuldazar with a horde champion in tow.

Now with the "Speaker of the Horde" with her, she set about dealing with the blood troll threat. A culmination of events led to an army of Zul's allies including Mogu and blood trolls attacking Dazar'alor, resulting in her being called back to deal with that small issue. She then headed off with Rokhan to find Vol'jin's spirit and get some advice, which included using Vol'jin's blade to stab G'huun's corpse to end the cries of trolls past and present affected by the breaking of the seal on the Old God's prison.

After this, the Alliance would assault Dazar'alor, and Talanji would end up getting baited out to deal with the Alliance's ploy in the swamps of Nazmir, drawing her and a fair amount of the city's defenders away from the city. Then of course her father was killed, and she inherited the pact he had made with Bwonsamdi.

Now queen of the Zandalari, she put together a Zanchuli Council (basically advisors to the monarch) and then set about dealing with queenly things like putting down a rebellion or undergoing a trial from your gods. She passed all the test with flying colors though and when the choice between Sylvanas or Saurfang's rebels came up she is the only leader not to pick a side, having only recently joined the horde.

From there, after Sylvanas whole shadowlands debacle, she'd find herself the target of assassinations by a group of Sylvanas loyalist calling themselves the Widow's Bite. A little scuffle ensued and as a result she would end up being welcomed to the Horde council.

Honorable Mentions

Jin'do – The leader of the Hakkari, a group of trolls who were dead set on resurrecting Hakkar the Soulflayer. So, he went about enslaving the high priest of the Gurubashi to get the job done. This of course attracted the attention of the horde who went about killing Jin'do, though when his death ever stopped anyone from getting the job done in Azeroth?

Now dead, he started eating other spirits, as you do. This was all to get together enough power to force his way back into the living world. He starts recruiting the likes of one Zanzil the outcast, well known for all kinds of crazy concoctions and a Bloodlord Mandokir to help him bind Hakkar to take his power. Of course, as with all good evil plans, adventurers come stumbling in and release Hakkar who proceeds to obliterate him for trying to siphon his power.

Zalazane – The best friend of Vol'jin when he was growing up, Zalazane would become a witch doctor. During a trial the two faced at the hands of the Loa he would end up seeing a vision of the future that led him to believe he'd have to kill Vol'jin somewhere in the future. So when the Darkspear set out for the echo isles, Zalazane ended up going mad with power.

He would use dark magic to control the Darkspear trolls forcing Vol'jin and the Darkspear to abandon the echo isles. Despite a number of attempts to bring Zalazane down, every time a troll swore they killed him and brought back his head, it was revealed to in fact be something entirely different (usually a painted rock or some coconuts).

By the time of the events in Northrend, Vol'jin had about enough of this and set about putting him down for good. And Zalazane would probably have gotten away with it, had the loa Bwonsamdi not directly intervened to cause him to explode... violently.... All over the ground.

He would come back during the fourth war as a lich bringing with him an army of undead. He would attack the echo isles with the goal of recovering Vol'jin's ashes, where adventurers would use Vol'jin's glaive to put him back down.

Zekhan – AKA Zappy Boi. Zekhan is a Darkspear troll that first shows up at the siege of Lordaeron, having been told of the great deeds of Varok Saurfang by his father, he looked up to the orc for guidance and wisdom. When he realized Saurfang intended to simply rush in alone, he gave the orc Dranosh's necklace that Saurfang had left to just burn somewhere. This seemed to cause the orc to give the whole situation a bit of thought.

When Saurfang managed to break free of the sewers, he would be greeted in Redridge by Zekhan who would help the old orc on his journey to dodge alliance and Sylvanas loyalist alike. After

Saurfang's death challenging Sylvanas to Mak'gora Zekhan would go to the Orgrimmar orphanage to recount tales of the orc to the children.

After this he would be dispatched as a horde ambassador to Dazar'alor where he would help deal with loyalist who were making attempts on Talanji's life. He nearly died on this little expedition dealing with the Widow's bite only to be stopped from falling into the maw by Bwonsamdi. Having come out of it a hero he quickly squared up for his next adventure where he headed off with Rexxar to see the wounds of the fourth war.

Zen'Kiki – A novice druid of the Cenarion circle who probably isn't that important in the scheme of things, but you can find him learning to be a druid in the Plaguelands, representing the Darkspear trolls starting to integrate with the Circle. He's a personal favorite of mine for his antics and you should go do his silly quests.



The classic Warcraft troll.

Pandaren

Until recently, the Pandaren were a bit of a reclusive bunch. They were forced to work as slave laborers under the Mogu empire while it was around but managed to rebel and found their own empire of sorts. After the sundering, then Emperor Shaohao erected a wall of fog to protect Pandaria, and so the Pandaren largely evolved in an isolated manner for 10,000 years. It was not until after the events of the cataclysm and the horde and alliance war had spread across Azeroth that the Pandaren were finally forced onto the main stage.

Chen Stormstout – For anyone that's ever argued that Pandaren were inspired by Kung Fu Panda just remind them that this guy has existed since the days of The Frozen Throne, and honestly the inspiration probably went the other way around. Born on the wandering isles, or as it's better known that giant floating turtle, Chen even from a young age sought adventure and fun. His adventures

would lead him far and wide, even ending up in Ironforge at SOME point during the third war to have a brew with the local dwarves.

From there he takes the first role most people probably know him for, which is of course landing in Durotar during its founding. There he'd bump into Rexxar bonding over booze ingredients and get involved with the early shenanigans that Rexxar, Vol'jin and others got up to with Theramore, etc. After that it was a series of fantastical adventures to the various parts of Azeroth, usually after some ingredient for a brew.

Though he would eventually return home to the Wandering isles after saving his niece Lili, who similarly had a love of adventure. There a little family trouble over Lili following in his footsteps would only be made worse when Lili dashed off again on the hunt for the fabled Pearl of Pandaria, which is a fancy rock that grants visions. This adventure also goes all over Azeroth (Ironforge, Booty Bay, Tanaris, Uldum eventually coming to land in Pandaria as the mist cleared.

Chen's actually the Pandaren in the little opening cinematic for Mist of Pandaria, having gotten to the continent before most. Once in Pandaria he seeks out the Stormstouts who remained on the Mainland, having not chosen to move to the wandering Isle. He would discover the Stormstout brewery and reclaim it. He helps deal with the mantid invasion while keeping up his quest to find lost family across the continent.

After Vol'jin was stabbed, he would move into the role of caretaker as Vol'jin recovered in the Shadow Pan monastery. Here he would go on to assist in attempting to repel the Zandalari and admitting his feelings for a member of the Shadow Pan named Yalia, the two apparently wanting to have a family together.

He follows Vol'jin back to the Echo isles to help with the with the Darkspear rebellion, and outside of a brief appearance in the timeless isles largely disappears until legion. He was present at the Peak of Serenity when the legion attacked and would go on to help form the Order of the Broken Temple.

After the fourth war he shows up once again to help deal with the Mogu that start attacking the Vale of Eternal Blossoms as N'Zoth is trying to bring back the black empire. He then sort of drops of the radar once more before appearing during the events of Dragonflight to help Baine and the old crew from Durotar tackle the situation in the Ohn'ahran plains with Bovan Windtotem.

Lorewalker Cho – He doesn't really do anything per se, Lorewalker Cho just continues to show up and is as such one of the few prominent Pandaren. Cho is first encountered in the Jade Forest and acts as a historian who explains to adventurers the history of Pandaria. He ends up moving to his sort of base of operations, the seat of knowledge in the Vale of the Eternal Blossoms.

Largely just sort of there to act as a storyteller to help fill adventurers in on the various goings on in Pandarian lore, he doesn't really take any sort of leading role until the events of the fourth war, helping to be among those who discovered the Rajani. Outside of that he just acts as a panda shaped Exposition machine.

Ji Firepaw / Aysa Cloudsinger – The respective leaders of the Horde and Alliance side Pandarens, they are separated by a philosophical approach to how to deal with life's problems. Ji leading the

Huojin and Aysa leading the Tushui. The Huojin believe you should be quick to act and fight for what you believe in while the Tushui believe the best answer is meditation and contemplation.

The two of them lived in relative harmony until the ~~fire nation attacked~~ Alliance warship Skyseeker crashed into their home of the Wandering isles. Their division in philosophy of what to do with the ship, its crew, and the cause for its crash would cause Ji to have the Huojin join the horde and Aysa to have the Tushui lead the alliance.

After the siege of Orgrimmar both ended up returning to the Wandering Isle to teach new monks together. Ji does take a somewhat more prominent role during the fourth war and its aftermath being amongst the horde leadership who helped with the awkward situation in Zandalar with assassination attempts by banshee loyalist.

Taran Zhu – The de-facto leader of the Shadow Pan, he was amongst the first to warn the Alliance and Horde of the dangerous effects of the Sha. He would urge Xuen to prevent those from beyond Pandaria to continue further but was overruled. So, he would head back to the Shado Pan monastery where the Sha of Hatred would possess him.

After having the stuffing beaten out of him by adventurers he returns to his senses. He would then allow Vol'jin and Tyrathan to remain at the temple during their healing and would lead the defense of the Temple of the White tiger from the Zandalari. He would show up on the Isle of Thunder to help mitigate the situation there and then when the goblins started digging around in the Vale of Eternal Blossoms looking for the heart of the Sha, he would confront the horde about it only to be told that Garrosh at that point was no longer with the horde.

So, when Garrosh himself showed up to claim the heart Zhu confronted him and was thoroughly trounced in the encounter. As you might expect he shows up at the later trial. He would later show up amongst the defense at the Peak of Serenity against the legion during the third legion invasion and again in the Vale of Eternal blossoms during the invasion by the forces of N'Zoth.

Honorable Mentions

Emperor Shaohao – The last emperor of Pandaria, he ruled during the time of the Kaldorei empire and the first invasion by the burning legion. It was Shaohao who would go on to realize that emotions were the driving forces behind the Sha and work at sealing them away across the land teaching Pandaren to control their emotions.

He would form the Shadow Pan, and when the sundering started to occur would work with the Jade Serpent Yu'lon to wrap the entirety of the then Pandaren empire in a wall of mist which would cover the island for over 10,000 years.

Kang - The world's first monk, Kang was around when the Mogu still ruled over all of Pandaria (placing us well past 10,000 years ago). He would be the first to discover effectively the ways of the monk and realize that a slave rebellion could easily overthrow the Mogu empire. So, after finding an imprisoned Xuen and learning from the great white tiger, he would go to do just that. Under Kang the Pandaren would throw off the Mogu empire once and for all, though the rebellion cost Kang his life.

Tauren

Moooove on over, it's time to talk about the Tauren. Descended from the Yaungol, The Tauren are peaceful shamanist, druidic tribes that are scattered across all of Azeroth. They like the trolls are one of the truly native Azerothian species. They (Largely) worship the Earthmother, Mu'sha (Azeroth's moon or the White Lady / Elune), Lo'sho (Azeroth's second smaller moon, the blue child), and An'she (The Sun). They along with the night elves act as the founding members of the Cenarion circle. They were one of the participants in the War of the Ancients assisting the night elves in repelling the invasion.

Cairne Bloodhoof – Leader of the Bloodhoof Tauren, Cairne first shows up attempting to get his tribe away from Centaurs. It was here that he'd bump into Thrall who had just recently landed in the newly named Durotar, who in exchange for Cairne showing him where an Oracle was, offered protection to he and his people. Of course, the oracle was Medivh, and the prophecy was the incoming legion invasion. So, having met a new friend Cairne traded centaur for demons and went about defending his people from a whole new threat.

After Baine was briefly kidnapped by centaur, Cairne fell into a bit of a depression. So when Rokhan and Rexxar came looking for Cairne to get some help dealing with the Kul Tiran situation in Dustwallow, they found out about the abducted child, helped recover him with the help of one Bovan Windtotem. With father and son reunited he once again pledged he and his people to the horde.

Now with the horde's backing Cairne would settle his people in the plains of Mulgore building the first city for the traditionally nomadic people, Thunder Bluff. And that's about all Cairne really gets up to until Garrosh is promoted to War Chief of the horde, Cairne opposes that decision and then the Twilight's hammer pretending to be orcs attack a druidic conference. Angered, Cairne of course challenges Garrosh to a Mak'gora and thanks to some handy poison from a political rival in the Grimtotem tribe, who's leader wanted to run the Tauren herself, promptly did a dead.

Baine Bloodhoof – Probably one of Warcraft's only genuinely consistently decent characters morality wise. Baine of course started life a little rough, being kidnapped when he was young by a group of Centaur, as that's what Centaur in Kalimdor appear to do. After the legion invasion he's mostly tending to a series of random problems all across the Barrens and Mulgore before during the war on the Nightmare where he would take a leading roll-on account of his dad being one of the first Tauren to zonk out.

Then of course, his father died, and Baine finds himself having to quell a Grimtotem rebellion, where upon realizing the Horde were stretched to thin, ended up calling Jaina Proudmoore, because she was generally a decent person at the time. When he heads to Theramore he meets Anduin Wrynn and the two hit it off, so much so that Anduin gives Baine the hammer Fearbreaker. Getting some supplies he prepares to mount an attack on Thunder Bluff, which had been seized by the Grimtotem, and expelled Magatha and anyone loyal to her.

Though he blamed Garrosh for his father's death, he had no intention of breaking up the Horde and so like his father before him, pledges the Tauren's support to the horde. Garrosh doesn't make it easy though, pressing on the Tauren for supplies at every corner, leaving many amongst the Tauren

to grow resentful of him for bowing down and acquiescing each time. He does get to watch Garrosh embarrass himself attacking some Quilboar though, so you know, worth.

Then of course, Garrosh comes up with a new plan, a war to take Theramore and what remained of the Night Elves lands. Baine perhaps unsurprisingly expressed his displeasure in this plan. Though he would assist in the initial attack on Northwatch, he decided he should warn Jaina what was coming, telling one of his men to deliver word, and to deliver Fearbreaker back.

So, when they decided to march on Theramore, Baine got to watch it get blown to pieces by the mana bomb. After a bit of politicking Baine explained that he was bringing his Tauren back to Thunder Bluff and another Theramore must never happen. He would follow Garrosh around Pandaria until about the moment that Garrosh decided to drop a bell on Anduin, at which point he went to visit Vol'jin who was busy plotting a rebellion.

From there he like many others would go on to help attack Orgrimmar and attend the trial for Garrosh where he would play the role of Garrosh's defender. It seems that Baine believed Garrosh might still be redeemed. From there he largely drops off the radar until Azerite starts showing up where he then goes to help bring the Highmountain Tauren into the horde.

He was then dragged into the fourth war, finding himself at odds with Sylvanas and her whole 'burn it' approach to diplomatic relations. He would help with most of the horde operations, though found himself exceptionally upset to discover that Sylvanas had raised one of Jaina's dead siblings from the dead. So, he set about freeing Derek Proudmoore and returning him to Jaina which got him arrested when Sylvanas found out.

Once everyone discovered the plan was to execute him, a whole host of individuals came to rescue him from prison including Thrall, Varok, Jaina and the Stormwind Spymaster. From there would go on to become a member of the Horde Council representing the Tauren after the end of the fourth war and everything was looking up for old Mr. Bloodhoof.

Then horrible abominations from the lands of Shadow abducted him and others, where he was then brought before the jailer, imprisoned and thrown in a cheery place called Torgthast, Tower of the damned. When he was rescued, he took a bit to just sit down and sort of get his crap back together in Oribos before the whole affair with the Sepulcher of the First ones kicked off and he like so many others set about trying to set things right in the shadowlands.

He again sort of sinks back into the shadows until Bovan Windtotem, the Tauren who had helped rescue him from the centaur found themselves getting killed in the Ohn'ahran plains. Baine, understandably upset about this matter, and having his own trauma with centaur. So, he went on a war path to kill the centaur which had done this, and when his friends Rexxar, Chen, and Rokhan showed up to help calm him down learned a valuable lesson that not all centaur are horrible monsters, only some.

Last we heard of him, he's probably dating Mayla... probably.

Hamuul Runetotem – Archdruid of the Cenarion circle and a figure that left players wondering if Tauren smell like steak after they are burned alive. He would start down his path to druidism after watching the Battle for Mount Hyjal during the third war, asking Malfurion to take him as an

apprentice, where in Hamuul would become the first druid in a very long time to join the Cenarion Circle.

He would rise the ranks to become an Archdruid, it is Hamuul who is credited with convincing the Horde to allow the forsaken to join, believing them to be redeemable. He is also the one who helped Varian and Broll escape from their life as gladiators when the group showed up in Thunder Bluff.

When the War with the nightmare began, it would be Hamuul who realized that something wasn't quite right with Fandral and helps alert others that something is afoot. Just before the events of the Cataclysm he along with other druids would be invited to a peace summit that was set up to try to calm tensions after a group of sentinels were murdered and skinned in Ashenvale. During the peace summit the Twilight's hammer would ambush and kill the druids present leaving Hamuul as the only survivor.

With Cairne dead shortly thereafter, he became one of Baine's key advisors on matters of state and quickly sets off to assist the Guardians of Hyjal in retaking the area. Sadly, for Hamuul he is attacked by a druid of the flame and rather roasted. Once again, he manages to survive and recovers enough to help with the assault on the Firelands itself.

He sort of drops off the Radar until Legion, where he is the one of the druids that helps secure one of the druidic artifacts that would be used to repel the legion. After someone drove a sword through Azeroth, he would be one of those dispatched to help try and heal the wound, and then after the fight to defend Ammir drasil, apparently, he relocated to Bel'ameth though it's not clear if he's living there or just visiting.

Magatha Grimtotem – Proving that it was in fact entirely possible for Tauren to be evil, Magatha was the leader of the Grimtotem tribe with a whole lot of ambition. She starts off strong, sparring with Cairne Bloodhoof on how the Tauren should be moving forward. Even going to start a bit of crap when Varian and crew arrived as gladiators, taunting Cairne that Varian had killed something he couldn't.

What she's probably most famously known for though is going to apply a poison to Gorehowl, Garrosh's axe, just before his battle with Cairne, which made the fight rather one sided. Once Cairne was out of the picture she moved to seize Thunder bluff and other Tauren territory for herself, though she didn't hold it for long as Baine was quick to reclaim it. After this she ends up being banished.

Things apparently go so badly in her exile that she must make a truce with the alliance, only to get abducted by the Twilight's hammer. Using a bit of scheming she managed to entirely undermine their operation escaping with a powerful artifact called the Doomstone, which sounds ominous.

During the 3rd legion invasion, she ends up seeking the Earthen ring out to help protect her people. In exchange she hands over the Doomstone to the organization promising to help be one of the shamans to watch over it. One might assume she was still there watching over it, though when Azerite elementals showed up to take the Doomstone up she was nowhere to be found.

Mayla Highmountain – Thrust into power rather suddenly when a council of Tauren tribes in Highmountain was convened to decide what to do about the Legion invasion that had just started,

and Dargrul, one of those in attendance didn't like Ebonhorn's idea of turning over the Hammer of Khaz'goroth and so killed Mayla's father leaving her the de-facto leader of the Highmountain Tauren.

When adventurers arrived in the region to assist with the legion, she would accompany them, going to help Spiritwalker Ebonhorn and coming to realize that the Tauren was in fact a black dragon in hiding. She would with Ebonhorn's council help lead the Highmountain Tauren through the invasion and solidifying the Highmountain's allegiance to the horde after being invited to Thunder Bluff by Baine.

She largely stays off the world stage, showing up from time to time, usually with or near Baine, representing the Highmountain on the Horde Council.

Honorable Mentions

Huln Highmountain – During the first legion invasion, Huln would unite the various tribes of the Highmountain Tauren under a single banner, and with some tips from a time traveling dragon, set off to assist the Kaldorei resistance, ending up saving Jarod Shadowsong, and getting his weapon blessed by Omen, a weapon which had already been blessed by Ohn'ahra and Ursoc.

During a battle in Azshara, he would, alongside a moose named Eche'ro, fight off the legion invasion, and as thanks for his heroism in the battle Cenarius blessed he and all his people with Moose like antlers. He would fight numerous battles in the First legion invasion before returning home and realizing a rather insane Deathwing had taken up residence in Highmountain. He would grab the Hammer of Khaz'goroth and chase Deathwing off to Deepholm, then using the hammer to purify one of Deathwing's eggs (Ebyssian).

Of course, even death couldn't keep Huln from having work to do helping keep the various worlds safe. When he passed, his spirt was taken to Ardenweald and he would join the great hunt. When asked he would assist adventures in finding the former Night Warriors.



Huln, Prior to getting his antlers

Others

Anveena Teague – The humanoid avatar of the Sunwell (no, really). After the Sunwell's

destruction with the invasion of the scourge, the red dragon Korialstrasz set about hiding the remaining energy in a humanoid form. And she did remain hidden, until bumping into Kalecgos and then being spotted by Dar'Khan Drathir who sought her power. With a bit of zany adventuring, eventually Anveena realized she was the Sunwell, and as they were being pursued by Dar'Khan she utterly obliterated him. After that they would retreat to Quel'Thalas to hide (oh and Kalec fell in love with her).

Of course, Kil'Jaeden eventually figured out where they were hiding and figured the remnants of Sunwell energy would be great for making a new portal for him to shove himself through. So, his agents set about trapping her at the Sunwell Plateau and slowly draining her power back into the Sunwell. In response the Shattered Sun Offensive was formed to put a stop to the whole affair, and during the battle Anveena realized that the heroes of Azeroth alone couldn't defeat old KJ so she sacrificed herself to make it easier for everyone to shove him back to his side of the universe.

Goblins

Created by the tinkering of Mimiron, the goblins eventually wound up moving from Ulduar to the Isle of Kezan where the Zandalari found them and started using them to mine something called Kaja'mite. Unbeknownst to anyone Kaja'mite made them all rather cunning and intelligent. They quickly overthrew the Zandalari, claimed Kezan as their own and started tunneling to make the great city of Undermine. They're renowned for their skills in engineering, alchemy and exploding terribly.

Monte Gazlowe – One of the four trade princes, Monte is the current the trade prince of the Bilgewater Cartel. Having grown up in Undermine, he quickly realized he wasn't a fan of the place and bailed heading to the surface. There he would meet up with Thrall after the third war helping to build Orgrimmar. Then after the city was constructed, moving on to found the city of Ratchet in the barrens.

He stays largely under the radar until the events of the Cataclysm, where after Cairne's death he would help supply Baine with the large amount of explosives, mercenaries, and Zeppelins that Baine would use to retake the city. He apparently darted down to the now flooded Thousand Needles from time to time to gamble on speed boats, and once again sort of drifted off the radar.

Gazlowe shows up once more during the invasion of Draenor, where he helps in the construction of the Horde Garrison there and aids in efforts to take on and destroy the Iron Horde presence there. Then during the fourth war he became aware of the attempts to reach the island of Mechagon, which had been thought to be a fairy tale. When it turned out there might be some truth to the whole thing, he quickly set about heading to the island to try and discover its secrets.

Then during the rebellion he would assist in defeating Sylvanas, and when Gallywix ended up joining Sylvanas on the losing side of that engagement, Gazlowe found himself being offered the role as Trade Prince of the Bilgewater Cartel which he accepted. He sort of flies under the radar for a bit more until the destruction of Dalaran.

This is when he finds himself really at the center of things, where he would help in the attack on Azj-Kahet and work to discover exactly what the goblins working at Opportunity Point were up to, discovering that they were mining up a substance known as black blood to power weapons and machinery for Gallywix, who apparently was trying to repair the black heart for Xal'atath.

So Gazlowe ends up uniting the other Trade Princes to lead a worker's revolution of sorts against Gallywix resulting in the Gallywix's overthrow and death. He starts the work to lead the other trade princes in rebuilding a new Undermine.

Trade Prince Gallywix – Former Trade prince of the Bilgewater Cartel, Jastor Gallywix had a rough start to life. His mother ran off to be a pirate, and he would watch his father beaten and robbed in the streets of a cookie that he had had intended to give Gallywix for his 10th birthday. Inspired by this, he would go on to start taking over first the neighborhood, then the local trade coalition, and after arranging a bit of a coup de ta of sorts, the entire Bilgewater Cartel from the previous Trade prince, Maldy.

Under his leadership he would watch as Deathwing paid a visit to Kezan and promptly caused the volcano on the island to erupt. Being a businessman Gallywix immediately set about offering

evacuees his ship on the condition that they become his slave, which probably would have worked out fine for him if they hadn't stumbled into a battle between Alliance warships and a Horde vessel transporting Thrall.

To hide evidence that they were trying to capture Thrall, the Alliance warships turned on Gallywix's ship as well and sank it. Gallywix and co end up washing up on the lost isles, start nosing about, Gallywix puts people to work in the mines. As luck would have it though, this island was no better off and also set about erupting, forcing Gallywix to confront and lose to a slave revolt that was in part backed by Thrall. So with little other in the way of options Gallywix submitted to Thrall and pledged the Bilgewater cartel to the horde in exchange for remaining the organization's trade prince.

Now working for the horde, he set up shop in Azshara constructing not only a pleasure palace, but also a giant stone statue of himself. He stays relatively quiet until the events in Pandaria where he does actually continue to side with Garrosh, until about the moment Garrosh stop's paying him and the cartel for excavating the Hearth of Y'Shaarj, causing Gallywix to switch sides.

He sort of vanishes once again, popping up once more during the 4th war where Gallywix would be tasked with researching Azerite after being the one to mention its existence to Sylvanas. During the war itself he, along with Eitrigg would lead the expedition to Drustvar to recover more Azerite and oversee a deal to let the venture company refine the Azerite, sending adventurers to the MOTHERLODE on Kezan when the venture companies leader decided to back out of the deal.

He also tried to loot the Zandalari's sacred burial temple and was only stopped when Alliance forces found him snooping around in there. Later he would engage in an arial battle with the Gnomish leader, Gelbin Mekkatorque over Drustvar and end up being forced to flee. Then as it became apparent Sylvanas was not the best leader, it was only he and one other horde leader (Overlord Geya'rah, the AU child of Durotan and Draka and leader of the Mag'har orcs).

This would, in the end, cost him the leadership of the Bilgewater cartel, as he was forced to flee when Sylvanas absconded after the mak'gora with Saurfang. He once again vanishes off the Radar until shortly after the destruction of Dalaran where he cut a deal with Xal'atath to repair the black heart in exchange for access to black blood. He would end up discovering that Kaja'mite stabilizes black blood and use this discovery to start taking over Undermine, forcing the Blackwater, Steamwheedle, and Bilgewater cartels as well as the Venture company to mend the Black Heart.

He does achieve his goal but ends up losing the artifact to a group of seemingly unaligned Ethereals and so ends up facing a labor revolt in Undermine which ends up killing him.



A goblin rogue, being very sneaky

Gnomes

Once the creation of the watcher Mimiron, the gnomes like many other titan forged creations were afflicted by the curse of flesh. They at some point migrated to Dun Morogh and setup shop in a town called Gnomeregan. They like the goblins are known for their love of engineering and the arcane. They showed up during the second war along side the dwarves joining the Alliance of Lordaeron after the orcs attacked Dun Morogh.

Millhouse / Millificent Manastorm – A gnomish couple with a bit of a love hate relationship. Millhouse is a talented mage and Millificent is a talented engineer. They tend to show up in random bits and spurts throughout Warcraft often after ancient arcane artifacts or just making trouble, enough so that Millificent has gotten sent to the violet hold for it. Millhouse ended up joining the Tirisgarde during the third legion invasion and the two make brief appearances as comic relief every so often.

Gelbin Mekkatorque – The Leader of Gnomes and “High Tinkerer”, Gelbin is the inventor of the Mechanostrider that now serves as the common mount for most if not all gnomes. He first makes an appearance helping to defend Dun Morogh during the second war and working to liberate it with the Alliance of Lordaeron after it fell. He would then work to design the Deeprun Tram to connect Ironforge and Stormwind, leading to him being elected High Tinker by the time of the third war.

This led to a bit of jealousy from his closest advisor, Sicco Thermaplugg, but was the least of Mekkatorque’s problems in the moment. Dwarven digging in Uldaman ended up waking up the troggs who immediately set about digging right into Gnomeregan, the gnomish capital. With the

Alliance busy seeing to the legion invasion the Gnomes were left to fight on their own against the invasion. So, when he turned to Sicco to poison the troggs, he got to watch in horror as the gas that Sicco used not only just irritated the troggs but also wiped out nearly 80% of the gnomish population.

As he was forced to evacuate the city, it would become apparent that Sicco's jealousy had driven him to betray the gnomes in hopes that the gas would only wipe out enough Gnomes to let him swoop in and save the day. So with Sicco's plan having backfired and wiping out far gnomes than even he expected and Gelbin now forced to retreat to Ironforge, Gelbin would lead the gnomes in exile, watching the few survivors of Gnomeregan emerge as lepers.

It would take several years of planning, but by the time of the scourge's attacks on Azeroth, Gelbin had put together a plan to retake Gnomeregan. Though they couldn't take the city in full, the gnomes were at least able to establish the small settlement of New Tinkertown on the surface. The S.A.F.E Group was then formed to help recover any remaining gnomish survivors from the city.

From there outside of a few roles here and there, showing up with the rest of the Alliance leaders (like the events of the Broken Shore), Gelbin was largely not doing too much of note until the fourth war. There he played a key part in the Alliance holding Drustvar and then later at the battle for Dazar'alor, where he would end up injured in a second battle with Gallywix. Though put into statis in an escape pod and transported to the newly discovered Mechagon. There a iron-man looking spark reactor would be recovered from the king of Mechagon and planted in Irongnom... er.. Gelbin's heart.

Here he would take the role as king of an undivided gnome kind.

Prince Erazmin – Prince of the Mechagnomes of Mechagon (say that one five times fast). The son of the king of Mechagon, Erazmin was forced to flee after attempting to warn an elderly gnome who crashed there exploring that he needed to leave as his father was attempting to revert the curse of flesh. The elderly gnome sold him out and Erazmin took himself and any other Mechagnomes not interested in becoming entirely robotic to founded a settlement called Rustbolt.

He would work with Alliance and horde adventurers who showed up to stop his father from activating a device called the Mechorignator which would have destroyed anything that wasn't a descendant of the Titan forged. From here, he and his followers join the Alliance to help reunite all gnomes.



A gnomish engineer, looking very... gnomey?

Vulpera

Everyone's favorite fuzzy foxes. The vulpera are a group of nomadic traders who lived in the deserts of Vol'dun for as long as anyone remembers. They were enslaved by the Sethrak of the region, forced to fight and work on their behalf. During the fourth war attacks from the Alliance while helping move horde supplies helped drive the Vulpera to join the horde.

Kiro / Meerah / Nisha - A group of Vulpera that move about in a Caravan together drawn by their adorable llama, dolly and dot, who are their best friends. The three of them got dragged into the fun when after a group of faithless attacked their home at the Abandoned Burrows and then found themselves looking after Zandalari commander who had been exiled to Vol'dun who was working to prove that a member of the Zanchuli council was a traitor. Following along with the Zandalari and a group of adventurers they would go on to overthrow the Sethrak who had enslaved their people and after proving themselves would join the horde.

Kiro acts as the representative for the Vulpera on the council, a sort of voice of reason while Nisha, better known as the Fury of the Vulpera, acts as the group's warrior. Meerah is there for comic relief, her llamas and her wagon.



They ride hyenas, is that not adorable?

Dracthyr

The Dracthyr were a race of warriors created by Neltharion before even the war with the Primal Incarnates. They were created to combine the best elements of the mortal races and dragons, to act as ideal soldiers in the coming wars. Originally his plan was to use a powerful Titan relic called the Oathbinder to control them, but when that was destroyed in a battle with Raszageth, he decided it was probably best to just seal the Dracthyr up less they get any ideas for themselves. When the primalist began to stir almost 20,000 years later, the Dracthyr would be awakened and presented with a new future for themselves.

Emberthal – Imagine waking up, realizing you’ve taken a 20,000-year nap, and the entire planet has forgotten about you. It might be rough on anyone, but even rougher if you were the only survivor of your group. Emberthal is the last of the Adamant Vigil, one of the five Weyrns (groups) of Dracthyr. She would clash with Sarkareth and his sundered flame who believed they should forge their own future separate from any of dragon kind.

Emberthal thought differently, wanting to work with the dragons, and more specifically Ebyssian, Wrathion and the rest of the remains of the black Dragonflight. Though she had her differences of opinion with the Dragons, she worked with them, upset at having to take down members of her own kind that worked to try and reclaim Neltharion’s legacy of bad choices.

She would go on to become the scale commander for the Ebon Scales, who had originally been led by Sarkareth prior to his downfall at the laboratory in Abberus.

Cindrethresh / Azurathel – These two represent the representatives for the Dracthyr to the Horde and Alliance respectively. Cindrethresh (who is red) represents the Dark Talons who go on to work with the horde and Azurathel (Who is blue, clever right?) represents the Obsidian Warders who help work with the Alliance. They like Emberthal have returned to the Forbidden reach to try and wake more Dracthyr after the destruction of Dalaran.



Emberthal and Adamant Vigil she had been scale commander of.

Arakkoa

Descended from the ancient Apexis race on Draenor, these birdlike people have a tragic history. The curse of Sethe turned the once proud race into the Arakkoa outcast that must know today. They worshipped three gods Rukhmar, Anzu, and Sethe and before their fall from grace had been responsible for beating back the Evergrowth that threatened to overtake all of Draenor. Their culture was divided between those who worshipped the light and those who worshipped the shadow, the Anhar and Skalax.

This eventually led to a civil war between the two shattering the civilization. It was the remnants of this civilization who would teach the Ogres the magic of the arcane leading to the great Gorian Empire.

Terokk – Nearly 600 years before the Dark Portal was opened, the remnants of the Anhar had been passing down the legend of their people while the Skalax had scattered to the winds across the rest of Draenor. Terokk was a king of these people and sought to lead them through Wisdom and Knowledge rather than fear and superstition. His people; however, were jealous of him, and promptly chucked he and his daughter into the Sethekk Hollow, where the blood of the god Sethe would rot away his form and leave him flightless.

A god that had long since been forgotten would reach out to Terokk, Anzu, the Raven Lord. Anzu would teach Terokk and others whom the Anhar (now calling themselves the Adherents of Rukhmar), had tossed into the swamp below the secrets of the shadow and arcane. These ‘talonpriest’ would become the Arakkoa Outcasts and region of Talador where they had built their city Skettis would become the “Terokkar Forest.”

Still the curse of Sethe would eat away at him, and in his desperation to find a cure he began to flee from his people. Believing they could one day restore him, the Talonpriest would seal Terokk away in the shadow realm, leaving only artifacts of the once great king.

By the time of the Burning crusade, as time ate away, what remained of Terokk's followers fell further and further from their once great king, now committing horrible acts of evil, and leaving only fragments calling themselves the Skettis Exiles would align themselves with the remnants of the Draenei and some adventurers to summon Terokk from the realm of shadow and put him down for good.



A once proud avian people.

Naaru

The famously crystal shaped envoys of the light (and sometimes shadow). The Naaru are sentient beings who generally serve as benevolent representatives of the light, though it's been demonstrated several times that they spend a portion of their lives embraced in shadow. You can think of them a bit like generally peaceful holy windchimes

A'Dal – Sitting at the center of Shattrath during the events of the burning crusade, A'Dal was among the Naaru that arrived in outlands aboard the tempest keep. The group, calling themselves the Sha'tar, apparently came in response to request from Khadgar and Velen alike to assist in defeating the forces of darkness that were gathering on the broken world. They would in turn lead the Aldor and Scryers to help repel the forces of the burning legion.

Outside of the events on outland, A'Dal and the Sha'tar largely don't get involved with the affairs of mortal men, though they did send a contingent of troops to help defend Theramore just before it was bombed.

M'uru – Another member of the Sha'tar, M'uru was captured, Tortured and used by the Blood Elves to help fuel a new army of Blood Knights, apparently M'uru was well aware that this was to be its fate, and allowed himself to be captured when Kael'thas had arrived at Tempest keep to have him shipped back to Silvermoon. It was all a planned redemption for the blood elves. Of course, not predicted was Kael'thas stealing M'uru back after his own defeat at Tempest Keep and draining the Naaru until it was forced into its darkened state.

M'uru was forced to act as a guardian as Kael'thas attempted to have Kil'Jaeden dragged through the Sunwell, though adventurers put M'uru down. His remaining essence was then used to reignite the Sunwell, giving the Sin'dorei access to a new font of holy and arcane energy.

Xe'ra – The “Prime” Naaru, said to have been created by Elune, at least according to Khadgar's collection of books. After the fall of Argus as the Genedar is traveling, it ends up being split into two different vessels, the Genedar and a new vessel the Xenedar. Xe'ra would take the Draenei's best warriors with her to fight the legion across the cosmos, thus forming the army of light.

She would at some point pick up Turalyon and Alleria from the shattered world of outlands and invite them on the little crusade across the stars. Through her Turalyon would be infused with light and made immortal, and with Alleria well... Alleria and Xe'ra didn't see eye to Crystal on some things, and where Alleria thought that asking the void for helpful info wasn't such a bad idea Xe'ra thought that she should be put to death for it. Turalyon managed to talk Xe'ra down to the much lighter sentence of imprisonment until repentance.

As time progressed Xe'ra became increasingly convinced that Illidan Stormrage was the key for the light defeating the void and sent him several visions before his death at the Black Temple. And when the fight started to go south on Argus, Xe'ra chucked her core towards Azeroth during the third legion invasion hoping they could provide aid and direct her towards wherever Illidan might be. Fortunately for Xe'ra Gul'dan had been busy trying to use Illidan's corpse to bring in his master, unfortunately for Xe'ra when Illidan was revived and brought before her on Argus the two did not see blindfold to Crystal on Illidan's path forward. After briefly trying to forcibly bind Illidan, Illidan proceeded to kill the Naaru.



One of those holy crstyal chandaliers

Ogres

Decedents of the Grond, which were giant stone creatures that Aggramar had created to try and contain he Evergrowth, the ogres operate in a clan like structure, and are generally brutish by nature, unless they happen to be born with two heads. In such a case they tend to be far more cunning and intelligent often becoming mages. The Ogres had a massive empire on Draenor, having been taught magic by the remnants of the Apexis civilization. This Gorian empire would rule until the Draenei arrived and the Orc Horde started to rise up, putting an end to the once great civilization. Most Ogres ended up joining the horde, and those that didn't were killed.

Cho'Gall – A two headed ogre of brutal cunning and intellect, Cho'Gall was born in Highmaul, but ended up getting kicked out because of his lust for power. While wondering he bumped into Gul'dan who took him in as an apprentice teaching him fel magic and explaining his plan for a shadow council. Cho'Gall happily played along for power and soon found himself investigating a group of orcs infused with Shadow Magic in Nagrand called the pale orcs.

Fascinated by this shadow magic, he went along with their belief system in a so called "Hour of Twilight" and convinced them to work for the horde to bring about this goal, forming what is now called the Twilight's Hammer. He would lead this clan into battle during the first and second wars, being present at the failed siege of Stormwind Keep.

Of course, when his Twilight's hammer arrived on Azeroth, the presence of the old god was like shadow orc meth, and they quickly went in search of the great dark creatures. Though Cho'Gall was able to keep the clan focused on the war efforts, he investigated these dark gods and ended up using that knowledge to help convince the dark iron that the twilight's hammer should be fine to use the volcano's upper portion as they were fellow dark god worshippers.

And thanks to this deal, when Doomhammer came looking for the members of the Shadow Council Cho'Gall managed to convince him that he was more useful alive keeping the Twilight's hammer from going mad and inviting the horde to make a home in their newly acquired upper volcano lair. He would assist with several things during the second war, before like Gul'dan wondering off to the tomb of Sargeras. Unlike Gul'dan however Cho'Gall managed to survive even after Blackhand's sons Rend and Maim showed up to kill them for abandoning them mid war.

From the tomb of Sargeras he would flee to Kalimdor and find himself being chased across Tanaris by a very vengeful Garona Halforcen, eager to kill the last of the shadow council. While out in the desert he and his followers would weaken the bindings on C'Thun necessitating the Alliance and Horde bringing down the barrier to go in and deal with the now stirring old god.

After this Cho'Gall would head North to Ulduar to start weakening Yogg'Saron's chains forcing yet another Old god containment adventure.

All the while constantly dealing with Garona and her compatriots attempting to kill him, occasionally using mind control to make her do things like disrupt peace summits and the like, a real game of orc and ogre. After Northrend and Ulduar, he started to muster troops during the periods of elemental unrest in an area called the Twilight Highlands. It was here he would be confronted by groups of adventurers and finally fall in battle for good.

His alternate version just ends up getting thrown in several different prisons before eventually finding himself dead at the hands of adventurers as he attempted to engage in an Orgre coup'dé ta.



Cho'Gall being his magey self

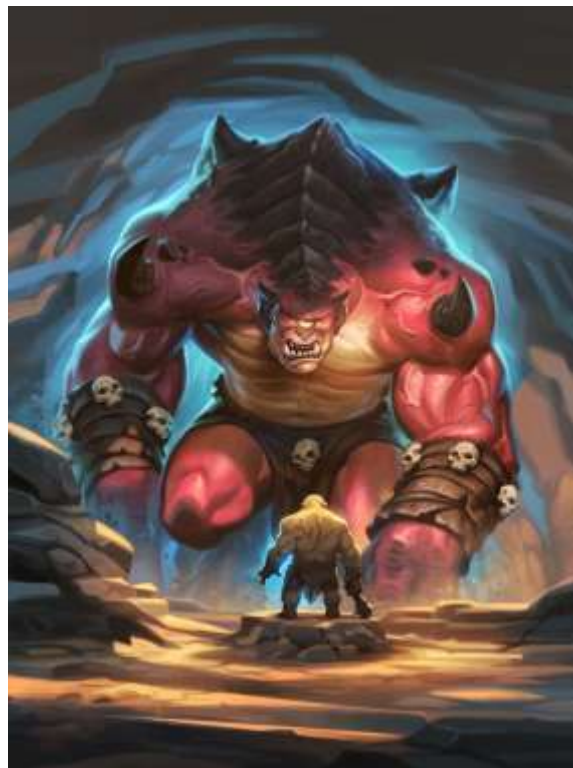
Gronn

Like Ogres, Gronn are also decedents of the Grom. Massive creatures they were worshipped by some of their decedents as gods and often offered sacrifices. Their numbers would take a hit

though during the Ogre Uprising after they got their hands of magic, and then later all but wiped out by the Orcish tribes.

Gruul – Known as Gruul the Dragonslayer, Gruul is perhaps the biggest, meanest and nastiest of all the Gronn, and one of the few to escape extermination by the Horde. Ruling over a clan of ogres known as the Bladespire, Gruul and his clan would take the Black Dragons moving into their territory personally, and proceed to put countless black dragons to death, impaling them on spikes in the Blades Edge mountains.

Gruul would even engage with Deathwing directly, managing to survive thanks to some interference from the Sons of Lothar. Though by the time of the events of the Burning crusade his continued presence was seen as an untenable threat, and a group of adventurers showed up in his lair to kill him.



Gruul the big old Gronn

Gnolls

A group of Hyena like bipedal creatures with quite the mean streak in them. Though they aren't super clever, they do present enough of a problem that Stormwind had a whole war with one of their more successful clans.

Hogger – Hogger is an unimportant Gnoll in the grand scheme of things. He was simply the leader of a group of Gnolls called the Riverpaw Pack that happened to have set up shop just east of Westfall. By the events of the Cataclysm Hogger had been arrested, thrown in the stockades, and then later killed in the Stockades during a prison riot.

He makes the list because he is perhaps one of the most famous mobs in all of Warcraft, largely because he's one of the first elite mobs encountered by newer players and tended to get a number of kills. He is apparently enough of a local legend that his pants are used as a trophy in the stockades to improve morale.



Hogger off to kill yet another n00b

Not real, can't hurt you

Med'an – Ok, so I held off on Med'an, largely because Med'an's existence is... contentious. According to the comics, Med'an is the son of Garona and Medivh and Great Nephew of Marad. Every single other character from the comics, including minor ones have at some point made an appearance inside the game, every single one but Med'an. Even Meryl Winterstorm, who arguably is largely a support character for Med'an, the man who raised him, makes a showing in the game. The problem is that fan reception for Med'an wasn't.... great. Blizzard has been asked multiple times directly if Med'an will ever make an appearance and has proven evasive on an answer.

In the comics, Garona dropped Med'an off with Meryl Winterstorm, who proceeded to raise the boy. Meryl was a Melanion old undead mage and member of the original council of Tirisfal. He would wind up in Dustwallow marsh during a peace summit that Cho'Gall was mind controlling his mother to interrupt. Med'an ends up getting kidnapped by Cho'gall's operatives at the summit and taken to Ahn'Qiraj.

Med'an ends up getting rescued, returned to Theramore and learning the magic of the light from Marad, on top of already having a fair mastery of the arcane and shamanistic magic. Aegwynn therefor concludes that he must be the next guardian of Tirisfal and has him taken to Shattrath so he's outside the range of the old god's whispers, as being captured and held next to one tends to do a number on you.

After meeting with Khadgar in Outlands, he returns to Karazhan. After a brief conversation with an avatar of Medivh, Med'an realized that he and the new Tirisfal council would have to defeat Cho'Gall. So, they ended up heading to Silithus to confront Cho'Gall and during the course of the battle Med'an restores Atiesh and manages to defeat Cho'Gall before he could resurrect C'Thun.

After that he just sort of vanishes and no one has heard from him since.



Medan and Friends

Section 4: Places to visit and things to see

Human Kingdoms

The various human kingdoms scattered across the aptly named Eastern Kingdoms (Because it's the eastern continent and there are kingdoms on it)

Empire of Arathor - Before Stormwind, or even Capital City, there was the Arathi Empire. Not much is known about the empire itself, beyond the fact that it existed approximately 3000~ish years ago and after its collapse, the 7 kingdoms were formed. It was the Arathi empire which had allied with the high elves to fight during the troll wars. At some point during that time an expedition within the empire left the Eastern Kingdoms and sailed across the Storming Sea to lands unknown.

The expedition in Hallowfall is a subsection of that expedition, and it's implied that the rest of the Arathi empire did survive on the other side of the Storming Sea. There is likely still a great deal to learn about this first human empire yet to come.

Stormwind – The iconic human starting city, currently ruled by Turalyon while Anduin is out on Sabbatical. Speculation appears to put the kingdom's age at 1200 years (though there is nothing in the actual books or quest about it). Before it was sacked in the first war, it was embroiled in the Gnomish wars, and then a series of wars with the Gurubashi Trolls of Stranglethorn. Westfall, Duskwood (Previously Brightwood before Medivh Karazhan'ed the place, Elwynn Forest, and the Redridge mountains are all largely under Stormwind's Jurisdiction.

It's one of the cities that Deathwing made sure to drop by and terrorize during the events of the Cataclysm and was the center of political strife thanks to the work of Onyxia, managing to drive the city's stonemason's guild into an uproar after someone failed to pay them for the service of rebuilding the city post orc sacking.

Gilneas – The Worgen starting zone and one of the original seven Kingdoms, of which technically Kul Tiras started as an outpost of. Gilneas had one of the largest militaries among the human kingdoms, so much so that they were sure they could take the orcs entirely on their own. During the war Gilneas grew even more disillusioned with the alliance and eventually went to build a wall right through the middle of the Kingdom.

This would lead to the Northgate Rebellion (as in people north of the wall's gate). None of this was helped by the Worgen curse managing to make its way into Gilneas thanks to the work of Arugal. Of course, after that the Forsaken invaded and spread plague across everything driving the Gilneans from their home. Then after the Forsaken the Scarlet crusade moved in and setup shop. It has only been recently with a combined Forsaken and Gilnean force (now working together) that the Scarlet Crusade was driven out and the Gilneans were able to reclaim their homeland with leadership passing from Genn Greymane to his daughter Tess.

Kul Tiras – An island nation known for its navy, Kul Tiras started off as a small outpost of the Kingdom of Gilneas. Prior to the events of the fourth war, Kul Tiras was most well-known for its naval support during the second war, and later during the founding of Durotar when Daelin Proudmoore showed up looking for his daughter only to realize she'd made a truce with the Horde, which he

found unacceptable. When Jaina allowed the horde to sack Theramore and kill her father it largely severed relationships between Kul Tiras and the rest of the world.

By the time of the fourth war, the Alliance had realized it needed a naval force, and there was no better than Kul Tiras. So, after some family mending between the Proudmoore's and a bit of clean up of the local witch and sea monster problem, Kul Tiras and its capital city of Boralus was brought back into the Alliance. Kul Tiras is a small Island nation off the coast of Gilneas

Dalaran – The Magic city state that can currently be found on the coast of Khaz Algar... in several pieces. Before it was shattered remains scattered across dwarven lands however it was a center of magic amongst the human lands of the Arathi empire, making strong ties with the high elves of Silvermoon. Of course, with the practice of magic comes the bending of reality, and with the bending of reality comes holes for demons to sneak through. And so, after some consultation with the high elves about demons constantly falling through the tears in reality, Dalaran formed the council of Tirisfal.

At the same time, the city itself would be governed by the Kirin Tor for more stately and day to day matters. Of course being the center of magic and trade often made Dalaran the target of demons, dragons, and whatever else might have an affinity for the arcane. So much so that during the third war the city was sieged and then laid to ruin by Archimonde when he popped through. Determined not to let that happen again, the Kirin Tor rebuilt the city and then simply put it in the sky where it was able to move and act as a mobile staging ground during the war in Northrend and the third legion invasion.

Alterac – Probably best known these days for being that ogre infested set of ruins in the Alterac mountains, it was once one of the city states of the Arathi Empire. It is probably best known for being the city to betray the alliance of Lordaeron during the 2nd War. Leadership at the time was fairly convinced the orc would overrun them. So after betraying the Alliance, when the orcs ultimately lost the second war, the human kingdoms came to seize Alterac and force it under alliance control.

Here they would imprison it's king, seize its treasury, and see to it that it, unlike the other Alliance kingdoms would not be prioritized for rebuilding efforts after the war. Some bickering at how best to divvy up the kingdom's assets left room for groups like the syndicate to essentially sieze the territory and bickering would take place between horde and alliance forces in the area to control the region.

Lordaeron – Settled by several veterans of the Troll Wars for its lush and vibrant farmlands, it was named after a General Lordain who had sacrificed his life to ensure that the Human elven army was able to achieve victory during the war. It quickly became a mecca for various practitioners of the light. So much so that they established an official religion in the form of the church of the holy light and set up temples at now famous locations like Stratholme, Andorhal, Light's Hope, and Tyr's Hand.

Governed from Capital City, that you probably know better by it's more recent name: Undercity, it was one of if not the strongest kingdoms amongst the seven by the time of the first war, and by the second war was spearheading the alliance to combat the orc threat. Everything went belly up when the plague of undeath started to spread across the Kingdom, and the prince in the royal family line

showed up to started slaughtering its people whole cloth. Then after everyone had been zombified those that retained their freedom would go on to form the Forsaken, essentially turning the kingdom of Lordaeron into forsaken territory.

Stormgarde – During the Arathi Empire, Strom was the capital of the empire, but by the time the kingdom had split into 7 different segments, what little power remained had largely been disbanded. The ruling family ended up being from the family line of one of the great generals during the troll war, Trollbane.

By the time of the second war, Stormgarde was ruling over the Arathi highlands and Tol Barad. The horde proceeded to attack and Raise Tol Barad, and by the time of the third war, after a coup de ta by then prince Galen Trollbane, the kingdom largely started to collapse because of poor management. Ogres and the syndicate ended up seizing most of the remaining settlements driving what remained of the kingdom to a spot called refugee point.

During the 4th war the city ended up being rebuilt and operated as an Alliance staging ground as the Arathi highlands ended up becoming a battlefield. The alliance ended up winning and Danath Trollbane acts as it's leader.

Theramore - Not one of the original seven, Theramore was founded by Jaina Proudmoore and as many of the survivors of the plague of undeath from Lordaeron as she could manage. It got off to a rocky start with Jaina's father Daelin showing up and seizing control of the city to fight the horde, while Jaina became convinced that peace with the horde was better. Seeing no way to reason with her father the horde with her help attacked and killed him, returning the city (though not it's outlying forts like Northwatch and Tirisgarde keep) to her.

From there it would serve as the host to many a peace conference and ostensibly neutral faction with a strong alliance bias until SOMEONE decided to drop a mana bomb on it, leaving it a crater.



The Eastern Kingdoms

World Trees

Big old honking trees, most of which were planted by a Night Elf that probably shouldn't have. Scattered across the various continents.

G'Hanir – Depending on exactly which legend you subscribe to G'Hanir is either the first sapling Freya planted in the emerald dream while ordering Azeroth OR it's a tree that Elune has access to and gave a branch of to Eonar to plant on Azeroth to become the first world tree Elun'Ahir. Regardless of which legend you subscribe too, it is a world tree tied directly to the emerald dream itself.

The wild god Aviana would eventually entangle her spirit with the tree, and when she died during the War of the Ancients, the shock of her death ended up killing G'Hanir too. Only a singular branch and acorn of the tree was saved, and that acorn was used to grow Nordrassil.

Nodrassil – Located atop mount Hyjal, after the War of the Ancients, Nodrassil was planted as a “Oops you blew up your source of magic” consolatory prize that the dragons gifted to the remaining Kaldorei (Ok, It was the symbol of a new era in night elf society, whatever). Either way the tree served as what was functionally the night elf capital for the next 10,000 years and that only came to a sudden stop when during the third war it was decided to use the blessings that the dragon aspects had cast on the tree to defeat Archimonde.

One heavily damaged exploded tree later, and the blessing which had kept the night elves immortality had faded. By the time of the cataclysm the tree had largely been healed, and the aspects once again blessed it; however, it's not clear if this has restored night elven immunity to disease and aging.

Teldrassil – After Nodrassil, and already having a long history of attempting to plant world tree two: electric boogaloo, Fandral planted Teldrassil in an attempt to restore Night Elven immortality. The night elves would then make Teldrassil their new capital. The tree was not blessed by the aspects this time round, and constantly had minor corruption issues, made all the worse when Xavius grafted a fel tainted branch to it during the nightmare war.

The resilience of the tree after Malfurion managed to remove the branch convinced at least Alexstrasza and Yesra to bless the tree; however, Nozdormu still did not. It would act as the night elven capital and later second home to the Gilnean people, until during the start of the fourth war Sylvanas, after having failed to have Malfurion killed, decided that the only way to break the night elven spirit was to torch the place, and so arcane enhanced catapults pelted the tree while shamans fanned the flames with wind causing a forced evacuation by the night elves and the complete destruction of the tree itself, leaving only a burning husk.

Vordrassil – One of Fandral's first forays into trying to grow new world trees, previously named Andrassil, it was planted directly over the Saronite veins (and thus Yogg Saron's blood). And while the druids were irritated enough to discover Fandral planting random trees without permission it was made all the worse when the Circle realized that without the blessing of the aspects the tree was weak to corruption. They were forced to destroy the tree, felling it. Thus, leaving that giant fallen

tree you know so well in the Grizzly hills that the furbolg have moved into. Due to its interaction with the emerald dream though, while the tree still stood its roots digging into Saronite allowed Yogg Saron to seep into the Emerald Dream to help stir the emerald Nightmare.

Amirdrassil – Following the destruction of Teldrassil at the hands of Sylvanas, and then the pursuit of Sylvanas through the shadowlands, eventually attracted the attention of Elune herself. She made an appearance and with assistance from the Winter Queen they created a vessel in which to store the night elf souls that had been rescued from the Maw, to act as a seed touched by both the dream and Ardenweald to act as a symbol of the cycle of life and death.

The seed was stored for safekeeping in the Emerald Dream until Fyrakk got wind of it and marched his way there to use the seed to instead spread the living flame across all of Azeroth. When Fyrakk was defeated, the seed was and the tree that had grown from it was transplanted on Azeroth off the coast of the Ohn'ahran plains in the dragon isles where it now stands and plays host to the new night elf capital of Bel'ameth. Of note, when the tree 'bloomed' many around Azeroth began hearing a voice calling out to them.

Shaladrassil – So it's not entirely clearly if Shaladrassil is actually a world tree. Sitting in the heart of Val'sharah, according to legend, like Nordrassil, it was planted using a branch of G'Hanir and even predates Nordrassil, being the center of druidic culture prior to the sundering. After the sundering it was basically used as a dumping ground to store satyr forced into eternal slumber. This all came to a head when the tree ended up getting corrupted by the nightmare during the Legion's third invasion, and so acted as a gateway by which adventurers could confront the forces of the nightmare that were attempting to make their way into the world.

*Side Note: The various connections to the emerald dream spotted throughout the land (Ashenvale, Duskwood, The Hinterlands, Feralas and Crystalsong Forest (though the one in Crystalsong lacks a portal)) are considered "Great Trees" rather than world trees despite also just being branches of Nordrassil that Fandral had gone about planting.



The world Tree Amirdrassil

Major Cities

Simply the cities across Azeroth that don't necessarily have any similarities other than being large dwellings or major population centers

Ironforge – The home of the dwarves, it was founded almost 2000+ years ago as the first dwarves from the ruins of Uldum and moved beneath the peaks of Dun Morogh. Being titan creatures afflicted with the curse of flesh, naturally the first thing they built was a giant forge to honor Khaz'goroth, hence the name. It would remain a largely solitary city until the advent of the second war where the Orcs would sweep through the outlying dwarven territory of Khaz Modan on their way to capital the Eastern Kingdoms.

Though the city was under siege, the dwarves managed to hold out and once the second war had been wrapped up the Dwarves set about building a tram between themselves and the recently rebuilt Stormwind City. From here Ironforge largely takes a back seat, making a minor appearance during the events of the Cataclysm when King Magni Bronzebeard opened an older portion of the city to perform an old titan ritual. The city remains the capital of the dwarves.

Grim Batol – This was, until the war of three hammers, the home of the Wildhammer Dwarves who had departed Ironforge and setup shop in the mountains of Grim Batol. During the war, Xal'atath managed to place a curse on the location, forcing the Wildhammer to abandon the city. It would remain uninhabited until the second war, when the Dragonmaw clan would take the city and turn it into a sort of horrific breeding facility for captured red dragons. It would remain as such until the assault to reclaim the dragon soul ended up colliding with Deathwing deciding to settle in at Grim Batol like some sort of terrible Air B&B guest there to collect eggs. The resulting battle would result in the expulsion of the Dragonmaw and left the city uninhabited once more, at least for a few days.

Like god's worst rental property, after the Dragonmaw left, Sinestra moved in and started experimenting to create the twilight Dragonflight, working with the Twilight's hammer to achieve their goals, the whole place had to be cleared out again during the cataclysm. The Dragonmaw then moved BACK in until their leadership aligned themselves with Garrosh after the trial and helped him to escape. Their leadership moved to Upper Black Rock spire and met her demise there leaving the city quiet... for a few hours before the troggs started digging and unearthed some buried twilight dragon eggs.

A twilight dragon named Vexiona setup shop there before the Red and Blue Dragonflights came in to quickly clean up the operation and once again leave Grim Batol uninhabited... for now. Who will move into this rental property next? Only time will tell.

Aerie Peak – After being chased from Grim Batol, Aerie peak ended up being the new city in which the Wildhammer congregated. Unlike most dwarven cities, the primary focus of the architecture here was above ground (probably something to do with the Wildhammer's love of griffens). The city has a whole gaggle of Troll tribes nearby that have to be kept in check (The Vilebranch, Raventusk, and Witherbark).

And when they're not dealing with the local trolls, they're usually sending their griffens off to help the alliance with whatever issue it may have stumbled into.

Shadowforge City – After the War of the three hammers managed to blow up the Dark Iron's previous home in the Redridge Mountains, Thaurissan city with the summoning of Ragnaros, the Dark Iron moved under the BlackRock mountains to setup the Shadowforge city. Minus a small botched operation to rescue Moira Bronzebeard, the city largely just serves as the Capital for the Dark Iron Dwarves.

Gnomeregan – Proving the adage "You were so busy asking if you could you didn't stop to ask if you should," Gnomeregan was the home of the Gnomes (It's in the name and everything). It was all going according to plan until a group of troggs started digging into the literal walls causing the gnomes to have to start inventing clever strategies for their removal including Trogg-bombing your entire city with a noxious pollutant. Wouldn't you know it, the noxious fumes only ended up irradiating the troggs and mutating the gnomes who weren't able to escape their shelters leaving the city in the hands of the mad engineer who had dreamed up the whole "Let's just gas the city" plan at its heart.

The gnomes eventually started putting together the Survivor Assistance Facilitation Expedition or S.A.F.E. to reclaim the city. While the city itself wasn't reclaimed, the gnomes did manage to establish New Tinkertown above ground at its entrance.

Suramar – Home of what is now the Shal'dorei or Nightborne, Suramar was one of the great Elven cities during the height of the Kaldorei Empire. During the war of the ancients the Legion had intended to use the temple to Elune located in Suramar as the location to establish a second portal and thus beachhead to Azeroth. The residents of Suramar put a stop to this by sealing the would-be portal with the titan artifacts the pillars of creation.

Then as the world proceeded to explode, the residents of Suramar established a barrier around the city and used one of the pillars of creation to create a mini well of eternity that they called the Nightwell. This Nightwell would over the next 10 millennia slightly alter the Kaldorei who lived in Suramar turning them into what today we call the Nightborne.

Then, when Archimonde punted the alternate form of Guldan to Azeroth, after setting himself up for a bit, he set out for the Temple of Elune now named Tomb of Sargeras thanks to Aegwynn and her avatar troubles and in doing so ended up launching one of his early attacks against the city of Suramar. Suramar attempted to cut a deal to prevent the legion from causing too much harm, and it took a combination of a resistance movement and both the Horde and Alliance to free the city.

Thanks to their own troubles with the Sunwell the Nightborne and Sin'dorei leadership got along well enough to *Checks notes* get married join forces thus planting the city of Suramar as a Horde city.

Bel'ameth – Located on the new world tree Amirdrassil, this acts as the new capitol for the Night Elves. There seems to be a focus on ensuring all night elves are welcome to live here including demon hunters, death knights, and even the elementalists from the war. Beyond that, it's literally brand new, so not much in the way of lore.

Darnassus – The capital of the night elves, at least until someone burned it to the ground. After the third war and the destruction of Nordrassil, the Night Elves needed to move their seat of government somewhere else, and so when Fandral planted yet another world tree in the form of

Teldrassil, the night elves rapidly set up shop. Plot wise, until the Alliance decided to store the Divine Bell there for safekeeping Darnassus doesn't really show up in the story all that much.

Then of course, during the fourth war, Teldrassil and thus Darnassus were destroyed.

Zin-Azshari – The capital of the Kaldorei empire, and the place from which Ashara ruled. During the formation of the empire their capital city was built basically right on top of the well of eternity, and when Azshara became the ruler, the city was renamed to Zin-Azshari or "Glory to Azshara". You probably know it better these days by its current name, Nazjatar.

You see, during the war of the ancients, Zin-Azshari was at the center of the conflict, and when the Night Elves, Dragons and others managed to seal the well of eternity, it resulted in an explosion that ripped apart the entire continent now known as the great sundering. Zin-Azshari was sent into the depths of the ocean and though Queen Azshara was able to hold back the waters for a short time, even the Kaldorei's mightiest mage was no match for the power of the sea. So she cut a deal with N'Zoth.

This in turn would make the city effectively the capital for the Naga, taking on the name Nazjatar and Azshara's seat of power being called the Eternal Palace

Eldre'Thalas – You definitely know this one by its more modern name, Dire Maul. Going off the official website it's at minimum 12,000 years old and was the home to a collection of Highborne elves known as the Shen'dalar. While the Shen'dalar managed to shield themselves from the explosion caused by the sundering, sealed off from the Well of Eternity they needed a new mana battery. So they took a demon they had captured named Immol'thar and started using its energies.

Thanks to the law of the conservation of plot and mana, however; eventually the amount of mana needed to keep Immol'thar contained was more than the Shen'dalar could extract from them. So, their leader, Prince Tortheldrin slaughtered a number of his people so they'd have plenty of energy to work with. This of course forced the Shen'dalar to move into smaller and smaller segments of the city, leaving the rest to be taken over by Ogres and Satyr.

Canonically speaking, as the horde had ended up raiding dire maul, this is where High Elf Mages come from. Members of the Shen'dalar driven from Dire Maul who didn't want to live off demons.

Shattrath – Settled by the Draenei upon the ruins of what was once the capital of the Gorian Empire, Shattrath was a port city that sat upon the Zangar Sea and ended up serving as the Draenei's capital when they lived on Draenor. This would all go swimmingly until the orcs, with the backing of the legion, started an all-out genocide. Shattrath was among the last cities the Draenei had left before being forced to flee and abandon the city entirely, leaving behind a contingent of defenders and civilians to buy time. The city would be utterly destroyed and left as little more than ruins.

It would eventually be reclaimed by a sect of Draenei priest known as the Aldor and was chosen by A'Dal as a base of operations for the Sha'tar. It effectively became a home for any number of various groups from members of the Son's of Lothar to the Netherwing and a number of Arakkoa. One giant sanctuary city if you will.

Eredath – Before the Draenei were forced to flee and the Eredar served the burning legion, Eredath was considered the crown of Argus, the home of the seat of the Triumvirate and political center for the entirety of the Eredar. These days though it has mostly escaped the corruption of the rest of Argus, it is almost entirely abandoned.

*NOTE: You may know this place by its original name Mac'Aree; however, due to some internal things at Blizzard, that name was changed.

The Exodar - Putting this in the cities category might be a bit generous. Technically speaking the Exodar is the wreckage of a crashed spaceship. When the Naaru arrived on Azeroth, they came in what they called a “Dimensional Fortress” called the tempest keep. The Exodar was one of the components of that keep. As things on Draenor were set in motion, the Naaru offered the Exodar as a means for the Draenei to escape to Azeroth to seek out allies.

It probably would have been a better landing, but with the aid of a Draenei traitor named Sironas the Sin'dorei loyal to Kael'thas who had a vested interest in capturing parts of the keep sabotaged its engines causing it to crash directly into Bloodmyst isle. It's not clear if it was repaired or simply the key parts of it were repaired, but either way those key parts were later used to construct the Vindicaar which would be used to fly to Argus.

Orgrimmar – The capital of the Orcs and arguably the horde. It was founded after the Third War and named after the Horde's previous Warchief, Orgim Doomhammer. The city itself outside of a brief scourge invasion prior to the war in Northrend, really didn't have a ton of stuff going on, until leadership of the horde was turned over to Garrosh and he decided the city needed a redesign to make it more orcy, and more importantly more defensible.

This all culminated with the siege of Orgrimmar after the various engagements in Pandaria, where at that point entire subterranean areas of the city had been transformed and turned into massive productive and training facilities for war. It has since housed every horde leader, including Sylvanas as her own capital of Undercity was unceremoniously plagued... by her. It remains to this day the operational capital of most horde operations.

Capital City / Undercity – If you've touched any part of the Warcraft franchise, you have at some point heard of or been in this city. Best known as the starting city for the forsaken, Capital City was the bustling city center at the heart of Lordaeron. It served as the throne for the Menethil family until Arthas showed up and gutted his father like a fish while his forces sacked the city. He would proclaim himself king until being forced back into Northrend with a weakening Ner'zhul. After that Sylvanas and what is now the forsaken moved in. They would in turn move into the ruins beneath the city, calling it Undercity.

Minus a small siege after the incident at the Wrathgate during the war in Northrend, Undercity was largely left alone up until the 4th war, where it was the first location struck. Sylvanas would then detonate several plague barrels to make the city uninhabitable. Currently though the desolate council is working to clean up the plague, the city is still largely uninhabitable.

Thunder Bluff – The home of the previously nomadic Tauren. It, like Darnassus, and Orgrimmar has only been there since the end of the third war, as the Tauren only moved in once the Centaur had been driven from Mulgore. As with a lot of the other major cities that are relatively new don't have a

ton of things that have happened to them. Mulgore was the center of a brief coup de ta after Cairne was killed, but it was rather rapidly quelled and the Grimtotem largely expelled.

There was also a minor attack by the shadows when Mayla and Ebonhorn showed up to visit that was also fairly rapidly dealt with. It remains the Tauren center of Operations.

Silvermoon City – The home of the Sin'dorei, it was founded by Dath'Remar Sunstrider shortly after the Highborne were kicked from Kalimdor for practicing Arcane magic despite being asked not to. Like most territory belonging to the Sin'dorei, it was constructed on sacred troll lands without the troll's permission. It was also built around water that was filled with a vial of water stolen from the well of eternity that they decided to name the Sunwell.

Of course, building your capital on top of ancient Troll sacred ground is liable to make you the focus of their wrath, and so it came under attack a number of times during the troll wars. The city never fell, however, at least not to the trolls. In fact, everything was going rather swimmingly until about the moment the orcs showed up. During the second war the Amani took the opportunity to ally themselves with the Orcs and almost pushed through the outer defenses until the Orcs made for Lordaeron instead.

Then of course the Scourge showed up and sacked the city going to cut a swath of destruction that remains to this day known as "the scar". The sacking also resulted in the corruption of the Sunwell which ended up forcing the Blood Elves to turn instead to other forms of magic to sate their needs including the fel. Since that point the Sin'dorei have been busy trying to restore the city to its once former glory. Though the Sunwell was restored after the events of the Burning Crusade there was still untold amounts of damage to the land that needed to be mended.

Valdrakken – Founded before the Dragons were forced to leave the dragon Isles, Valdrakken doesn't have a ton of history behind it. We know it was there when the Dragons were operating the Dragon Isles, and that the Dragons were happy to move back in there when the Isles reopened. Past that.... Is it a city?

Dornogal – Much like Valdrakken there isn't a ton of actual history in place for this city. It was constructed by the Earthen Dwarves as the capital for their operations on Khaz Algar. It was named after a set of Titan Watchers Dornic and Galen who are remembered so fondly by Earthen that they have an entire play dedicated to their cruelty (no really, apparently, they were horrible task masters and very demanding).

Dazar'alor – The capital city of the Zandalari Trolls named after King Dazar who had led his people out of the swamps of Nazmir, and far more interestingly been the first to tame raptors. The city was home to one of the three seals that had been put in place to Hold G'huun and found itself at the Shakey end of an earthquake and Tsunami during the Cataclysm, but unlike Zul's visions it actually managed to pull through.

That makes it the heart of the story in the fourth war. First with Mythrax and Zul showing up to break the seal to try and free G'huun, and then with the Zandalari being one of the few groups to have a navy, it became the focus of an Alliance assault intended to dissuade them from joining the horde (Narrator: It in fact did the opposite).

Minus some political shenanigans following Sylvanas betrayal of the horde in attempts to remove Talanji, the place has largely remained unchanged.

Zul'Aman – Built on top of the corpse of the C'Thraxxi Kith'ix, the city would become home to the Amani Trolls. It was the capital of sorts that they conducted their operations from for the duration of the troll wars and well into the second war against the High Elves of Silvermoon. It was the heart of the Amani, or at least what was left of them until the totally not a conman Budd Nedreck convinced Adventurers to storm in there and loot all its treasure.

And when the Zandalari under Zul convinced the Amani to come back adventurers quickly swept in again to clear the place out because, by the gods, trolls certainly aren't going to be allowed to live in a troll city. More interestingly, the Rift walkers picked up void activity, but the trail went cold at Zul'Aman pointing to its importance in the future.

Zul'Farrak – Home of the Sandfury trolls, there isn't a great deal of information about the place beyond the pretty standard "it used to be much nicer back in the day" that often comes with now abandoned or decaying troll settlements.

Zul'Gurub – The home of the Gurubashi empire located in Northern Stranglethorn. Some 1500 or so years ago, the Gurubashi went through a civil war spurred on by a group known as the Atal'ai who wanted to summon the blood god Hakkar. Though they would end up being exiled and creating the temple of Hakkar (hereunto referred to as the sunken temple after the green Dragonflight got wind of the project).

After the third war, a troll named Jin'do set about trying to summon Hakkar again, enslaving the high priest that remained at Zul'Gurub forcing the Zandalari and Horde to intervene and put a stop to things, which would have been a great way to end the story if Jindo's spirit didn't go restless and show up again after the cataclysm forcing adventurers to come back and put it down again. To this day SI:7 warns that the place is still infested with worshippers of Hakkar and should be avoided if possible.

Gundrak – Home of the great Troll empire that used to live in Northrend before the scourge showed up and put a kibosh on that whole operation. At the northern most tip of Zul'Drak, this large temple complex was the sight of the horrors that the Ice Trolls turned to try and hold their empire, including draining their gods of their power. In the end it would be adventurers who would sweep through and clean out the place.

By the time of the events of the Shadowlands, there was nothing left but ruins and undead where once the great temple stood.

Gadgetzan, Ratchet, Booty Bay, Everlook – The four goblin cities located in Tanaris, The Barrens, Stranglethorn, and Winterspring respectively. I'm lumping the four of these together because save Booty Bay and Gadgetzan being adversely affected by the events of the cataclysm, in terms of things happening TO the towns there isn't a great deal.

Gadgetzan being the capital of the Steamwheedle, the others operate as outlying colonies or operational centers for the cartel.

Undermine – The home of the Goblins, built under the depths of the Isle of Kezan, it had been thought destroyed after Deathwing caused the volcano that it was built underneath to erupt causing the goblins atop to flee. The city itself appears to have several connections to the surface including Zuldazar and the Ringing Deeps in Khaz Algar and plays host to the various goblin cartels. It even has its own (fake) golf course

Skettis – Built by the Arakkoa in the depths of the Terokkar forest, this serves as a home to the remnants of the Apexis empire under the guidance of Terokk before his decent into madness. When Draenor was destroyed it took with it the entirety of the flying portion of Arakkoan society and left only the outcast making Skettis the de-facto capital for all Arakkoa remaining in what was now outlands.

Wandering Isle – Doing Terry Pratchett proud, The wandering isle is a giant turtle atop the back of which a pandaren settlement is built. It seems that the island can't be THAT old as its founder Liu Lang only set out about 800 years prior to the first war. By the time of the cataclysm SOMEONE with a blue flag crashed their Gunship into the turtles back making it difficult for the turtle to swim correctly.

The locals taking Umbridge with their turtle-shaped island now being so far off course that it was headed towards the Maelstrom, blew up the Gunship and seemed to at least restore the turtle to its original heading. Later on, it would serve as the center of operations for the Order of the Broken Temple during the third legion invasion.

The Shrine of Seven Stars and Two moons – Two ancient Mogu structure located in the Vale of Eternal blossoms just north of Mogu'shan palace. There isn't much to really be said about these two beyond the fact that they served as the Horde and Alliance base of operations during the events in Pandaria.

Loamm – Home of the Niffen that live in the Zaralek Caverns. Upon the arrival of a gaggle of adventurers and Black dragons seeking to reclaim one of their fathers, MANY laboratories the Niffen offer a place for them to plan and prepare for their attack on the Djaradin and Primalist. This, sadly for the Niffen, does attract the attention of the now Shadowflame infused Fyrakk who does a good fly by to light as much of the place on fire as possible.

Though the Niffen and Loamm survived the place had to have smelt of burnt fur.



Stormwind City from the Warcraft Movie

“In Game” battlefields

So, it's worth noting, for the battlegrounds that are officially in game at least, there is an exceedingly thin layer of lore wrapped around them, and for a great many of them it's not clear if there was ever a canon victor or the battles continue to this day, and if they do continue, why. A lot more of this than I'd like is going to be speculation rather than having a firm answer. At minimum it will have a location for each battlefield as well as the reason that the battle was fought (which resource / etc.)

Warsong Gulch – Located at a spot between Ashenvale Forest and the barrens this was originally a fight between the night elves and the orcs over a lumber supply in the area. Namely the orcs wanted lumber and the night elves would prefer if they had not. This was Garrosh's first target after becoming Warchief and going on a path of conquest, to prove that he was better than his father, though Varian and Genn pushed him back.

That all gets wrapped up in what in lore is called the Ashenvale war, the implication seems to be that with Garrosh's defeat this came to a close.

*Based on all Available evidence, the author assumes this battleground has canonically drawn to a close

Arathi Basin – A battle between the forsaken of Lordaeron and the remainders of the forces of Stormgarde there in the Arathi Highlands. Again, it's not entirely clear who the victor of this battlefield is canonically, what can be stated with confidence is that with this and the battle over the Arathi Highlands in the 4th war, this battle has been resolved, and based on all available evidence that was the Alliance.

Alterac Valley – So originally when Gul'dan told the Frostwolves to go be somewhere else, the Alterac valley is where they chose to settle, and they were living there peacefully. However, some dwarves that were members of the Stormpike Expedition were looking to mine in the area and this caused tension between the two.

The fighting would go on until a brief peace treaty after the Lich King's fall where Drek'thar realized he was too old for this sort of thing, and the conflict just sort of stewed. We don't know exactly

when the conflict ended, but at some point prior to the events of Dragonflight, the battle apparently settled down.

Eye of the Storm – Fought in the outer reaches of Netherstorm, this was a conflict in outlands between the Draenei and Blood Elves, as the blood elves had thought they had discovered some energy deposits near some of the areas near tempest keep and the Draenei had no intention of letting them keep it.

*It is probably safe to assume that this battle concluded when operations in outlands wrapped up. There are virtually no references to this battlefield in any documentation that the author can find.

Temple of Kotmogu – A battlefield located in Pandaria, somewhere in the Vale of Eternal Blossoms. There were several powerful Mogu relics that both the Horde and Alliance wanted to get their hands on during the conflict in Pandaria.

*It is likely safe to assume that much like eye of the storm this battlefield stopped being of note once the Siege of Orgrimmar occurred.

Isle of Conquest – Just west of Onslaught Harbor in Icecrown, this resource rich island was a central point of conflict during the War with the Lich king as both sides vied to try and control the island to help supply the war effort.

There are claims that this can be seen from the pier at Onslaught harbor at the maximum view distance, and while there certainly is a shape directly west of Onslaught Harbor it's not clear if it's the Isle of Conquest.

*Like most battlefields, it's probably safe to assume that this battlefield was relevant only in the expansion with which it came out and after the end of the war with the lich king was no longer a point of combat.

Strand of the Ancients – South of Dragonblight (you can see fragments of the path of the titans on the actual battleground), this used to be a titan facility of some kind (not unlike Wintergrasp) containing a titan relic that both the Horde and Alliance were after during the war in Northrend.

*Like Isle of Conquest this battlefield was likely only relevant during the conflict in Northrend. Its removal in the 8.x patch series would certainly seem to cement that it was no longer a battlefield by the 4th war.

Seething Shore – This is a battlefield somewhere off the West Coast of Feralas and Silithus. It was the site where a fair amount of Azerite had begun to erupt from the ground prior to the fourth war and thus served as a point of conflict for the Alliance and Horde who were both in the area.

*As the fourth war has ended, the conflict on this isle has likely ended with it.

Deepwind Gorge – Located in the Valley of the four winds, Deepwind Gorge is an area that is rich with resources that proved valuable to the Alliance and Horde forces in the area, leading to a conflict between the two sides.

*This was likely only a relevant battlefield during the events of Mists of Pandaria given the various other conflict zones.

Wintergrasp – A third battlefield located in Northrend just south of the Icecrown Citadel, this like the Stand of the Ancients was a titan facility. However, unlike Strand of the Ancients, at least as of the events of the Shadowlands, there were still active points of conflict between the Alliance and horde.

Silvershard Mines – Located in a Venture Company gold mine in Stranglethorn Vale, this also serves as a point of conflict between the Alliance and Horde's various mining private industries focused on Mining.

It is unclear if the conflict over this mine has ceased, as the conflict did appear to start during Garrosh's attempted conquest of Alliance territory, so it's unclear if the truce following the Siege of Orgrimmar would have put a stop to it.

Ashran – Located off the coast of Tanaan Jungle on alternate Draenor, this battlefield was once home to a portion of the great ogre empire, and thus there area. Number of artifacts scrambled across the isle that both the Alliance and the Horde considered useful and so a conflict between the two sides with either side establishing bases of operation took place while engaged with conflict against the Iron Horde.

*Given the events with the Mag'har orcs it is HIGHLY unlikely that this battlefield continues to be a point of contention between the two sides as it is implied that travel to and from Alternate Draenor isn't entirely commonplace or even really occurring at all.

Deephaul Ravine – Located in the Ringing Deeps, this conflict occurs between the Machine Speaker and Unbound factions of the Earthen.

Stormgarde and Darkshore – A set of two conflicts that take place during the fourth war, that we do know the victors of. Darkshore was a series of battles between largely forsaken and Kaldorei forces to attempt to lay claim to the area while Stormgarde was fought in the Arathi highlands. These two battlegrounds would encompass the entire area and represented the largest conflicts in the fourth war in the Eastern Kingdoms and Kalimdor respectively.

In both cases it appears the Alliance was the canonical victor, and these battles would have ended with the conclusion of the fourth war.

Tol Barad – Formerly one of the few territories outside Arathi that was managed by Stormgarde, during the first war but was overrun by the Orcs during the second war as it had been getting used as a staging ground for Alliance Forces, leaving most of the island's inhabitants slaughtered. At the conclusion of the second war, the island was then taken by Kul Tiras and turned into a prison for the various powerful demons and enemies

The conflict was reignited on the island when Garrosh dispatched his forces there during the cataclysm to attempt to seize the island, appearing to have a measure of success. By the time of the legion invasion, however, the local population who called themselves the Baradin wardens had reclaimed the island and the fighting had largely ceased and the island returned to its function as a prison for demons.



Warsong Gluch by Chris Hogman

Canonical Battlefields

These are battlefields that had a significant enough impact on the overall political situation on Azeroth that they are probably worth mentioning or being aware of. References to them will pop up several times as one travels along.

The Siege of Blackrock Spire – Though technically not the last battle of the second war, the Siege of Blackrock Spire was arguably it's most important. After Gul'dan meandered off to the broken shore with a hunger for power that would make a crypto mining rig jealous the orcs were routed during their attack on Capital City and very swiftly pushed back to what was effectively their base of operations in the Blackrock mountains. It was here that the human paladins really shone (literally) and the defeat of the horde here set the pieces in motion to have them pushed back all the way to the Dark Portal and then Draenor itself.

A combination of factors would lead to the series of events that ultimately ended the second war. All the various forces that Orgim Doomhammer had requested never arrived, or didn't arrive in time along with Anduin Lothar pushing the advantage. Though Lothar would be struck down in the battle, his second in command, Turalyon, ended up leading the charge and knocked out Doomhammer.

The orcish lines effectively collapsed and so the Orcs would be taken into custody and those that managed to avoid custody would retreat to the dark portal. The Dragonmaw who had failed to arrive in time would retreat to Grim Batol, and then the Black Tooth Grin who showed up late would simply take up home in the remnants of the spire declaring themselves a new horde.

The United forces of Gnome, Human, Dwarf, and would form the Alliance of Lordaeron, a permanent political fixture in the eastern kingdoms from that point forward, the captured orcs put in internment camps and setting up the events for the Third war.

Wrathgate - In the war in Northrend, as the Alliance and Horde were starting to close in on Icecrown itself, only one major barrier stood in their way, Angrathar the Wrathgate, a massive

gateway into the heart of Icecrown Citadel. So having routed forces from Naxxramas and Azjol-Nerub the two sides prepared to strike.

When the moment came, Bolvar Fordragon (the former reagent of Stormwind while Varian had been indisposed) along with Dranosh Saurfang would lead the attack on the Wrathgate itself, finding themselves greeted by the Lich king and his forces. Though Dranosh was struck down, it was far from the worst turn of events for the combined forces.

A group of rebel forsaken under Grand Apothecary Putress, who had been preparing the first deployments of the plague that would later be deployed on Gilneas and then Undercity, The effects were immediate and catastrophic devastating scourge and allied / horde forces alike, forcing the retreat of the Lich King and his scourge and leaving the battlefield covered in the plague until the Red Dragons swept through to cleanse the area.

All the while horde forces came to realize that Putress had been working for Varimathras who had betrayed Sylvanas and taken Undercity for himself. The Alliance and horde both showed up to take the city, though the Alliance wanted back the ruins of Lordaeron and the Horde the Undercity. Though Varimathras and his rebels were defeated it did put the Alliance and Horde official at war with each other, greatly distracting from their campaign in Northrend.

Bolvar and Dranosh's bodies would both be taken by the scourge having Dranosh turned into a servant of the Lich King and Bolvar tortured to convert him. It would force the Argent Crusade and Knights of the Ebon blade to head up the charge on the Lich King from that point forward.

Battle of Grim Batol – It wouldn't be god's worst rental property if it wasn't the source of constant conflict. One could talk about the battle that took place in Grim Batol during the war of the three hammers that resulted in the entire place being cursed, but that isn't even the worst bloodshed the place has seen. Instead, this battle takes place shortly after the second war, as the Dragonmaw clan had fallen back to Grim Batol and were holding the Red Dragonflight and their Aspect Alexstrasza captive.

Thus, Alexstrasza's Consort, Korialstrasz would take on the human form of a high elf named Krasus attempting to persuade Ronin and a few of his friends to help engage the Dragonmaw and free Alexstrasza. He had requested assistance of the other Dragonflights, but they feared the demon soul that the Dragonmaw had gotten ahold of. Rhonin realizing there was still a strong orc clan operating in the eastern kingdoms started putting together a Strike group consisting of a few of his friends, Vereesa and Falstad. They prepared to strike, but before they could the Dragonmaw started moving out for Dun Algaz, which really sucked because Deathwing wanted to drop by to pick up the red Dragonflight's eggs.

When he ran into the Dragonmaw, he set about just slaughtering them all. In the chaos and confusion Alexstrasza broke free of her chains and vored her captor in revenge for all the horrible and frankly disturbing atrocities committed against her during her captivity. With the Demon Soul out of the equation the other Aspects quickly moved in to help handle Deathwing, driving him off to Outlands and leaving the Dragonmaw orc's forces decimated.

With Deathwing driven off, his alter identity of Daval Prestor would disappear from Lordaeron forcing his daughter Onyxia to move the political manipulation operations to Stormwind and a

quickly vacated Grim Batol would serve as a base of operations for Sinestra to setup shop and start experimenting to come up with the twilight Dragonflight.

Battle for Dazar'alor – The battle that defines the fourth war in many ways and set in motion the series of events that would eventually lead to its end. The Alliance begin the attack by attempting to lure the bulk of the Zandalari and Horde forces into the swamps of Nazmir in hopes that the distraction would allow their naval unit to come in from Dazar'alor's port. The Alliance appeared to hope that they could somehow convince King Rastakhan to surrender peacefully and force the Zandalari not to join the horde.

However, in killing him they cemented the Zandalari's horde membership and also ended up taking several losses of their own. The injury of Gelbin Mekkatorque would lead to the eventual series of events that prevented the Mechagnome king from attempting to turn the entire planet into robots and with Rastakhan's death, the pact made with Bwonsamdi would be passed along to his daughter.

This battle also allowed Bolvar acting as the lich king to collect enough corpses from fallen Alliance and Horde heroes to start the fourth generation of death knights.

Battle for Mount Hyjal – At the end of the third war, as the Humans, Orcs, and Night Elves found themselves being pushed back to the brink in Kalimdor. At this point every major Kingdom in the Eastern Kingdoms had either fallen or was tied up with internal affairs. The wild gods, including Cenarius had been defeated, and the only line of defense between the demons and their scourge allies were a collection of Orcs, Humans and Night Elves.

The demons, led by Archimonde were after the second well of eternity that lie beneath Nordrassil and intended to use it as a method for dragging Sargeras to Azeroth. To defeat this army Malfuriun decided to dispel the series of blessings that the Dragon Aspects had placed on Nordrassil after the War of the Ancients.

The plan worked, Archimonde and the Demonic forces were defeated, and the third war was very effectively ended. It would lay the groundwork for the future alliances and political situation from that point forward. With the blessings on the tree sacrificed to end the. Fight, it also meant the end of night elf immortality leaving them as one of the mortal races like the rest.

Fall of Shattrath – Taking place just before the first war, this was the attack on Shattrath by horde forces when the Draenei still held the city, the fall of Shattrath marked the Orcish horde's effective victory and an eventual turn on the rest of Draenor's species. The siege of Shattrath came after a series of defeats across Draenei control territories. By the time the Orcs had made their move there wasn't much in terms of Draenei civilization left.

The difficult decision was made to keep several defenders in Shattrath to provide the illusion that this was the Draenei's last stand, allowing a small number of refugees to escape. The battle did not go well with the Orcs using demonic forces and their own form of the Red Pox to cut the Draenei off from the light, it did not take long for the city to fall and its population to be slaughtered.

The attack would turn to the Auchindoun which caused the Shadow council to summon Murmur, which ended up destroying the facility.

This would be the final step in the Orc's conquest of the Draenei, and those affected by the Red Pox in Shattrath would go on to become the broken. The remaining Draenei would hide until they could escape the planet using the Naaru ship the Exodar. And the orcs, once they had cleared the Ogres, Gronn, High Arakkoa and rest of Draenor's native creatures started to fight amongst themselves, driving them to seek out new lands to get resources from, thus their willingness to travel to Azeroth in the first place.

Assault on the Dark Portal – The pivotal battle against the Iron Horde, just as the Sons of Lothar had stormed through the Dark Portal after the second war, once again Khadgar led a group of Alliance and Horde forces to strike back against an Iron Horde incursion into Azeroth. They would free Gul'dan and other members of the Shadow Council to shut down the portal and then storm further into the Tanaan jungle to confront the various Orcish clans that made up the Iron Horde.

With the Clans confronted and the Portal sealed, the threat to Azeroth itself was stayed and the expedition force would just like the Sons of Lothar start setting up bases of operation to mop up the rest of the Iron Horde operations.

Siege of Stormwind – The end of the first war saw the siege and sacking of Stormwind by the Orcish Horde. It would mark the moment that Garona, under the effects of Gul'dan's control would assassinate King Llane and what remained of Stormwind's citizens would be forced to evacuate to Lordaeron and the rest of the human kingdoms led by Anduin Lothar. This would set the stage for the second war and its conclusion would allow Doomhammer to challenge and kill Blackhand to claim leadership of the horde

Fall of Silvermoon – The fall of Silvermoon to the Scourge during the third war, resulting in the death of the Ranger General Sylvanas Windrunner and her being resurrected into a banshee. It would leave a massive scar across the whole of the Eversong forest and devastate Silvermoon city itself. The primary goal of the scourge was purely to reach Sunwell and use its powers to give Kel'Thuzad his corporeal form back.

The betrayal of Dar'Khan Drathir allowed the scourge to largely bypass Silvermoon's primary defense in the form of the Elfgates. By the end of the battle, the High Elves had lost not only the Sunwell to corruption and sealing, but their king at the time, Anasterian Sunstrider.

The consequences of this would be the High Elves being forced to turn to fel to help replace the arcane empowerment of the Sunwell and largely push them into complete withdrawal from Azerothian politics until the events of the Burning Crusade. The Blood Elves to this day are still attempting to undo the damage from this battle.



The final moments of the Battle of Mount Hyjal

Titan Facilities

There are

quite a few Titan facilities scattered across the whole of Azeroth, but we're just going to focus on the largest / arguably most important installations, or the ones that have played a key role in the story. Most Titan facilities are really places where the watchers and keepers did their research.

Ulduar – Located in the Frozen waste of the Storm Peaks in Northrend, Ulduar had two key features, namely being the location of the Forge of Wills and then perhaps more importantly being the location where Yogg Saron was imprisoned. Ulduar is composed of a number of smaller independent structures like the Halls of Stone and Lightning and several other smaller installations in the Storm Peaks.

The area also used to include the Halls of Valor until Odyn, feeling irritated that someone wanted to make use of proto drakes and dragons instead of Titan-forged, decided to fling it into the sky and sulk up there. All that aside, as it's home to the Forge of Wills this also means this is the facility where the first Earthen, Mechagnomes, Giants, Iron Vrykul, and the rest were initially constructed (and later corrupted).

After Odyn buggered off Loken assumed command of the facility and he and the keepers that remained there were slowly driven mad by the slowly escaping Yogg Saron. Of course, adventurers showed up to clean the place out so since that time the resident titan forged have been busy simply repairing the facility.

Uldir – Located in the Swamps of Nazmir, this was a titan laboratory where they were attempting to study the void to better understand the old gods, even going so far as to build one of their own old gods, as that's just what you do. After the studies went horribly south, the keepers decided it was

best if the entire facility was just sealed, placing three facilities around the location to act as those seals (What is now Atul'Aman, Nazwatha, and Dazar'alor.

When Zul went about breaking all the seals, it required the intervention of adventurers to contain the facility and its contents, putting down the titan experiment G'Huun located inside.

Uldaman – Originally when the Titan watchers first took a shot at creating the Titan-forged, they messed up and made the troggs. Uldaman was meant to be a vault to store these messed up little creatures. Then after stealing the Disc of Norgannon Tyr's followers retreated here to research the curse of flesh and try to find a cure for it. They would, as they slowly start to fall to the curse of flesh, go into hibernation.

The dwarves at some point after the sundering would wake up, crawl their way out of Uldaman and form what we know as the dwarven kingdoms today. Then during the third war, the Dwarves would come back to Uldaman looking for answers to their origins. This would in turn wake up the troggs who had been stored there, which in turn caused the troggs to start invading Gnomeregan.

The facility is located the badlands in the eastern Kingdoms.

Uldum – Located in well... Uldum, this is the location of the Forge of Origination that Keeper Ra had constructed and intended to use if Azeroth ever became too corrupted. It was originally a research facility put together to study the various forms of life on Azeroth, and after Ra was captured by the Mogu, they would end up coming up to the Forge of Origination thinking it contained the secrets to eternal life.

The Tol'Vir who were also Titan-forged and had been tasked with keeping an eye on the thing knew they couldn't beat Lei Shen, the Zandalari trolls he had as allies, and the rest of his Mogu and so they activated the forge instantly killing the invading army Lei Shen included. The side effect of this is that it turned a once very lush jungle into a barren desert.

This forge is also what Algalon was going to use to reoriginate Azeroth when he landed in Ulduar.

Uldorus– Located on the dragon isles, you know it better by its current name, Tyrhold. It was effectively where Tyr did research on proto drakes and the effects of order magic on the dragons themselves. Tyrhold is in turn fed by a spring beneath the facility that contains magical waters of some variety that appear to be infused with order magic that's then distributed across the island via a series of aqueducts.

During the war with the primalist several Tyrhold's facilities came under siege from said primalist.

Engine of Nalak'sha – Located beneath most if not all of Pandaria, this appears to be the power source for the Forge of Origination in Uldum. When Ra realized the Titans had been killed by Sargeras it was the spot where he sulked until Lei Shen found and defeated him. The Mogu ended up repurposing the facility to shape stone into flesh. The primary bit of structure appears to be directly beneath the Vale of Eternal Blossoms, which like Un'goro Crater and Sholazar basin were places Freya had setup in order to study life.

Chamber of the Heart – Located in Silithus, this facility was classified and known only among a few of the keepers, one of them being Archaedas. This appears to have been a facility to keep an

eye on the world soul itself and after Sargeras plunged a sword into Azeroth, it became the coordination facility for all of Azeroth's adventurers to help mitigate the whole Azerite flowing to the surface like blood issue.

Bad guy hideouts

I feel like this one is self-explanatory, the various keeps, castles, and facilities that various antagonists in the Warcraft Universe have moved into.

Black Temple / Karabor – Originally a Draenei Temple located in the Shadowmoon Valley, it was sacked during the original orc attack on the Draenei prior to the first war, and siege of Shattrath. Though Karabor proved resilient to the assault at first, Gul'dan and the shadow council eventually called upon the powers of the void entity and fallen Naaru K'ara to attack the temple, resulting in the defenders being driven mad and allowing the Orcs to move right on in.

While Blackhand moved his capital to the Hellfire Citadel, Gul'dan and the shadow council decided to setup shop in what they were now calling the Black Temple. It was here at the Black Temple where the orcs would first drink Mannoroth's blood and would pass hands as the center of power for Ner'zhul when the second war came to Draenor, and later the burning legion after Draenor exploded into the outlands.

After the burning legion of course, its most famous occupant was Illidan who made use of things like the Shrine of Lost souls which may have been an early experiment to replace the Sunwell. Though not much of that mattered as adventurers eventually poured in and cleaned the place out.

Hellfire Citadel – Constructed as a headquarters for the Horde, it was a massive military structure in what at the time was the Tanaan Jungle (It also just happened to be called 'the Citadel'). After the orcs had their falling out with the elements the entire zone became it's redder and well... hellfirey. Still the facility acted as the primary staging ground for the eventual invasion of Azeroth

It would play host to Ner'zhul's forces when the Sons of Lothar came streaming through, and was quickly captured. Then in the proceeding years Kargath Bladefist at some point moved into the place along with Illidan sticking Magtheridon in its basement as a prison, until adventurers showed up and cleaned the place out for good.

The Molten Core – Created during the War of the Tree Hammers after Thaurissan was destroyed and Ragnaros summoning resulted in a volcano known as the Blackrock Mountain, molten core was the exact spot where Ragnaros was summoned.

It was probably a great place to live for the various fire elementals setting up shop there, with a direct connection to the Firelands until Moira convinced heroes that it was a grave threat to the world's continued existence (which might have been a slight exaggeration) in order to get them to beat up the various local fire plane natives and their leader Ragnaros and banish them back to the Firelands.

Blackwing Lair – Not to be confused with the other Black Dragonflight laboratory just next door, Blackwing Lair is a laboratory that Nefarian setup after Deathwing was driven to Outlands following his defeat at Grim Batol. This is also where the Black Dragon decided to setup shop to conduct his

business prior to some adventurers storming the place, killing all his strange creations, and then taking his head and hauling it off.

Apparently, his father's laboratory, Blackwing Decent was full of equally horrible monstrosities and happened to be where Deathwing eventually had Nefarian resurrected to continue the dutiful research of making horrible abominations using dragons.

Icecrown Citadel – Perhaps one of the most famous locations on the list, Icecrown Citadel is the home of the Lich king. When Kil'Jaeden ended up chucking Ner'zhul at Azeroth, he crashed into a glacier in Icecrown. The location became known as the Frozen Throne and the scourge and dreadlords then worked to start building a fortress there. They would use large amounts of the local Saronite (Yogg Saron's blood) to construct the citadel.

It like most facilities has a number of substructures including the Halls of Reflection, Forge of Souls and the like. It would remain as the home of the Lich King until the Argent Crusade showed up and after a hard-fought battle managed to Kill Arthas and get the crown and title of lich king handed over to a very scorched Bolvar.

It was also here that Sylvanas would end up shattering the barrier between Azeroth and the Shadowlands with Zovaal making use of the Soul Grinders (which I'm guessing do exactly what it says on the tin) to power the machine of origination to rewrite reality.

Antorus the Burning Throne – The seat of power from which Sargeras and the Legion conducted their burning crusade across the whole of the cosmos, as well as the home of the World Soul, Argus, which was used to artificially increase the speed at which demons could regenerate to near instantaneous speeds as opposed to their natural somewhat slow rate in the twisting nether.

It was here that the adventurers would go on to confront the various generals and commanders of the burning legion confronting even the corrupted avatar of the titan Aggramar. After Argus was teleported to the Seat of the Pantheon to sever his connection with the legion and Sargeras trapped there, the legion and their burning crusade effectively came to an end.

Tomb of Sargeras – A location so full of power Gul'dan made his way to it in two entirely different lives. During the height of the Kaldorei empire, it was the temple of Elune for the city of Suramar. After the sundering it would be separated from Suramar and not rediscovered until Aegwynn realized that thanks to several Highborne seals specifically put together to negate the fel, it would be a fantastic place to trap the recently defeated Avatar of Sargeras.

When the avatar was trapped there, the location got a name change and became the Tomb of Sargeras, using the very same Pillars of creation that had been used in the War of the Ancients to prevent the legion from making it a second entry point for the legion to help contain and ward others from entering.

Of course, this didn't stop Gul'dan who was drawn to the place like a moth to flame, got literally and figuratively burned. It would then be the site where Maiv and her wardens would chase Illidan to try and stop him from getting his hands on a relic called the eye of Sargeras (which based on all available evidence was not in fact the avatar's eyes).

It was here that the battle of the broken shore that would result in Varian and Vol'jin's death during the third legion invasion would take place, acting as effectively their center of operations during the invasion. Of course the adventurers had no time for this and quickly put the Pillars of Creation back in place and went inside to defeat the Avatar of Sargeras that had been trapped there.

Ny'alotha – A great city of the Black Empire that exist outside the bounds of reality. During the fourth war, after Azshara managed to disable the facility that held the Old God N'Zoth, the denizens of the black empire started pushing into Uldum and the Vale of Eternal blossoms to reactivate the Forge of Origination and its engine the Engine of Nalak'sha to completely rewrite Azeroth into a vision dreamed up of by the Old God's.

Of course, adventurers not wanting the world to be re-written, as is their prerogative, charged the place to use the forge of Origination to instead blast a massive enough hole in N'Zoth to theoretically put him down, resulting in the rift between this world and the realm Ny'alotha inhabited to be closed.

Sepulcher of the First ones – So, let's go back to our lesson on the six primordial forces. Death, Life, Shadow, Light, Order, and Chaos. The Sepulcher of the First ones located in an area called Zereth Mortis was the point from which the very mysterious first ones shaped the Shadowlands themselves... allegedly.

As not much is known about the first ones themselves, it's not incredibly clear that there is a similar structure inhabiting the realms of the other primordial forces, though it is certainly implied. Either way the facility itself contains a mechanism which could in theory remake the whole of reality. Like Azeroth's forge of Origination but on a cosmic scale.

When the Jailer steamed his way in to use it, adventurers were hot in his tail to stop him, encountering machinations that seemed to be able to create even the eternal ones themselves.

Nerub-ar Palace – The seat of power for the Nerubian empire, located within the city of threads. It was this location from which Queen Neferess would lead her people, telling the black empire and its minions to go away, until one of them managed to convince her daughter that they were super cool and the answer to all their problems. After Neferess was... dealt with by her daughter it became the focal point of the attack during the war against the Nerubians (a war within Azeroth if you will... ah? Ah?)

As one might expect at this point, adventurers eventually storm in and dethrone the Nerubian would be queen.

Tempest Keep – A series of Naaru spaceships that showed up with A'Dal and crew to help facilitate the counter offensive against the forces of darkness and the legion in the Outlands. The problem is that the second the Naaru left the ships, Kael'thas and his blood elves showed up to hijack the entire facility.

Then the Draenei and Velen managed to abscond with a segment of the keep called the Exodar and used it to "land" on Azeroth. So Kael'thas and his blood elves thus only had the remaining facilities to operate. It was all going well until adventurers showed up with the eviction notice for squatting on unowned starships, clearing the facility.

The Isle of Thunder – The Center of operations for the Thunder King Lei Shen after he had managed to capture Ra and make use of his powers to help control the storms. Of course after Lei Shin was turned into decorative powder at the Forge of Origination, the Mogu lost their method for controlling the storms and so they ended up retreating to a backup facility that they called the Mogu'shan Palace.

So of course, when the Zandalari resurrected Lei Shen, he moved back into his old home, forcing the Alliance and Horde forces to move into the area and deal with that situation before it became to problematic.

Other

Just some other miscellaneous locations throughout the world (or in some cases weird dimensions).

Karazhan – Constructed by the guardian Aegwynn while hiding away from the Council of Tirisfal in the Deadwind Pass, Karazhan is a unique tower like structure. Built atop ley lines and a small rift in the fabric of reality courtesy of a demon who sacrificed near countless trolls to fuel a demonic weapon that would later be used by warlock adventurers during the third legion invasion.

When his mother handed it over to him, Medivh began to use it for its obvious and intended purpose, absolutely baller parties. And of course, for any child possessed by the universe's closest facsimile to Satan, when his mother came in to put a stop to things and was about to win, Medivh used said party goers like a giant fuel source, trapping their souls to haunt the tower forever more.

Once Medivh was slain by Anduin Lothar and crew, causing a curse to call upon the lands and neighboring Brightwood (now Duskwood), the Kirin tor dispatched mages to investigate and retrieve any items that might be of import. This group would become known as the Violet Eye and tried to make sure that the rift in the tower didn't let any demons spill into the world.

They appear to have missed one as a demon by the name of Malchezaar did manage to slip in forcing adventurers to head into the tower to try and clean it up. But as with any good, haunted house, cleaning it up just once doesn't fix things. During the third legion invasion, Moroes who despite his best efforts could not die, spotted demons on the way to the tower and figured it best to let them in perhaps to herald the return of Medivh. This of course required adventurers to head in and clean the place out again.

Twisting Nether – The home of the demons and arguably the realm of chaos like the shadowlands is for death. According to what we know of the formation of the Universe, first came the light, then the darkness, the two fought and from the fighting the universe was born. The twisting nether is said to be a collection of the chaotic energies that flow out from the Universe, and it is most certainly where demons are born.

As all demonic souls are tied to the twisting nether, unless they are killed there they will simply return to the spot. Time flows differently in the twisting nether (though it is always forward) and it can lead to situations where one thousand years in the twisting nether is only a few decades in reality. The Twisting Nether is also the underlying mechanic by which most portal travel operates.

There are several holes between reality and the twisting nether, including the edge of the known Universe where Sargeras tore a hole after letting his demons out of a prison he had constructed to help fight the void in his burning crusade, as well as Karazhan.

You can generally make the assumption that if a Demon stumbles out of it, it's probably a rift to the twisting nether. Nobody knows what it actually looks like because it appears to look different to everyone.

Thros – If it's a part of the emerald dream or just a variation of it isn't clear, either way it has ties to druidism and was discovered by the Drust King Gorak Tul. And when the locals of Drustvar declared war upon the Drust, it was to Thros that they ended up traveling to at the time of their deaths rather than the shadowlands. It is apparently a region that exist outside the cycle of life and death. It would be the site from which they would launch their failed attacks onto both Azeroth during the fourth war and Ardenweald during the events of the Shadowlands.

Oribos – It's not quite a city, but rather a structure that sits at the center of the shadowlands that acts as a city and central nexus to the whole of the Shadowlands. It is the point from which all souls flow to be judged by the Arbiter. Once judged assuming the Arbiter doesn't get broken by a death magic infused titan soul, the souls would be sent to their appropriate afterlives.

As such it acts as a hub through which the various trades and travels of the Shadowlands take place.

The Maw – The proverbial garbage can of the Shadowlands, where unredeemable souls of the damned are sent to spend the rest of eternity. The core of which is a great and terrible prison called Torghast, where the extra terrible souls are sent to rot. Of course, when Argus's death magic infused soul collided with the arbiter it flipped the switch and everything ended up going to the maw, causing all manner of issue.

Korthia – An ancient sort of unknowable realm tucked away in the Shadowlands which the Jailer hauled over next to the maw with a massive (and I do mean massive) chain. It is jam packed with old secrets left behind by the first ones including the directions to get into Zereth Mortis, the Shadowlands very own recovery partition.

Rift of Aln – Located deep within the Emerald Dream it appears to be a point where the dream connects to the twisting nether and great dark beyond (the universe as we know it). It is the point in the dream where the nightmare held on stubbornly and that Xavius was sealed to help keep him contained.

The Maelstrom – The spinning conflux of chaotic energies at the center of what was once the large continent of Kalimdor. This is where the Well of Eternity used to be until the Sundering. Now it was just a constantly spinning torrent of energy at the center of the sea. It was also through the Maelstrom that Deathwing passed from Deepholm into Azeroth resulting in the cataclysm

The Firelands / Skywall / Abyssal Maw / Deepholm – The four elemental planes of Azeroth that were constructed by Helya that act as what are functionally prisons for the elementals there. When Deathwing collided with the World Pillar and broke through the maelstrom each of the four

elemental planes would be forced into the physical realm causing untold amounts of damage and thus the cataclysm.



Azeroth's most famous Landmark, the Maelstrom

Section 5: Major Artifacts

These are items that have shaped WoW's history in some notable manner or are responsible for serious changes in the timeline as we know it.

The Pillars of Creation

Ancient artifacts, originally created by the titans and gifted to the keepers to help with their various tasks, they would eventually be lost by the keepers and then found by the Kaldorei empire where they were used to help seal the second portal that the Legion was making during the War of the Ancients. After that each of the relics went their own way.

They would later be reassembled during the Third Legion invasion to help contain the legion advance at the broken shore, then stored in Dalaran for safekeeping. It is unclear if Dalaran's destruction ended up destroying them as well.

Tear of Elune – Kept safe in Val'sharah by the Kaldorei before being found and corrupted by Xavius, checked at Ysera, and then after Ysera's defeat, directly purified by Elune (allegedly). It would join the rest in helping to seal the tomb of Sargeras shortly after.

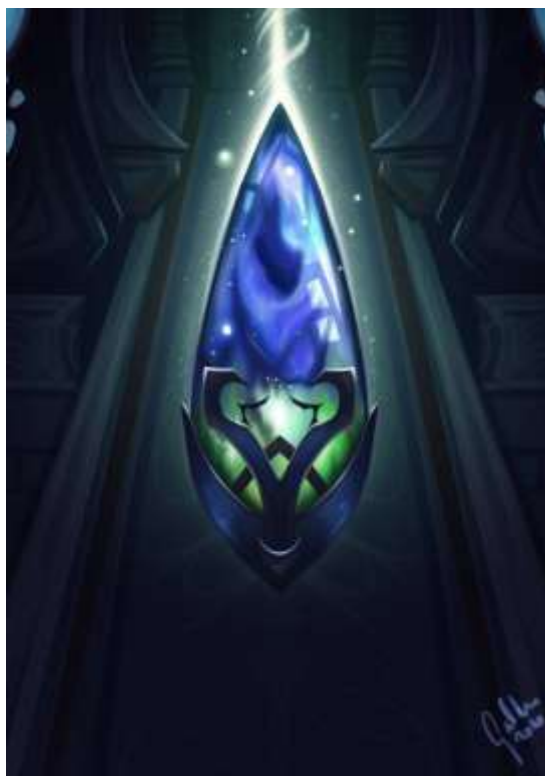
Hammer of Khaz'goroth – Before even the Highborne managed to get ahold of it during the war of the ancients, this hammer apparently made its way to Neltharion's lair where it was used to try and act like a backup Oathbinder. By the time of the Third legion invasion, it had been watched over by the tribe of Huln Highmountain who in turn lost it to a Drogbar. Adventurers recovered it so it could be used with the other pillars

Aegis of Aggramar – After the Highborne of Suramar were done with it, it was passed to Odyn who held onto it until the third Legion invasion where he made adventurers fight in a grand battle and contest of strength before handing it over so it could join the rest.

Eye of Aman'thul – Oops all time magic, the Eye was the literal beating heart of the Nightwell after it was used to help seal the second portal. It would be recovered in the attack on Suramar that killed Gul'dan and used with the rest to help seal the tomb of Sargeras.

Tidestone of Golganneth – After it had been used to seal the second portal, the Tidestone had gotten moved to Nar'thalas, another Kaldorei town. When Prince Farondis, who led the region turned on Azshara and attempted to use the Tidestone to destroy the well of eternity, she showed up and demonstrated why she was the queen by absolutely obliterating the Tidestone resulting in the entire area being covered in dark energy and every inhabitant left as a ghost.

The naga at some point would retrieve and restore it, using it to summon a creature known as the Wrath of Azshara, where it would be collected by roving bands of adventurers to be used in sealing the Tomb of Sargeras. Then after that someone stole it and it was used to open a giant rift to the sea floor above Nazjatar forcing it's recovery before the assault on the Eternal Palace could begin.



Tear of Elune by Galder

Artifacts that show up again and again

These are items that show up again and again throughout the story, almost they are basically staples to the Warcraft Lore, and end up in multiple people's hands.

The Dark heart – An ancient relic that was created by Neltharion that looks to have possibly been a prototype for the Dragon Soul. Iridikron found it in the Forbidden Reach and ended up going back in time with it to siphon off a fair bit of essence from the Proto drake Galakrond. It would only show up again when Xal'atath arrived in Dalaran once again using the Dark Heart to siphon power, this time from Dalaran itself, and would be the method by which Dalaran was destroyed.

It would end up taking an arrow to the knee structure during a fight with Alleria, forcing Xal'atath to seek out the services of one Jaster Gallywix to repair. The repairs were conducted using a combination of the black blood located around the depths of Khaz Algar and Kaja'mite and then the Dark Heart was given to the Ethereals much to the chagrin of Xal'atath. Not much is known about the relic beyond its ability to absorb all forms of magic.

Xal'atath, Blade of the Black Empire – Xal'atath while hijacking a dead High Elf corpse gets up to enough trouble, but even before she was selling the feet pics for someone else's body she was getting up to trouble as a knife. It's heavily implied that the Old Gods shoved Xal'atath in the knife at some point during the height of the Black Empire, and it's also heavily implied it was done so without her permission.

From there she goes to stir up all manner of trouble, traveling to a troll witch doctor named Zan'do and convincing him it was a really good idea to perform some rituals to wake up Kith'ix and start the troll Aqir wars. She then ended up in the hands of the Naga after the sundering and then after that the knife ended up in the hands of Modgud during the siege of Grim Batol where she was responsible for putting a plague on the place. By the second war she had managed to get her way into the hands of human Bishop.

Each place she stopped she usually left some insane victims behind and moved on. Passing even to the priest adventurer during the third legion invasion and then managing to find her way into the hands of the Naga who graciously lost her to another adventurer that she managed to convince trading powerful artifacts in exchange for freedom by making off with a High Elf Corpse.

The Dragon Soul / Demon Soul – Crafted by Neltharion, his intention was to forge a tool by which he could control the other Dragonflights and have himself worshipped as a god. He conned the other dragons into giving their essence to fuel the device by convincing them it would be used as a tool against the burning legion during the war of the ancients. So, during the height of the battle as he is using the Dragon Soul to blow away demon and night elf alike, he starts going off about how amazing he is and how they should all worship him as a god.

The blue Dragonflight took Umbridge with this and attempted to stop him, resulting in virtually every member of the Dragonflight being killed. Though Deathwing would be driven back to his lair, he did end up losing it where it bounced between several parties before finally ending up above the Well of Eternity itself in the final portion of the summoning to open the rift for the demons. When it was disrupted while that portal was opening it literally caused the Sundering.

After a starring role in blowing the world to pieces, it was taken by the four remaining aspects and hidden in what is today the Redridge mountains. Deathwing couldn't wield the Demon soul itself because of wards placed by the other Dragonflights, but he was able to convince the Orcs that arrived during the first war to fetch it. From there it would fall into the hands of a spellcaster of the Dragonmaw clan named Nekros Skullcrusher.

He would in turn use the Demon soul to control Alexstrasza and thus force the red Dragonflight to do his bidding. It would remain in his hands until the battle at Grim Batol where the Dragon soul would be severely damaged releasing the other aspects essences back to them. It would finally be well and destroyed after a cousin of the Windrunners dropped a staff from the Naaru on it.

You might ask yourself "Well where did the dragon soul for that Dragon Soul raid come from?" Well dear reader, there was a moment in the Fight for the well of eternity I forgot to mention. You see as the whole world was busy imploding, Nozdormu snatched the Dragon Soul to bring it to the future where it would be used to help finally put Deathwing down. After the business was done Nozdormu would end up sending it back into the past to play out the rest of its legacy.

Disc of Norgannon – Originally created to store a record of everything that happened on Azeroth since the pantheon's departure, it would end up being stolen by Tyr and company to help determine how and why Loken had betrayed everyone, as it should contain a record of the betrayal. They of course would end up being chased all the way to Uldaman where they would store the disc for safekeeping.

Some years later adventurers come through and kill the keeper guarding the disc so they could learn more about their own history.

Ashbringer – During the second war, Alexander Mograine would end up finding a horrific dark crystal on an Orc Warlock at the Siege of Blackrock Spire. He'd take it back and hold onto it until the scourge invasion of Lordaeron started, whereupon he would show it to the rest of the Silver Hand to see if perhaps it could be used. Upon seeing it his fellows attempting to destroy it, filled it with Holy magic, which seemed to purify it.

The group used this now purified crystal to forge a sword that would absolutely obliterate the undead that it came across, turning them into quite literal ash. This of course attracted the attention of Kel'Thuzad who sought to relieve Mograine of his weapon, and thus worked allowed the dreadlord Balnazzar to corrupt one of his sons so that he could be lured into a fight in Stratholme against endless waves of undead. Eventually he'd get tired, drop the sword, and his son would stab him with it resulting in the Ashbringer's corruption.

This in turn resulted in Alexandros being resurrected and made to wield the blade, and left Balnazzar to control what remained of the Silver Hand, turning them into the Scarlet Crusade. Meanwhile his other less traitorous son Darion ended up sneaking into Naxxramas to try and save his father, only to have to kill him and thus reclaim the blade.

He would hold on to the weapon and after killing his brother, asked Tirion how to cleanse it. Tirion mentioned it would take an act of great compassion to fix the blade, but it would take Darion's death, resurrection and fighting at the first Battle of Light's Hope Chapel to realize what that meant. During the fight he impaled himself as an act of sacrifice, turning the tide of the battle but also resulting in his turning.... Into an undead as there were liches nearby.

And so, he'd serve the scourge with corrupted Ashbringer in hand until the second attack on the Chapel where he would end up throwing the blade to Tirion who managed to cleanse it. Tirion would hold onto the blade until his death during the Third legion invasion whereupon it would be passed to the Paladin adventurer who would eventually drain its power with all the other artifacts at the time to help seal the wound by Sargeras.

Scythe of Elune – Made from the fang of Goldrinn and staff of Elune, it was created to try and temper the Pack Form that had been used during the war with the Satyr. Problematically it did the opposite driving them to rage. It would be entrusted to a woman named Mel'Thandris Starsong who would go on to bury it at her shrine in Felwood in a place aptly named the howling vale today.

After the third war, to clean up the mess left by the demons a Velinde Starsong, Mel'Thandris niece, would go searching for a way to help with that clean up. Her research would end up leading her to the shrine and thus the scythe, where she would use it to begin summoning Worgen to help clean the place out. She got wind that a human mage named Arugal had been summoning Worgen directly and went to investigate, ending up in the Eastern Kingdoms and what is today Duskwood.

She'd end up being ambushed in a cave by one of the Silverpine Worgen in a cave and set off some Dynamite killing her and her attacker. The scythe would then be found by Jitters, a member of the Defias brotherhood who happened to be living in the area who ended up activating it in some way and freeing the Worgen to move about the area.

The Wolf cult of Gilneas intended to make use of it to make yet more Worgen before a Revil Cost and his party ended up stumbling into Jitters and finding out where the scythe was. They would end up returning the scythe to Valorn Stillbough who then brought it to Gilneas where it could be stored safely, until the forsaken started their invasion.

It would at some point be moved again to Darnassus and then finally the Dreamgrove. It was moved to the Twilight Grove in Duskwood so it could be handed over to the Archdruid of the Dreamgrove but the party that was moving it got ambushed by the Dark Riders who had been looking for it for a while. The riders tried to take it back to Karazhan but were dispatched and the scythe would be used by the Archdruid of the Dreamgrove during the Third legion invasion until its powers would be drained to help heal the wound left by Sargeras.

Frostmourne and the Helm of Domination – Items so popular that even after they're destroyed and turned into nothing more than fragments, they're still affecting the story. So, to understand the Frostmourne and Helm of Domination, we first need to understand "Domination Magic".

Domination magic is a form of very powerful runic Death Magic that can bind and suppress a being's free will (It's kind of in the name). Either way both objects were deeply infused with this magic to bind and force people to the wielder's will.

They were created in the Shadowlands by the ruler of Maldraxxus who had been chained up and gotten the name runecarver at that point. But he was forced to make the Frostmourne and Helm of Domination, and then they were ferried by the Nathrezim to Azeroth along with Ner'zhul's disembodied soul as an attachment. Of course, Ner'zhul would get Arthas to find and pick up the Frostmourne and Helm of Domination and with these two objects he'd become the Lich King we know and love today.

Now, when Arthas was defeated, the Frostmourne shattered after being struck by the Ashbringer and the souls it had been so busy collecting were released. The shards would end up getting reassembled into Icebringer and Frostreaper, the blades of the Fallen Prince and assist death knight adventurers in their fights during the third legion invasion. Then it would join the other various artifacts of the land, donating its energy to help heal the wound in Silithus.

The helm of domination however would stay with Bolvar to control the undead... up until about the moment he and Sylvanas fought. She would go on to shatter the helm and use the energy released to break the barrier between the physical universe and the realm of death. Then to follow her, heroes and adventurers would use the remaining shards of the Helm of Domination to help get to the shadowlands. Then to ward off the domination magic the jailer uses; the remaining shards of the helm would be reforged into the crown of wills which protected the party attacking the jailer from his magic and now sits comfortably atop the head of the Shadowlands new arbiter.

Doomhammer – Forged some years in the past in the lava pools of Draenor by an orc named Gelnar, the Doomhammer was passed down as a family heirloom until finally ending up in the hands of one Orgrim Doomhammer. It would be the weapon that destroyed Anduin Lothar's shield and crushed his skull. After the fall of the horde at Blackrock Spire, Orgrim ended up in an internment camp, and once freed handed the Doomhammer to Thrall who promptly emblazoned it with the symbol of the Frostwolves.

It finally lands in the hands of the Shaman adventurer after butterfingers-mcThrall dropped it in the maelstrom during a fight. Where it was in turn, used during the Third Legion invasion. It is probably worth noting that Doomhammer does come with its own little prophecy which goes:

Through blood the weapon shall pass, as surely as night begets day, Until the elements cry unheard, and pride turns to unbridled rage. The last of the line shall deliver salvation and doom upon his kind. Honor will be undone and all will be lost, before it is found again. A stranger will raise the hammer high, and with it justice shall reign.

In universe there seems to be some debate over who exactly the prophecy applies to (be it Thrall or the Adventurer). Either way, after the third legion invasion, it, along with several other artifacts was drained to help with the wound in Silithus.

Skull of Gul'dan – This artifact is so awesome, after it was drained the first time, the universe sent a whole new Gul'dan to supply another one. As you might surmise from the title, this is Gul'dan's skull, having been removed from the corpse of one Gul'dan. It went on a little journey after demons tore him to shreds, going from orc to orc until finally landing in Ner'zhul's hands so he could reopen the rift in the Dark Portal.

Then Ner'zhul would sell it off to Deathwing for services rendered who then managed to lose it to Khadgar, Alleria, and Turalyon in the Blade's edge mountains. From there Khadgar would use it to seal the Dark Portal, chucking it through just before the portal closed so the Kirin Tor could look after it. It was to no one's shock, stolen during the siege of Dalaran and taken to the Forest of Ashenvale, corrupting a portion of them into what is now known as Felwood.

This is where Illidan would stumble into it, and drain its energy for himself, keeping it as a bit of a prize, by the time adventurers were cleaning out Black Temple, its power had been reduced to only managing to provide haste buffs.

But worry not, a second Gul'dan from an alternate universe fell through into Azeroth, and he too had a useful skull. Though when Gul'dan was defeated and relieved of his flesh by a rather irritated Illidan, he simply crushed the skull in his hands this time round.

Atiesh, Greatstaff of the Guardian – As you might have guessed, this staff was wielded by the Guardians of Tirisfal including Aegwynn and Medivh. After Medivh was relieved of it following his beheading, like some kind of cursed object, every mage that touched it died. So, the Kirin Tor sealed it behind an impenetrable barrier in Dalaran. Then during the siege of Dalaran it ended up getting shattered into 42 pieces (It's probably a hitchhiker's guide to the galaxy reference).

The pieces ended up all over the place with even C'Thun managing to get a hold of the base of the staff. Though he was eventually relieved of the object by Meryl and Garona who in turn gave it over to Med'an who restored the staff. Med'an at some point must have given it to Khadgar because by the time of the Iron Horde invasion he was wielding it.

It is presumed destroyed after the attack on Dalaran by Xal'atath as it snapped in half during Khadgar's fight with her.

Divine Bell and Harmonic Mallet – The divine bell, named Shenqing, is an ancient Mogu artifact crafted from "the maker's flesh", it was created during Lei Shen's reign and said to literally shake the

earth. Lei Shen appears to have used this to fuel the anger and hatred of his troops on the field of battle while sewing fear and doubt into his enemies.

The Harmonic Mallet was created by the Pandaren to serve as a direct counter to the bell that when striking the bell would create pure harmony™. While the bell did get moved around, eventually the night elves found it and took it back to Darnassus. It was here that forces of the horde stole it forcing the Alliance to seek out the Mallet.

Anduin would end up using the Mallet in a fight with Garrosh and was promptly crushed by the now shattered bell.



The Helm of Domination, the means to control the undead.

Other Notable Artifacts

These are artifacts that do show up again and again throughout the story, but don't necessarily have a huge impact on the story outside of just making an appearance from time to time.

Fearbreaker – A legendary dwarven hammer and family heirloom of the Bronzebeard clan. It apparently has a degree of personality, as it was described as “liking” Anduin and Baine who both ended up with the weapon at one point in their lives. Anduin was given it as a gift by Magni, and then when he ended up in Theramore and Baine was needing to take back Thunder bluff, he gave it to Baine to help reclaim his home.

Baine would hold on to it until the attack on Theramore where he would have it given to Jaina asking her to give it to Anduin. Anduin would keep the mace until the fourth war where he confessed he didn't feel worthy of the weapon and gave it back to Magni.

And Mangi would have probably kept it, were it not for his butterfingers losing it during the assault on Dalaran and the hammer falling into the ringing depths (I'm sensing a pattering with important hammers being dropped down endless chasms). His daughter would go on to find and reclaim it, and when attempting to give it back to Magni was soundly rejected, as he said she should keep it and pass it down when the time came.

Axe of Cenarius – Created by Malfurion under the direction of Cenarius, this was a weapon gifted to the orc Broxigar, and would go on to be one of the few mortal weapons that injured the mad titan Sargeras, though if that was the axe's doing or simply Broxigar's pure force of will is unclear.

Gorehowl – It's the Hellscream family heirloom. It was originally used to slay Gronn and would go on to find itself as the weapon that killed Cenarius during the third war and the blade that would slay Mannoroth at Demon's fall canyon. At some point it was passed down to Garrosh where it would be the weapon that killed Cairne Bloodhoof, though Garrosh appears to have chucked it in favor of an old god duplicate of the weapon.

The Red Pox – Not really an artifact per se, but it is an important enough factor in Warcraft lore to be aware of. It was originally created as a weaponized disease by the Gorian ogres to chase the Orcs off their land. The disease was based on the Curse of Sethe which itself was responsible for turning the Arakkoa into the flightless birds one sees meandering about these days. The red pox much like any major plague would show up every so often doing damage to Orcish populations. It wasn't until Gul'dan began intentionally spreading it at a festival with the help of magic that it started to claim countless orcish lives. It was then further modified by the Orcs into a weapon to use against the Draenei resulting in the broken that we know today.

Doomstone – It's not 100% clear what this thing does, though the name certainly implies something. It was first used by the Twilight's Hammer while they were trying to blow up Thousand Needles before being given to Magatha Grimtotem. Magatha ended up giving it to the Earthen ring who wanted to keep it near the Maelstrom. It's apparently stayed there even during the attack by Azerite elementals with Magatha theoretically keeping a close eye on it.

Pearl of Pandaria – An item that seems to give visions to those who hold it, originally held by a tribe of murlocs, then hunted down by a naga named Zhahara. It would end up getting swallowed by Shen-Zin Su (The Pandaren name for the turtle that is the wandering isle) and then finally in the paws of one Li Li Stormstout who was granted visions of Pandaria. She would meet up with Chen and they would travel across the world with it before handing it over to an elder sage at the Jade Temple.

Fruit of Fertility – Tucked away in Dire Maul and created by a Night elf by the name of Millicent Serene. It is credited as being one of the primary reasons that the citizens of Eldre'Thalas thrived during the height of the Kaldorei empire. Though thought destroyed during the War of the Ancients, the fruit ended up in the hands of one Alzzin, a satyr who corrupted the fruit into what he called "The Felvine" and used to enslave ancients and corrupt the forest of Kalimdor. It was sealed in a protective box when adventurers dropped by to clean Dire Maul out

Oathbinder – A titan artifact that Neltharion had used to control the Dracthyr and was destroyed during the early days of the War with the Scaleborn. During the events on the Dragon Isles, a partially repaired Oathbinder is found by Scalecommander Sarkareth, and he attempts to use it to bind the Sundered Flame to himself. The plan did not in fact go off without a hitch and the Oathbinder ended up getting destroyed again.



Broxigar's super cool axe

Important Materials

These are some random ores and plants that show up from time to time in the story, and are worth mentioning beyond iron, gold, etc.

Kaja'mite –Originally discovered by Mimiron it was used to help create what we today know as the Goblins. After the sundering the Goblins ended up cut off from their supply and had to flee to Kezan and seemed to have forgotten its uses after only a few generations. When the Zandalari showed up and started making them mine the stuff as slaves they were once again exposed and grew intelligent enough to overthrow their Zandalari overlords.

Apparently because the goblins basically mined Kezan dry of the stuff, this is actually why their inventions are a bit shoddy, as without the constant supply of Kaja'mite they're actually growing less intelligent. By the time of the fourth war, it became apparent that there was a Kaja'mite mine in Zandalar which the goblins quickly got to work making a deal to help mine.

Either way, between the hyper intelligent gorillas and the goblins themselves, Kaja'mite very clearly makes you more intelligent and It's also a stabilization agent with black blood, helping to keep it from exploding.

Azerite – The literal blood of Azeroth, it was discovered in exceedingly small quantities prior to Sargeras stabbing the planet, but after the whole stabbing dealio, the whole of Azeroth started to overflow with the stuff. It played a pivotal role in the fourth war, as it had inordinate amounts of power and strange properties. Those who held it could see increased strength, intelligence, focus, you name it. It makes those supplement adds sound like they're underselling.

Saronite – The blood of Yogg Saron, said to drive those who mine it mad. It was the key construction element in virtually everything that the Lich King created. From armor to fortresses, the metal was used to power the scourge army. It did show up when Fandral tried to plant his world trees, but the Night Elves of the time worked to eradicate it.

Black Blood – The blood of some old god, though it's not clear which one. It apparently sat dormant until Sargeras stabbed the planet and has been spreading rather out of control ever since. It was used to mutate Nerubians into powerful ascended warriors and even small amounts of exposure appear to allow one to see into entirely different realms of reality. It appears to be stabilized with Kaja'mite.

Bloodthistle – Perhaps one of warcrafts few actual drugs, it is native to Eversong woods and those that consume it regularly are called Thistleheads, it's even illegal to sell in places like Shattrath.

*Note: Given their name sake and the behavior of other pockets of blood, Sargerite and Argunite are probably the crystalized blood of Sargeras and Argus respectively.



A protogoblin holding Kaja'mite (according to Hearthstone)

Section 6: Major Organizations

Horde – Team Red and descendants of what is now known as “The Old Horde”, the horde as we know it today got its start with Thrall being freed from the internment camps of Lordaeron. Their initial allies included the Tauren and Darkspear trolls who of course helped in the campaign against the scourge and legion during the third war. After the third war, thanks to some persuasion by Hamuul Runetotem they would bring along the forsaken forming the first four and arguably founding members of the Horde: The Orcs, the Stonemaul Ogres, The Darkspear Trolls, The Forsaken, and the Bloodhoof Tauren joined shortly thereafter by the Raventusk Trolls.

Then with the Night Elves joining the Alliance and poor relations with the humans, dwarves, and gnomes after the sacking of Silvermoon, plus the fact that the leader of the Forsaken was their ranger general prior to her death, the now Sin’dorei began to seek out the Horde as allies during the events of the burning crusade. During the battles in Northrend they would add the Taunka of Northrend to their ranks.

When the Cataclysm came, the de facto Warchief and thus leadership of the Horde was turned over to Garrosh Hellscream, being passed down from Thrall. He would initially oversee the joining of the Bilgewater Cartel of Goblins, The Shatterspear Troll Tribe, as well as playing no small part in the Grimtotem uprising in Thunder Bluff. The horde would remain under his command and welcome the Huojin Pandaren as well as the Hozen. Then of course the Darkspear rebellion and Siege of Orgrimmar would result in Garrosh being dethroned and replaced with Vol’jin of the Darkspear trolls.

Then during the legion invasion Vol’jin would be killed and leadership would be passed to Sylvanas Windrunner of the Forsaken. They would also bring in the Highmountain Tauren and Nightborne elves of Suramar after the Kaldorei showed distrust in them and they realized there were similarities between themselves and the Blood Elves.

Sylvanas would begin the War of Thorns and start the Fourth War bringing in the Mag’har clans of Draenor, the Zandalari, The Unshackled Naga, and Vulpera to the side of the Horde. Following this, Sylvanas would also find herself on the losing side of a growing rebellion and amscray to the Shadowlands causing the Horde to come to the realization that this monarchy thing wasn’t working out so well and putting together the Horde Council instead.

By the events of Dragonflight they would be joined by the Dark Talon Dracthyr and after the destruction of Dalaran they would also have Earthen joining their cause. Currently Orgrimmar remains the capital city of the Horde. They are also currently in an armistice with the Alliance.

Alliance – Team Blue, or the “Grand Alliance”, is the counterpart to the horde. Starting off with just the Kingdom of Stormwind in the first war before picking up additional human kingdoms, the dwarves and the gnomes during the second war and after the third war, probably in no small part because the Orcs had killed Cenarius and were busy logging Ashenvale, picking up the Night Elves. These four would make up the foundational members of the Alliance we know today. There were also fragments of Quel’Thalas which had no interest in joining the horde, and thus a small contingent of High Elves would join the Alliance.

During the events of the Burning Crusade, the Draenei would crash into Azuremyst Isle and join the Alliance. Then after the Cataclysm and some soul searching, one of the human Kingdoms which had sealed themselves off, Gilneas, having been aided by Night Elves with their dogged problems, rejoined the alliance with slightly more fur.

After Theramore was destroyed they would pick up the Tushui Pandaren and Pearlfin Jinyu, and then during the third legion invasion gain the Lightforged Draenei and a group of elves known as the Void Elves or Ren'dorei. By the time of the fourth war, they would mend their relationship with Kul Tiras and forge an Alliance with the Mechagnomes of Mechagon.

The Alliance would round out their membership with the addition of the Obsidian Warders after their release from the Forbidden Reach and several Earthen after Dalaran's destruction.

Unlike the Horde, the Alliance never really operated with a singular leader, though Stormwind is arguably the capital.



Horde vs. Alliance, the foundational principal of the series for 30 years now

Ostensibly Neutral

Most of these groups by their nature tend towards the side of trying not to get involved with the conflict between the Horde and Alliance (as at this point that conflict frames the entire setting). And so be it a hot or cold war, most of these organizations have avoided taking sides officially. They may have members who fight for a given group, but largely as a whole they stay neutral.

Cenarion Circle – After Malfurion Stormrage received training from Cenarius becoming the first druid, he would go on to start teaching others. During the war of the Satyr, it became clear a more official governing body for these new druids was needed, and so the Cenarion Circle came together. They would form close ties with the Green Dragonflight. There have been Tauren druids in the circle prior to the third war, as Hamuul Runetotem is noted to be the first in several generations rather than the first ever, but it would appear they only became commonplace after.

While Malfurion lay comatose after the third war, Fandral Staghelm would lead the organization until the events of the War against the Nightmare where Malfurion would finally wake up from his morrowgrain induced nap and started trying to put things on the right track again. The Circle was behind the initial attempt at a peace accord after Garrosh started pushing for more aggression

against the alliance, a peace accord that became an ambush and only hastened the degradation of relations.

The Circle would pick up Gilnean Harvest Witches and Darkspear trolls, and helped lead campaigns like the battle for Hyjal or the battles in Val'sharah during the third legion invasion. During the fourth war and beyond much of their time has been spent trying to assist the Earthen Ring with repairs to Azeroth in Silithus.

The Circle attempts to maintain neutrality, though several of its members certainly tow the line from time to time on exactly what neutrality means, Malfurion included.

Earthen Ring – Where the circle is tied to Druids, the Earthen Ring is tied to Shamans. Founded by the Tauren some 200 or so years prior to the modern day. The group is led by what they call a Farseer, and that seems to change based on who is best to talk to the elements at the time. They started off as a largely horde Organization until the events of the burning crusade, where in they started taking on Broken shamans.

Then by the time of the Cataclysm, they had moved their operation to setup shop just outside the Maelstrom, bringing in Goblins and Wildhammer Dwarves to the fold. They stayed largely out of the grand scheme of things until the third legion invasion where they like so many other orders had to take a central role in combating the legion. The title of Farseer would be given to the Shaman adventurer during that time.

Following the legion invasion, and after the giant sword in Azeroth's side, they joined the Cenarion circle in attempting to mend the world as best one can given the circumstances. During this time Aggra was also promoted to the rank of Farseer.

(Though given there are multiple people holding the Farseer title, perhaps it's more a position like archdruid where it simply represents seniority)

Argent Crusade / Argent Dawn / Knights of the Silver Hand – The ever-changing name of the Organization around which Paladins are built. What started off as a counter to Orc Warlocks quickly spread to represent just about anyone who was willing to wield the light and a hammer at the same time. Technically the name Silver Hand comes from legends about the giant actual silver Hand that Keeper Tyr left in Lordaeron that was seen as a religious relic by early humans.

As the Plague spread around Lordaeron and most of the Knights of the Silver Hand were wiped out, what few remained would largely end up splitting into one of two directions: The Scarlet Crusade or the Argent Dawn. It's worth noting that regardless of the order's name it is almost always operating somewhere out of Lordaeron. At the moment it's center of Operations is Light's Hope Chapel in the Plaguelands. Unlike the Knights of the Silver Hand the Argent Dawn was far more open about allowing non Alliance races to partake in everyone's favorite part time hobby: Killing scourge.

Of course, the Argent Dawn turned Argent Crusade was pivotal in directing the attack against the Lich King in Northrend. They would go on to host a kicking tournament in the middle of Icecrown to figure out who would be best to charge Ice Crown Citadel with. Of course they along with those heroes would go on to defeat the Lich King.

Then until the legion showed up for their third invasion they largely kept to the Plaguelands trying to help reclaim the area from their bases in Heathglen and Light's Hope Chapel. The legion invasion prompted a full time set of actions to help repel the attack. The group is governed by a Highlord and currently keeps a vigil on the plaguelands and Northrend as those are the areas of most concentrated scourge activity

The Illidari – It's literally in the name there, but these are the Demon Hunters and demon and or elf adjacent things that are loyal to Illidan. In the beginning this included Lady Vashj, Kael'thas, and even Akama counting themselves as members of what was being formed into what was basically a special ops division designed to fight the legion.

Though their operations were assumed to have come to a stop when Illidan was killed and most of its membership imprisoned in the vault of the wardens. Of course when demons start showing up in masse, who better to release from prison than the special ops team dedicated to fighting demons. So the Illidari became one of the key forces to combat the legion in the third legion invasion.

Now with the burning legion defeated, the operations that the Illidari conduct seem fairly scaled back, but there is the occasional demon that gets them out and about including a Shivarra named Syrawon in the fourth war.

Officially the group's leader is... you guessed it, Illidan, but with him guarding Sargeras as his jailor the title has technically been passed to the demon hunter adventurer

Knights of the Ebon Blade – If the circle is for druids, ring for shamans, crusade for Paladins, well you're getting the pattern. The Knights of the Ebon Blade is the group that serves as governance over the Death Knights of Acherus. You see, the Lich King put together a special group of Death Knights at a necropolis called Acherus with the intention of using them to remove the Scarlet Crusade and Argent Dawn from the Plaguelands, as those were the last bastions of Light there.

After the battle of Light's hope chapel and coming to realize they were rather disposable, they decided to align themselves instead the forces opposed the Lich King and headed to Northrend with everyone else. After the Battle of the Wrathgate, when the Alliance and Horde decided that each other was better targets than the Lich king, it left the Knights of the Ebon Blade and Scarlet crusade with the unenviable task of being the only force still devoting all their effort to fighting.

They don't make any major appearances until the third legion invasion, where under Bolvar's direction (As he's the new, cooler? Hotter? Lich king) that the famed four horsemen were reassembled (Nazgrim, Thoras Trollbane, Sally Whitemane, and though they had planned on it being Tirion, the Argent Crusade taking Umbridge with that forced them to go with plan b. Darion Mograine). They would aid in fighting the legion and irritate a few groups (including

They would bolster their numbers by resurrecting fallen Alliance and Horde heroes during the fourth war and apparently stamping out the remains of the Scarlet Crusade. After that they would go on to be one of the key Azerothian forces in helping stabilize and mend the situation in the Shadowlands.

The Kirin Tor – It's the mages! Lead by the Council of Six, the Kirin tor is functionally the government of the city of Dalaran. They would be behind groups like Violet eye, a spy organization purely set up

to keep tabs on Medivh and Karazhan. They were also the group that worked most closely with the Guardians of Tirisfal in keeping Azeroth's problematic tears in the fabric of reality from letting demons in too frequently.

They were the ones who first started tracking the plague of undeath in Lordaeron and boasted key individuals who are integral to the story of the world we know today (Jaina Proudmoore, Khadgar, Kalecgos, Kel'Thuzad, Arugal, and Rhonin). They had members fighting in every war, (Though in the first war you may have known them better as Conjurers) and were at the forefront of the Nexus wars, having attracted the attention of Malygos and the Blue Dragonflight.

They continued to operate until the destruction of Dalaran itself over the shores of Khaz Algar, where a serious revisit of their priorities and objectives comes into focus. Though the council of six had acted as Dalaran's ruling body, it was decided that the Kirin Tor would be reborn without a council, without ranks. It would focus on Training, Investigating and advising, staying more mobile and decentralized.

The Guardians of Tirisfal / The Tirisgarde – Formed nearly 3000 years ago, a cross between the Council of Silvermoon, an ancient elven group put together to stop the return of the legion and the most powerful mages of Dalaran at the time. The council had a singular purpose, to hunt and remove demons from Azeroth. They would trust the defense of the realm to a singular Guardian by channeling their power into him or her. The Guardians would in many ways define the history of Azeroth itself including members like Aegwynn, Medivh, Alodi the creator of Ebonchill and first guardian and Meryl Felstorm the first undead on Azeroth, neither scourge nor forsaken, just so good at magic he wasn't about to let something silly like death impede him.

After Aegwynn had gone rogue, The council started putting together a group of elite Dalaran mages to continue the work of the guardian and to hunt her down called the Tirisgarde. The Tirisgarde would be the primary group that most players are familiar with, as the legion invasion forced the reformation of the group to help deal with the situation.

The Kyrian, Night Fae, Venthyr, and Necrolords – The fabled covenants of the Shadowlands. Each belonging to their own realm and responsible for ensuring that realm function as intended. Be it the administration of repentance in Revendreth or the careful watching and monitoring of the cycle of rebirth in Ardenweald by the Night Fae. They are each ruled by their resident Eternal. They act as the governing body that most deal with in helping to stabilize the Shadowlands.



The Argent Crusade combatting the scourge in Northrend

Alliance Groups

Groups that primarily, or exclusively work with the Alliance and it's government.

Church of the Holy Light – Started sometime after the Troll wars by the sister of General Lordain would start having visions teaching the wisdom of holiness, protection, etc. As more and more humans started to have this vision, the movement spread, and it became the de facto human religion. As Lordaeron was founded, it would attract many of the worshippers of this new religion functionally becoming the Warcraft version of the Vatican for the Church of the Holy Light.

The church would last through the years, attracting even practitioners amongst the High Elves at the time. The Church would go on to play a pivotal role in the First and Second wars with the second war seeing the dawn of the order of Paladins, known as the Silver Hand, to provide a direct counter to Orcish warlocks. During that time, the church was led by Archbishop Alonsus Faol, though he was killed during the third war by the scourge. So, leadership was passed to Archbishop Benedictus who was operating out of Stormwind.

Benedictus ended up being a traitor who had turned to the Twilight's hammer during the events of the cataclysm. Still the Cathedral of light in Stormwind remains the primary hub of the religion amongst its various practitioners in the Eastern Kingdoms and Kalimdor.

*Though not stated outright, it is probably safe to assume given she's sitting at the head of the Cathedral of Light that High Priestess Laurena is the current leader of the Church of the Holy Light.

Sentinels – Created shortly after the War of the Ancients, and until very recently being almost entirely composed of women, the Sentinels acted as the military arm of the remaining Night Elves. Prior to the War of the Ancients, military service was based on bloodline rather than actual skill, and against demons that can be quite the downside as incompetent nobles send their soldiers to their death with no experience of how to actually fight.

The sentinels restructured this by better centralizing command under the Sisterhood of Elune (Which could arguably be viewed as the Night Elven governmental structure) and focusing on training and skill as determining factors for promotion. The sentinels are famous for their use of Nightsabers, Bows, and Glaives and were led by General Shandris Feathermoon.

Following the Cataclysm they appear to have eased their hiring practices, bringing in several Worgen (no really I checked the NPC's), though worry not their sexism remained and it was Worgen women. After the fourth war however, it's established with incredible clarity that there were changes in gender roles coming and the Night Elves would start to change, bringing in more men to the role of sentinel.

*It's not clear if Shandris is still the sentinel leader after her promotion to overall head of the Night Elves following the establishment of Bel'ameth. My best guess is it got passed to Myara Nightsong

The Watchers - If the sentinels are the night elven military, then the watchers are its police. You probably know the watchers better by the subgroup which belongs to them, the Wardens. Like the sentinels this also kicked off after the War of the Ancients and was an all-female group initially. They were most notorious for keeping an eye on the prisoner, Illidan, for well over 10,000 years led by Maiev Shadowsong.

When Tyrande had Illidan freed during the Third War, the Watchers and their Wardens were the ones who stayed in hot pursuit trying to catch him, going even into the depths of outlands to try and capture and return him, and ultimately after Illidan's defeat would take he and his Illidari into custody moving them to their base of operations the Vault of the Wardens on the Isle of the Watchers in Azuna.

During the Cataclysm they were also the group responsible for trying to make sure that Fandral Staghelm didn't escape from the Hyjal Barrow Dens. Today they continue to operate the Vault of the Wardens (having recaptured it at some point) and keep an eye on the tomb of Sargeras.

SI:7 - Like the CIA but for Warcraft. Led by Mathias Shaw and operating out of Stormwind, SI:7 Will take any race or creed and make use of them as a spy wherever they can be helpful. They'll even take members of the opposing faction (Goblins like Renzik) when the need arises. The Spy network keeps tabs on a great many things, from the Defias Brotherhood to the dealings of Dragons, Undead, and the Horde.

If you can imagine any kind of spy-like organization, you can imagine SI:7 and the various shenanigans it gets up to.

S.A.F.E – The Gnomish Organization that was put together to retake and help secure Gnomeregan. S.A.F.E. is short for Survivor Assistance Facilitation Expedition. It is, as one might expect, composed primarily of gnomes. This appears to be the Gnomish version of a special operations division.

7th Legion – The 7th Legion appears to be the Alliance's general Special Forces division, taking seasoned soldiers from any portion of the Alliance to engage in conflict across the whole of Azeroth. They were the ones operating Wintergarde Keep in Dragonblight during the War in Northrend, as well as the primary force during the operations in Pandaria.

During the attack on Zuldazar it was 7th legion forces which composed the bulk of the attack. They're led by High Commander Halford Wyrmbane and their forces are composed of a wide variety of units (Mages, Warriors, etc.).

Sons of Lothar – This is the group of Alliance Soldiers and heroes that traveled through the Dark Portal after the second war to chase the Orc threat and put an end to possible future incursions. The most well known among this group being Alleria, Khadgar, Turalyon, Kurdran, and Danath. Once they had reached Draenor, they founded honor hold to act as a base of operations and quickly set about taking out facilities like Hellfire Citadel.

It can be imagined that no one from the expedition expected Ner'zhul to tear holes in time and space itself, sending Draenor plummeting to the very edges of the known universe, but when it happened they made the decision to try and seal the Dark Portal. This would likely mean they could never return home and is part of the reason that the statues to those five individuals sits in front of Stormwind, to honor that sacrifice.

By the time of the Burning Crusade Alleria and Turalyon had bolted to assist the Army of light, leaving only Danath, Khadgar, and Kurdran to watch over the remains of Draenor until they could be rescued.

The broken – The Draenei who after being exposed to the modified form of Red Pox and fel energies that the Horde had at their disposal in the siege of Shattrath and other engagements, begin to lose their physical forms as well as their connection to the light. When alliance forces arrived in Outlands, they quickly set about trying to reconnect with groups like the Broken, as some members of the group included Akama, Nobundo, and the like.

The Broken from Outlands appear to have resettled into the Swamp of Sorrows in a location called the Harborage. There were also groups of Broken on Argus, under the lead of Chieftain Hatuun. While the Draenei do seem to be a bit hesitant around the Broken as shamanism doesn't seem to agree with the teaching of the light, it's clear that at least they aren't lost ones, who are Draenei that are even further deteriorated into functional barbarity.

The Shen'dralar – This is the reason Night Elves have mages starting in Cataclysm. The Shen'dralar are the citizens of the city of Eldre'Thalas (Dire Maul). After watching Dath'Remar Sunstrider and his Highborne booted from the continent, the Shen'dralar decided to lay low and isolated. Problematically for them, their prince had plans to help keep the mana from their demonic power source plentiful enough for everyone... by reducing the number of everyone's there were. So the

population was slowly culled to cut back on the energy drain on Immol'thar and then the Horde showed up to raid the place scattering the remaining Shen'dalar to the wind.

They would eventually seek refuge in Darnassus, though not without a few attempted murders from one highly irritated Warden, but were accepted (ish) back into Night Elven society. By the time of the fourth war and the blooming of Amirdrassil, they seem to have cemented their place amongst the Night Elves once more serving as the mages and conjurers.

Order of Embers – A group of Witch Hunters living in Drustvar serving the kingdom of Kul Tiras. You see, when the first Gilneans landed in modern day Kul Tiras, they encountered an indigenous people called the Drust who took issue with the new settlers. To combat their assaults new methods were developed involving the heavy use of silver and alchemical fire. The group that helped manage this was the Ordre of Embers.

By the time of the fourth war, with the Drust threat quickly returning, it became clear that the order needed to be brought back into service. They go about with titles like inquisitor and if you're imagining the Salem Witch trials, you're probably on the right track (except less indiscriminate murder as there were actual witches).

Rangari / Vindicators – Proof that Draenei have rogues. The Rangari are a group of Draenei scouts that help act as reconnaissance agents for them. They are primarily composed of rogues and hunters and are the ones that tend to be called upon whenever the Draenei need to do some sort of military operation discreetly.

On the other side of the coin there are the Vindicators which are the group of Draenei Paladins. Though it's not clear if you must be able to wield the light to be a vindicator, it certainly seems to be a common theme amongst them. Originally formed on Argus as a police force, the Draenei would end up using them as the primary military arm to help combat threats to the Draenei as they traveled. The Rangari walk softly, and the Vindicators carry the big stick.



A member of SI:7 preparing to do well... spy things

Horde Groups

Groups that primarily or exclusively work with the Horde and it's various governmental entities.

The Kor'kron – What started off as simply an elite honor guard for Thrall following the third war quickly ballooned with each passing year. By the time of the War in Northrend, the Kor'kron had expanded beyond simply guarding the Warchief to actively acting as a functional counter force to the Alliance 7th legion.

Under Garrosh they would find their responsibilities expand even further, quickly taking on the role of not just military but also internal police, becoming more akin to secret police that would root out dissent against the Warchief. Finally, by the time of the Darkspear Rebellion and the Siege of Orgrimmar their number had swelled so much that they were the Army that Garrosh used to defend himself and Orgrimmar.

After Garrosh's fall, they took on a more diminished role, going back to acting as guards for important installations, and even retaining a degree of their operations as special operations units (having been called by Geya'rah to hammerfall during the brief scuffle in Arathi).

The Farstriders – The most elven ranger to ever ranger. The farstriders are the defenders of Quel'Thalas and the archetype of an elven ranger. It was created during the troll wars and has served as the first line of defense for the blood elves ever since. Though the Windrunner family line appears to have been the most persistent series of Ranger Generals, leadership has been given to Halduron Brightwing as of late.

Most of the famous High Elves you know (Sylvanas, Alleria, Halduron, Lor'Themar, etc.) have all been rangers at one point and time.

The Blood Knights – After the Sunwell was rather well... tainted by the scourge attack on Silvermoon and Quel'Thalas, the Blood Elves were in large part a broken people, and many of them had (understandably) lost their faith in the light. The problem with the Light though is that you must believe in it to use it, it's sort of the fundamental way it works. Well in need of the ability to wield the light while still not actually believing in it the Blood Elves cooked up a new way.

They captured a Naaru from Adal's initial party, dragged it back to Silvermoon, and started siphoning the light out of it to fuel their new order of Paladins. As you might expect, this was not universally viewed as a "Good thing". Still most realized the potential value of a light wielding warrior, and so the blood Knights became a staple force in the Blood Elf military.

They were and still are led by the former Priestess Lady Liadrin, who was the first one willing to take the plunge of draining a Naaru. Though with the restoration of the Sunwell at the end of the events of the burning Crusade, they have moved towards a more traditional relationship with the light.

The Sunwalkers- So, we're going to talk about An'she in a moment down below, the long and short of it is that An'she for all intents and purposes is the sun (more later). Anyway, during the War in Icecrown the Tauren began to evaluate that if the Night Elves were purely using the moon as a point of worship, then the proper form of balance would be for them to make use of their relationship with the sun.

Led by Aponi Brightmane, by the time of the Cataclysm, the Tauren had fully embraced the Sun as a point of Worship and more importantly its relationship with the light to create their own order of Paladins. Since that point they have served as a stable force within the Horde.

Royal Apothecary Society – Apparently RAS For short, it was created by Sylvanas to research a method of wiping out the scourge via the very same undead plague that had brought ruin to Lordaeron, modifying it into a weapon. They would of course be the ones to develop what is now called the Blight.

Though they were created early in the Forsaken's history, they didn't come to prominence until they decided to test their weapon on literally everyone at the Wrathgate. On the bright side, the weapon was supremely effective against all parties, on the downside everyone was pissed. So while horde and alliance forces swept in to murder the RAS leadership at the time (Putress), the Society continued on promising for realsies this time they'd help the horde. It is because of the RAS that Kor'kron guards were stationed throughout undercity double checking to make sure they didn't try to pull anything

After the cataclysm, the blight was deployed again in Gilneas and Southshore, again proving incredibly effective. They have since kept a low profile, probably having something to do with their primary weapon permanently scarring the land. By the time of armistice after the fourth war, their leadership sat as a member of the Forsaken Desolate council.

Cult of Forgotten Shadows - During the first war, and with the help of one very talkative knife, a bishop of Stormwind named Natalie Seline began looking into the work of the Orc Necrophytes to

learn of Shadow Magic. She would go on to document her findings, though thanks to Xal'atath's love of trying to get her wielders killed in conjunction with the Kirin Tor working desperately to suppress the findings, it would be some years before the priest of the forsaken actually discovered those writings.

This would however lead to the creation of the Cult of the Forgotten Shadows, a group of Shadow priest primarily among the Forsaken, but finding members among the rest of the Horde as well. Where the Church of the Holy Light acts as the alliance primary source of priest, the cult of the forgotten shadows does the same of the horde.

At some point it was discovered that Natalie was not in fact dead, just hiding in a rift somewhere, and during the Third Legion invasion she would go on to become the leader of the Cult of Forgotten Shadows once more.



A Blood Knight demonstrates why some in the horde were willing to overlook their immoral acts to acquire the powers of the light.

If you have one, I get one too

This is a collection of groups where functionally they are just the Horde and Alliance forces that combat each other in a given area. A great number of these are simply the battleground faction groups, though they do show up elsewhere.

The Aldor / the Scryers – Of course Scryer had the epic mage ring, but when I turned to Jimmy he said “Dude I wanna go with Aldor!. Jimmy wanted that blue staff.

Alright so, the Aldor and Scryers are two factions that make their home in Shattrath.

The Aldor previously were the defenders of the various holy sites that the Draenei maintained around Draenor, and after the orc genocide were the remnants of the Draenei population on the world who had set about rebuilding the city of Shattrath.

The Scryers were a group of Blood Elves that had been serving Kael'thas and were intending to attack Shattrath. In fact, these blood elves were among some of Kael'thas strongest contingent of soldiers and scholars. The problem is, when they got to Shattrath they had a vision of Quel'Thalas being rebuilt with the glory of the light, so as they approached the city, they laid down their weapons and agreed to help the Naaru.

The Aldor, who had previously been defending various locations from these very same Blood Elves were none too comfortable with sharing a city with them, but begrudgingly did so.

Sunreavers / Silver Covenant – Both groups that operate out of Dalaran, the Sunreavers were simply the Quel'dorei that had come to reside within the city and work with it's population, that was up until about the moment that Garithos intolerable racism got the better of him and he decided to sentence Kael'thas and all Elves to death for what he claimed was letting some naga escape, but was probably more because they were elves and Garithos was a dick.

You can imagine this created just a tiny Schism, as the elves were frustrated that after Garithos army retook Dalaran and immediately set about committing a whole lot of racism, that none of the Kirin Tor thought to intervene. Still Aethes Sunreaver did try to mend these bridges. His choice to do so going so well in fact that Dalaran by and large became a neutral city.

The Silver Covenant was a group of High Elves led by Vereesa Windrunner who had not in fact partaken in the fel and become blood elves and were thus staunchly opposed to letting the blood elves and their new friends in. The two would live in a tense peace until the events of the Alliance Horde conflict in Pandaria involved moving a bell, after which the Sunreavers were expelled (forcefully) and Dalaran rejected its neutrality.

It would take the Lich King invading for a third time and Jaina Proudmoore leaving the council of six before Aethas once again managed to mend the bridges and bring the Sunreavers back into the fold, and everything was going mostly ok... until Dalaran exploded. Though the leaders of both groups are still alive, it is unclear with the Kirin Tor's reordering where these two will stand.

The Unshackled / Waveblade Ankoan – When the Alliance and Horde fleets suddenly found themselves plummeting to the sea floor on account of the ocean being removed over Nazjatar, the local populations happily began to take their sides. The Unshackled are various groups of Naga Slaves and refugees who decided to befriend the Horde, while the Waveblade Ankoan were a group of well... Ankoan who joined the Alliance.

Defilers / Legue of Arathor – The League of Arathor were basically the remnants of the kingdom of Strom after the ogres managed to sack the city while the Defilers are a group of Forsaken. Both would very much like to control the Arathi Basin, and that's about the long and short of it.

Silverwing / Warsong Outriders - The Warsong clan of orcs was of course logging in Ashenvale, and the Night Elves were not about that life. The Silverwing sentinels are a division of sentinels

specifically set aside to try and hold the forest of Ashenvale and put a stop to the logging operations there while the Warsong Outriders are on the hunt for ever bigger and juicier lumber for the Horde.



The leader of the scryers burning an Aldor banner, assumably before they both lived in Shattrath together.

The “Bad Guys”

The big bads of the world, the reason that entire expansions in World of Warcraft exist, these are the key figures in Warcraft and often show up on more than one occasion. Even when you think you’ve gotten them beat, they’ll show up again in some form or fashion.

The Old Horde – Prior to the Third war and the leadership of Thrall, the Old Horde was arguably ‘the bad guys’ and they most certainly represented such to the Alliance of Lordaeron and most on Azeroth at the time. This is the horde that was formed by Gul’dan, initially led by Blackhand and then later Doomhammer in the first and second wars.

It was the horde that would sack Stormwind, commit a genocide upon the Draenei, drink of demonic blood, enslave dragons, and generally just commit some pretty foul atrocities. They managed to make it all the way to Lordaeron and Quel’Thalas before finally being pushed back by the combined forces of Quel’dorei, Humans, Dwarves, and Gnomes managed to route them at the battle of Blackrock Mountain, managing to push them all the way back through the Dark Portal itself.

Burt like any good operation, even in its collapse it had a few spin offs.

The Dark Horde – Led by Rend and Maim, sons of Blackhand, the dark Horde were a group of primarily Blackhand Orcs that after the battle at Blackrock Mountain, decided to move in to the place with the Dark Iron striking a deal initially where the Dark Horde would hold the top part of the mountain while the Dark Iron got the bottom.

This apartment arrangement didn't last long and soon the two sides were fighting. Said fighting eventually got Maim Blackhand killed, on top of that after the Dragonmaw Orcs were all but wiped out at Grim Batol, Deathwing's son Nefarian moved in with the Dark Horde and turned them into his own little personal army. Then Thralls own Horde showed up and forcibly removed Rend Blackhand from power causing the remaining Blackhand orcs to scatter and leaving Nefarian vulnerable to attack.

It wouldn't be until Deathwing and Nefarian showed back up after the Cataclysm teaming up with the Twilight's Hammer to help there, their expeditions to attack Red Ridge and Elwyn Forest both ended in failure. Then after Deathwing's death, Garrosh welcomed them back into the Horde as a whole.

The Fel Horde – After the Old Horde was driven back to Draenor and chased there by the Sons of Lothar, the Pit Lord Magtheridon showed up to wrestle himself an army. While the Sons of Lothar were able to keep the Fel Horde Relatively contained, they wouldn't be capable of putting down a Pit Lord,

So, it took Illidan and his crew showing up, beating up Magtheridon and throwing him in Prison and then taking control of the Fel Horde for himself. By the time the Alliance and Horde showed up to help the situation in the Outlands, only the Dragonmaw, Shadowmoon, and Bonechewer orc tribes remained, and of those only the Dragonmaw seem to have made it back to Azeroth after the Alliance and Horde were done with their cleaning operation.

The Iron Horde – The Horde that Garrosh decided to throw together by traveling to an alternate version of Draenor where the Horde never fell for Gul'dan's plan or drank the demon blood. Instead, this time they were going to do it the cool way, with rocking technology provided by the Blackfuse company. So, they set out on their mission of conquest once more, but this time with guns instead of demons.

And like the Old Horde, they stepped onto Azeroth and got their crap pushed in and were swiftly driven back to Alternate Draenor. To add insult to injury as the Iron Horde was busy losing battles across alternate Draenor, and alternate version of Gul'dan who had been freed from his prison during the initial assault managed to convince the Orcs that the only way to win the war was to drink demon blood.

Well, Hellfire Citadel fell, and next thing you know the only remnants of the Iron Horde found themselves working alongside the Draenei... until the light showed up and convinced the Draenei they should forcibly convert everyone. At that point the remnants of the Iron Horde had become the Mag'har orcs we know today, escaping to Azeroth to escape being turned into a lightbulb.

The Scourge – The undead masses, originally a creation of the Burning Legion to wage war on Azeroth, the force was initially entrusted to Ner'zhul who much to the Legion's chagrin wanted nothing more than to be free of their control. And so while the scourge certainly proved quite the force in the third war, taking out most if not all of the kingdom of Lordaeron, running rampant across Quel'Thalas and then starting to encroach on Night Elf territory, it also proved to be the Legion's downfall.

While the Legion had turned its attention to Hyjal, Ner'zhul decided it was time to split, and had Arthas Menethil tip off Illidan Stormrage on the Legion's location, Illidan went on to kill Tichondrius and drain Gul'dan's skull allowing the Alliance and Horde forces in the area to turn the tide of battle.

This was all going swimmingly until Kil'Jaeden realizing how easy Illidan was to bribe, also tipped off Illidan of a cool fact, that if Illidan killed the Lich King, he would get a ton of awesome powers. So, Illidan tried, going to attempt to weave a spell at the Tomb of Sargeras to blow the Lich King up at range, only to get interrupted halfway through.

This would weaken Ner'zhul enough to retreat as well as creating what we today know as the Forsaken, or scourge forces who managed to get free of Ner'zhul's command in that weakened state.

After this, Arthas would return to Northrend, keep Illidan from reaching the frozen throne and probably stealing his Lunch money, and then merging with Ner'zhul to become the Lich King that most would come to fear. The scourge would eventually amass enough forces to wage an attack on Azeroth, forcing the Horde and Alliance to respond, step in, and kill Arthas. Then with Arthas removed from the Picture, Bolvar stepped in to put on the helm of Domination and largely kept the scourge quiet.

Remaining scourge forces not being held in Check by Bolvar were a problem, but nothing quite on the scale they had been. Then Sylvanas went and ripped the Helm of Domination off so she could turn the sky into tear to the Shadowlands and the scourge were freed from their shackling. This would cause them to surge all the way to places like Lakeshire and required the intervention of the various forces to get them back under control... sort of.

To this day, the Scourge remain an issue in Northrend that causes issues on a non-infrequent basis.

Cult of the Damned – The group of individuals that would help give birth to the scourge we know today, the Cult of the Damned was founded by Kel'Thuzad. By reaching out to the struggling workers of Lordaeron, Kel'Thuzad was able to give out promises of immortality and never needing to worry about menial labor again. It didn't hurt that Kel'Thuzad was also rich and could sway his rich friends to bring in more to the cult.

By the time of the third war they had decent numbers and were working directly with the at the time smaller scourge forces that the legion was employing in and around Azeroth. It started off small with grain shipments that were full of plague being sent out by some of Kel'Thuzad's friends (In this case Baron Rivendare) to the various towns, poisoning the locals. This caught the attention of Arthas Menethil, who chased them off to Northrend where then he too was convinced to serve the Lich King.

They became most prominent when the Horde and Alliance were drawn to the War in Northrend, where they were the largest non-undead force serving the Lich King and his goals. Even after the Lich King's fall they'd keep operations going in the Plaguelands and Caer Darrow, serving as necromancers to boost the ranks of the undead, even making a resurgence when the helm of domination was shattered, trying to spread the message of the jailer.

They remain in operation to this day, attracting the goths who were too hardcore with their death rituals for the Twilight's hammer cult.

The Mawsworn – Servants of the Jailer who operate in... wouldn't you know it, the Maw. This was the group that stirred up the Scourge and Cult of the Damned after the destruction of the helm of domination, and the ones behind the kidnapping of various leaders across Azeroth. If the creature you're staring at looks like it would cost you white and black mana in Magic the Gathering, it's probably Mawsworn.

These forces were scattered across the shadowlands in various engagements, the most key of course being the stealing of the sigil from Ardenweald and then acting as the forces to hold the Sepulcher of the first ones.

In the simplest terms, this is the jailer's army of tortured souls fused into various armors or constructs or confused Kyrians.

Twilight Hammer – If the Cult of the Damned is goths, then the Twilight's hammer are the kids who enjoyed reading Lovecraft just a bit too much. They started off as a group of orcs that Cho'Gall stumbled into underneath the "Mountain" Oshu'gun (which is just the Draenei ship that crashed into Draenor. Really not good at landings those Draenei). Either way there were void lords whispering to the Orcs there and so it was easy enough to convince the locals that the void was a good idea.

The Pale would become the Twilight Hammer under Cho'gall's command during the first war, and they would have one guiding principal, trying to reach "The Hour of Twilight" which is basically an apocalyptic prophecy that Shadow will eventually envelop the universe and snuff out all life. When they landed on Azeroth they immediately started hearing whispers from the old gods and were sure they were in the right spot. So, they worked to make sure that the Orcs would act as the engine to bring about the apocalypse

If an old God slipped free of his prison, you could put more than money that the Twilight's hammer was behind it. From C'Thun to Yogg-saron, the cult would go anywhere they could and even bring in new non pale orc members along the way. They were the ones who summoned Ahune purely to try and start a fight between Neptulon and Ragnaros, literally attempting to stir the pot.

Deathwing's cataclysm was all an effort to try to bring about the so-called hour of twilight (and one can see a preview of it in the Hour of Twilight instance, what would happen if the cult was successful). By the time of the 4th war's conclusion and the destruction of N'Zoth in Ny'alotha, the Twilight's hammer was greatly weakened, but still active.

Even if they can't use the old Gods, they are still set on finding someone way to end the whole of the universe.

The Burning Legion - The great Army of demons that stormed across all of space, conquering worlds, and in the start of things they were well and contained on the prison world of Mardum, constructed by Sargeras with the help of Aggramar. The two titans had no trouble killing demons, just trouble keeping them dead, and the prison planet was a great place to stuff them without letting them regrow in the nether. Then... Sargeras saw a void infested planet, and decided maybe

the demons weren't such a bad idea after all if one wanted to remove all life from the Universe to stop the void from taking over.

So, he cracked Mardum like an egg to set them free and went about on his Burning Crusade to remove all life so that the void couldn't eat it. He gave the demons intelligence and strength and led them across the galaxy. This as one might expect irritated the Pantheon, and so the two came to blows, resulting in the Pantheon's destruction on the planet of Nihilam.

After the clash with the Titans Sargeras realized he'd need some strategy for taking on the rest of the universe, and so he recruited the Eredar to run the role as generals to his demonic forces. At some point Sargeras got word of a really juice world soul named Azeroth and decided it definitely needed to be purged before the void ate it and set about trying to find any way he could to get there. The legion and its agents managed to convince the Highborne Kaldorei the first time around, resulting in the first Legion invasion and the war of the ancients.

The second time, they managed to convince the Orcs and Medivh that making a portal between Draenor and Azeroth was a sweet idea and should totally be done. They would create the Lich King and thus the Scourge and Cult of the Damned and during the Third war began their second major invasion.

The very threat of the legion convinced Wrathion and Kairozdormu to set Garrosh Free in the hopes that maybe he would rally enough orcs to build an army to fight the legion. The plan of course went straight to hell and ended up providing the legion with a second free Gul'dan who got himself hurled to Azeroth and making use of the Tomb of Sargeras to start the third legion invasion.

It was during this invasion that the forces of Azeroth would manage to push back and find out that Demons were being brought back rapidly (as opposed to their natural slow reformation in the twisting nether) in part thanks to the death magic infused world soul Argus.

Of course, that third invasion ended with Sargeras getting contained and most of the Legion's leadership getting killed. There are still pockets of demons wondering about, but they pose nowhere near the threat they once did.

The Black Empire - Before the titans ever found Azeroth, the Old Gods had formed an empire, forced the elementals to bend to their will, and ruled over the whole of Azeroth. Composed of forces like the Aqir. They would reign over the whole of Azeroth, fighting amongst each other and vying for power until the Titans showed up and started getting to work putting them all in prisons or killing them.

We know exceedingly little about the Black Empire beyond the fact that it was controlled by the Old Gods, it predates the Titans arrival on Azeroth or any of the titan forged. If the creature you are fighting looks like it rolled right out of either an HR Geiger Painting or Lovecraft novel, it's probably a soldier of the Black Empire.

San'layn – The short and sweet version is that they're vampires. The long story is, after Illidan's attempt to kill the Lich King in Icecrown went belly up, and he and his friends including Kael'thas were forced to retreat, there were several Elves still left who ended up scattered across the frozen north. Arthas ended up hunting them down and raising the most powerful as a the San'layn, who

much like the Eredar for the legion, ended up serving as commanders, generals, and leaders for the scourge.

After the Lich King's fall, most of them were left scattered to the wind, and while a group of them did try to join the horde, only to end up killing a literal boatload of forsaken and offed by alliance forces anyway, the vast majority like most of the scourge are either gone or causing trouble for Horde and Alliance both.

The Shadow Council – Formed by Gul'dan, the Shadow council was a group of Orc Warlocks who acted in the shadows (ah?) to manipulate the Orc clans into declaring war on the Draenei and supplanting shamanism with darker magics. They made their headquarters at the Black Temple though would move into Blackrock Mountain after the first war and landing on a new world. When Gul'dan was incapacitated by Medivh's death, the council would fall (technically) to the command of Orgrim Doomhammer, who was none too happy one of their assassins, Garona, had been caught and was about to spill their location, and chose to wipe out most of the council, putting their souls into the first Death Knights.

After the third war what remained of the Shadow Council had at some point decided to move to Felwood, they would stay largely quiet until an alternate version of Gul'dan showed up during legion where they would assist in recovering a few key objects. With the expulsion of the legion forces from Azeroth in the third legion invasion it's not clear how much or if any of the Shadow Council remains.

The Scarlet Crusade – After the fall of Lordaeron, it was the Silver Hand that was left with trying to fix things, but lose enough friends and family to the undead, and you start not differentiating between a good undead and a bad one. Well, the Scarlet crusade take that to the next level by being racist against anything that's not human, having a special hatred for the undead.

The group started off with just the intention of combatting Arthas and the undead plague, up until about the moment one of the groups key leaders, Saidan Dathrohan, one of the founding members of the Silver Hand was privately killed and replaced with a dreadlord. The group ended up turning down ideas like bringing in the Dwarves or Night Elves to help with what was going on, calling it a purely human affair.

The combination of distrust of Dathrohan and the zealotry on display led to a fracture. The Silver Hand Knights who wanted to continue this Crusade would become the Scarlet Crusade, while those that wished to bring in others from around Azeroth and follow the principles of the light would become the Argent Dawn.

This new Scarlet Crusade would 'inspect' towns, often finding what they called corruption and wiping out entire towns. They built a monastery in Northern Lordaeron and would often come into conflict with the Forsaken forces there. While missions did end up exposing the Dreadlord hiding amongst their ranks, they still stayed just as fervent in their zealotry, up until about the moment the Scourge turned their eye towards the Crusade and worked to strike at every single installation they had.

But like any sort of cockroach of an organization, this wouldn't put a stop to their operations. They would continue to crop up again and again in various locations around Lordaeron, having most recently moved into the remnants of Gilneas. There they would have to be chased out by a

combination of Forsaken and Worgen forces (two groups that the Scarlet Crusade considers abominations).

It's been stated on several occasions that even if the leadership of the organization is killed, there will always be some new determined crusader to take its place.



Taelan Fordring, son of Tirion Fordring, fighting for the Scarlet Crusade

Criminal Groups

Just some various criminal groups that operate throughout Warcraft lore and history that aren't necessarily evil per se, so much as just a collection of bandits. That is to say usually they aren't trying to take over the world, just make a few bucks.

The Defias / The Stonemasons Guild – Legally speaking these are two separate organizations; however, to discuss one without the other would be somewhat disingenuous as they are deeply related. After Stormwind was torched, it needed to be rebuilt it was turned over to the Stonemasons to complete. Thanks to the work of one particularly invested black Dragon, Onyxia playing the role of Lady Prestor, the nobles of Stormwind were convinced that the stonemason's work wasn't good enough and they shouldn't get paid.

This resulted in some riots, led by one Edwin Vancleef, which ended up getting a rock thrown at then queen of Stormwind Tiffin Wrynn, killing her. As you might expect, killing the Stormwind Queen had some rather deleterious effects on dealing with the locals, and Vancleef and his stonemasons were forced to flee to Westfall. There they'd fall into lives of thievery and banditry. They would become famous for their red masks.

During the early days of what you could call vanilla, the Defias would largely be put down by roving adventurers but not before causing issues in Northshire Valley, the Stockades, making a deal with the Riverpaw Gnolls, helping to have King Varian Wrynn kidnaped. You name it, if it were near or around Stormwind the Defias probably had a hand in it. They were even on their way to building a massive battleship, the Juggernaut, that they intended to attack Stormwind with.

After being put down, Vancleef's daughter, Vanessa started working behind the scenes to try and put the Defias back together, coming to fruition after the events of the Cataclysm (where it was easy to find support of the lack of economic backing from Stormwind in light of the disaster), where she like her father would be defeated (though not killed) by adventurers

The Syndicate / Ravenholdt – Again not technically the same organization, but they show up in enough of the same spots together that it's worth just sort of lumping them in the same bucket. The syndicate is functionally just a group of the former nobles of the now fallen Kingdom of Alterac, while Ravenholdt is a guild of assassins living in the same area who often came into conflict with one another. While the Syndicate would only barely survive to see the Cataclysm, Ravenholdt managed to push through, becoming a key partner with SI:7 up until well until the events of the third legion invasion.

Ravenholdt's biggest fame to claim is probably their stealing of Wrathion's egg from the Red Dragonflight, where they kept and dealt with the side effects of holding onto an egg that the Black Dragonflight wanted rather desperately. This of course forces the rogue adventurer to do several well... adventures.

Bloodsail Buccaneers – What fun is the world if there aren't a few pirates amongst it? The Bloodsail buccaneers are the group of sea dogs and scallywags you had to impress if you wanted to get the insane title (along with a few others). They are headed by fleet Admiral Tethys who just so happens to be a member of the uncrowned and most often find themselves in conflict with the Goblins of Booty Bay the Blackwater Raiders.

Otherwise, they do exactly as you might expect pirates to do and... well they pirate things. Bloodsail ships can be found far and wide, from Pandaria to the Broken shores, these pirates get around to collect the booty.

Wastewander – A group of outlaws and rogues that ended up in Tanaris and later Uldum. They were a group of pirates, but like any good pirate group got their ships stolen by another group of pirates and ended up stranded in Tanaris. They of course started trouble with the local goblin settlement, and after the cataclysm wandered right over to Uldum

There they would set up settlements, until about the moment the forces of N'Zoth dropped in on the area, and I guess having the horrors of the shadow dimension show up in your home can change a group, and so the Wastewanders work with the various groups in the region to push back the forces of the Aqir and retake the area after the fourth war.



Lord Jorach Ravenholdt leader of this “Assassin’s League”

Legion Order Halls

For most of the legion order halls, they existed prior to the events of Legion itself, so their lore is all well established and straight forward; however, a few of them are formed as a direct response to the third legion invasion, or only started letting adventurers interact with them because of the invasion.

The Uncrowned – The uncrowned claims it’s been around for a long time, with Jorach Ravenholdt seen as the groups de-facto leader at the start of the third legion invasion. They were led by a group called the Council of Shadows (not to be confused with the Shadow Council). The council of shadows would be composed of the world’s greatest spies and assassins (Garona Halforcen, Valeera Sanguinar, representatives from the Bloodsail Buccaneers, Steamwheedle Cartel, and more).

They primarily operated out of the belly of Dalaran’s Sewer system in a hidden little spot they called the Hall of Shadows and would remain there until a certain someone blew Dalaran out of the sky. They now have moved their operations temporarily to a small location in Dornogal.

They’re probably most well known from the Third Legion invasion for removing the fake Mathias Shaw from SI:7, a dreadlord who was going to make an absolute menace of the situation, though their modus operandi according to Jorach was to remove kings and leaders from various countries to help keep things in check.

Order of the Broken Temple – After the legion’s attack on the peak of serenity the Order of the Broken temple was formed by a group of monks and moved its headquarters to the Wandering Isle. This is where Ji Firepaw and Aysa Cloudsinger wandered off too. As one might expect there are several well... monks.

The Unseen Path – A group of hunters, archers, rangers, beast masters and trappers that were put together after the end of the War of the Ancients in the broken Isles. Cared for by the Highmountain

until the Night elves eventual return to the isles, it acts as a gathering point for the various hunter groups, coordinating out of the Trueshot Lodge in Talon peak.

The Conclave – One of the order halls established explicitly during the Third Legion invasion, the Conclave is composed of priest who worship both the light and the void. They operate out of what was formerly a Draenei prison in the Twisting Nether called the Netherlight Temple. It was founded by Alonsus Faol and would later include individuals like Velen and Moira Thaurissan.

The Netherlight temple would be the sight of a major battle that would bring both members of the Conclave as well as members of the Silver Hand into conflict with various legion forces, but otherwise its really just a gaggle of priest of all types.

Council of the Black Harvest – A group of warlocks that came together shortly after the fall of Deathwing and the events of the Cataclysm, with the goal of seeking out ever more powerful sources of magic. Though most of them hated each other, they had recognized the success of organizations like the Ebon Blade and others and decided to put aside their differences to seek out this new magic.

They would setup shop on a conquered legion world known as the Dreadscar Rift and would come to and from Azeroth via various portals, with one being stationed helpfully in the sewers of Dalaran. They of course like the other Order halls would help with the various demon related issues that cropped up during the third legion invasion.

The Valarjar – This order hall technically predates most of modern Azeroth, as it was a group of warriors handpicked by the Titan Keeper Odyn. It would operate from the chunk of Ulduar that had been shoved into the sky, the Halls of Valor and was intended to be a better replacement than Tyr's idea of using dragons. And while Odyn and his Valarjar were sealed, the third legion invasion eventually set him and his warriors free.

They would of course assist during the third legion invasion but are one of the few order halls that came out of legion that takes a larger presence in other conflicts going forward, with the Valarjar having a prominent place in the fight against the jailer, with Val'kyr having been abducted by the jailer to be turned into Mawsworn resulting in Odyn's anger.

Then during the events of Dragonflight, when the various dragons were being recalled to the island, the Thorignir dragons which had been loyal to Odyn and the Valarjar were convinced to return to the isles by Wrathion and Vyranoth. As you might expect, there are many warriors in the Halls of Valor.



Vanessa VanCleaf who had tried to poison the uncrowned, but after being beaten, ended up joining them.

Troll Tribes

The Troll Tribes are largely the remnants of once great troll empires, each tended to have their own collection of Loa (more on them later) that they would worship, each tribe being somewhat defined by the weather conditions in which they existed (IE A troll tribe that lived in a forest? Forest Trolls).

Amani Trolls – The forest trolls of the once great Amani empire, which used to span across what is now the top half of the Eastern Kingdoms, they would build their capital atop the corpse of a fallen C'Thraxxi, naming it Zul'Aman. They would live in relative peace until about the time the High Elves showed up and started to take large portions of the Amani's territory to make their home in what is today Quel'Thalas.

As if things couldn't get worse for the Amani, the humans started to move in and form the Arathi Empire which stretched across a fair portion of their southern lands, and when the High Elves sent word to the capital, Strom, they too would join in the fight to fight in what would become known as the Troll wars.

The results of the Troll wars would leave the Amani largely broken as a empire, never to recover, though they would be the group of trolls to help the Old Horde when it showed up to try and get through Quel'Thalas to try and destroy the elves during the second war, which was going great until the orcs left to go tend to other things.

Though by the time of the events of the Cataclysm, after adventurers had rummaged through Zul'Aman not once but twice, the Amani had been reduced to a shadow of what they were at their prime. They do have some representation within Zuldazar but otherwise haven't made too much noise on the world stage in quite a few years.

Gurubashi Trolls – If the Amani were forest Trolls, then the Gurubashi are the Jungle Trolls, and prior to the world splitting into several large pieces, they used to control everything from Zul’Farrak to Zul’Gurub, being one of the primary troll forces to engage with the Aqir at Ahn’Qiraj during the Troll / Aqir wars. Problematically for the Gurubashi it wasn’t elves and humans showing up on their front door that dissolved the empire, but a civil war when a group known as the Hakkari broke off determined to summon something with the word “Blood God” in its title which should be the give away that it probably wasn’t good.

The Zandalari got word that their Gurubashi cousins were planning to bring in Hakkar the Soulflayer and decided it was time to make sure that didn’t happen. So, they stormed the capital and driving the Hakkari out to the Swamp of Sorrows, where they proceeded to build a temple that drew the attention of the Green Dragonflight and were dealt with accordingly.

Then just prior to the first war the remnants of the Gurubashi empire would get into a fight with Stormwind and thanks to Medivh using his power to wipe out virtually all of their forces. Then when the Orcish Hordes came pouring through they would find themselves in combat with the Bleeding Hollow clan of orcs. This would allow the previously exiled Hakkari and their Atal’ai priest to start trying to summon Hakkar again which attracted the attention of the Alliance and Horde.

After the cataclysm they tried again, and it went about as well as the first time, leaving the Gurubashi much like the Amani basically just a shadow of their former empire.

Zandalari – While the Gurubashi get called Jungle Trolls and the Amani forest trolls, the Zandalari are just “Zandalari Trolls”. This is in part because the Zandalari trolls are older than all the rest combined, the literal progenitor tribe. It was in their homelands that the Aqir and Troll war started. After that the Zandalari would work closely with the Mogu to exchange knowledge. The Mogu would provide insight on the Arcane while the Zandalari would provide their knowledge of what lay beyond the vale. The two didn’t really trust each other though, so they kept each other at arms length and when the Pandaren empire rose up, the Zandalari did make a token effort to reclaim land promised to them by the Mogu, but were pretty swiftly convinced to give up the endeavor.

Then the Kaldorei empire came in and as the kids say “Pushed their shit in”, leaving the Trolls rather on the back foot when the Kaldorei then blew the planet apart leaving the Zandalari to discover the Goblins of Kezan and enslave them. They would go on to send help for the Troll Wars, a fighting force to try and deal with the Gurubashi trying to summon Hakkar, and then to top it all off the Goblins would rebel, which leads us into the modern day of the Warcraft era, where you can be assured basically any time there some troll related lore going on, someone from the Zandalari is going to show up.

During the events in Zul’Gurub prior to the cataclysm it was the Zandalari which started to rally forces to put down Hakkar. During the battles of Northrend, the Zandalari would send forces to try and help the Drakkari fight the scourge. During the Cataclysm, Zul would meander about Kalimdor and the Eastern Kingdoms trying to unite all Trolls under one banner. In Pandaria it was a group of Zandalari trolls that would resurrect Lei Shen and make the Mogu a problem for everyone.

But it wasn’t until the 4th War that we would go and meet with the Zandalari directly, the tribe being drawn directly into the conflict between the Horde and Alliance because they made the mistake of

having a lot of boats at their disposal. After their king was killed to try to convince them not to Join the horde, they joined the horde.

They now serve as one of the Horde Troll races alongside Darkspear.

Drakkari – Warcraft’s Ice Trolls, and if you ever wandered what happens if you suck your god through a straw? Well ask the Drakkari, they can tell you. When the Troll Aqir war took place, the Drakkari wandered off to the Frozen north and were swiftly exiled from the other Troll nations for being too violent. They would build their empire in Zul’Drak with a capital of Gundrak. Though during the war in Northrend, the Drakkari were amongst the first groups to fall under attack from the Scourge.

So, in their desperation, as their kingdom was on the verge of collapse, they started to sacrifice their own Loa to try and keep themselves alive. Adventurers would travel down to their capital to put an end to the trolls who had by and large gone mad on God juice. After that the last we saw of the Drakkari was an appearance by their ruler during the attack on the Throne of Thunder, who’s death appears to have set in motion the final and complete collapse of the tribe.

Frostmane – These are a fragment of the Drakkari that had moved into the mountains of Dun Morogh. They had come into conflict with the Dwarves of Ironforge who also chose Dun Morogh as a spot to live. The Dwarves never moved in to wipe out the tribe, considering them instead a simple annoyance. By the time of the cataclysm the Troggs had driven them from their home of Frostmane Hold to Shimmer Ridge.

They still appear to have representation in Zandalari, so it can be assumed that the tribe is still active.

Farraki / Sandfury Tribe – The Sand trolls of Tanaris, they used to go by the name “Razorbranch Tribe”, which was part of the Gurubashi empire. When the shattering came along, not only was Tanaris turned into a desert, but they were also cut off from the Gurubashi empire and forced to survive in the harsh conditions in their city of Zul’Farrak. By modern times their city had largely been overrun by Ogres and Bandits, and they held a grudge with basically everyone in the area (Horde, Alliance, Goblin, you name it.)

The Sandfury, in particular, had a mastery over necromancy, bringing fallen trolls back to work even after death as their numbers were so scarce. Though by the Cataclysm they had such meager holdings that they simply decided to throw in their lot with the Zandalari when Zul showed up, and outside of some brief interactions are basically only found in Tanaris or Zandalari.

Darkspear - /The/ Trolls you know and love, the Darkspear tribe are the island trolls that Thrall bumped into on his way over to Kalimdir. Though once a member of the Gurubashi empire, the Darkspear today are at odds with most of the other major Troll tribes (including the Amani, Skullsplitter, and Bloodscalp tribes, the latter two of which are fragments of the Gurubashi). Led by Sen’jin when Thrall met them, and then later Vol’jin, they would find themselves aligning with the Horde. The history we have of them is largely entangled with the horde.



A forest troll looking extra menacing

Orc Clans

Orcs are broken up into a clan like structure, and while the clan structure doesn't seem to have quite the level of impact it did in the first war, festivals like Kosh'harg which will be discussed later show that they are of still of importance to the Orcs overall.

Frostwolf Clan – The fabled Frostwolf clan, and the reason I am always losing in AV. The tribe from which Thrall descends, they are known for their kinship with, what else? Frost wolves. Prior to the first war they lived in Frostfire ridge. Led by Durotan just prior to the third war, the Frostwolves were one of the clans most weary of an attack on the Draenei, not entirely convinced that the Draenei were about to attack, but they lacked the evidence to prove otherwise.

They were the only orc clan that refused to drink of the blood of Mannoroth, This would leave them as a bit of a pariah clan in the coming first war, and then finding themselves exiled from the Horde when the Orcs started to setup in the black morass. They would head north and make a new home in the Alterac Mountains, where upon the birth of the Chieftain's child (Go'el) they realized that even though they had not drunk the blood of Mannoroth, Gul'dan's machinations had cursed the orcs for generations to come.

After Durotan and his mate were assassinated, leadership of the clan was passed to Drek'thar who took the clan largely into hiding, trying to rekindle their relationship with the elements. They would remain there until a group of Dwarves calling themselves the Stormpike expedition had some disagreements about who belonged in the area. The conflict would of course become the battle of Alterac Valley that we all know.

Warsong – The clan of Grommash and Garrosh and well known for their perhaps dubious skills as lumberjacks. The Warsong made their home in Nagrand, and during the conquering of Draenor, helped Cho'gall's Twilight Hammer in taking out what remained of the Ogre empire. After that they

were told to stick around on Draenor and not participate in the invasion of Azeroth as Blackhand believed they would be a liability.

So, stay behind they did, quickly becoming an asset when the Second War resulted in the Orcs getting pushed all the way back to Draenor itself, the Warsong would end up getting stuck on the Azeroth side of the portal and forced to basically live in the wilderness for a few years evading human capture. After that, Thrall of course sought them out and they went on a bit of a liberation spree.

When the various orc clans rallied under Thrall headed towards Kalimdor, Grommash and the Warsong got separated, ended up setting up shop in Ashenvale, and got in fights with the knight elves eventually drinking demon blood again to kill their Wild God, Cenarius. Then there was Grommash's whole redemption bit, yada yada, long story short, the Warsong ended up basically just acting as soldiers in the battle with the night elves over trying to maintain control over the forest of Ashenvale.

Shattered Hand – A group of orcs who were former gladiators and ogre slaves well known for their self-mutilation. They were based out of the Spires of Arak on Draenor, and during the prelude to the first war and conquering of Draenor, they were tasked with wiping out the High Arakkoa, which they did after convincing the Arrokoan outcast to sabotage the city. Then when the orcs stormed in, they simply slaughtered them both, entirely wiping out the high Arrokoan and bringing the outcast to the point of near extinction.

They like the Warsong were not picked to be part of team storm Azeroth and left behind, and while a few were called up to help with recruitment during the first and second wars, the majority of the Shattered hand ended up on the Draenor side of Draenor when the Sons of Lothar showed up. The shattered hand had been tasked with trying to keep the Sons of Lothar busy for a bit at hellfire citadel, but managed to hold for one day out of the seven they had planned. They were forced back into hiding in the wilds of Nagrand.

Those that had managed to make it to Azeroth effectively became the Orc's version of SI:7 along with the Forsaken's deathstalkers acting as spies and the like with one of their members even sitting on the Uncrowned's council of Shadows.

Those of the Shattered hand that remained on Draenor, including Kargath himself would be mutated into the red Fel orcs that were defending Hellfire Citadel and the Shattered halls when Alliance and Horde heroes stormed through to clear the whole place out.

Bleeding Hollow – Based out of the Tanaan Jungle, in what is today simply hellfire peninsula, they were led by Kilrogg Deadeye and acted as the Old Horde's scouts. The Bleeding Hollow clan were also tasked with heading into Faralton (What is today Netherstorm), They would then be pulled to Azeroth where they would serve in countless battles, including being the clan tasked with keeping the gnomes and dwarves stuck in Ironforge and Gnomeregan respectively while the rest of the Horde Marched North.

When the Old Horde was then forced into retreat, and eventually fell at Blackrock Mountain, The bleeding Hollow clan, despite being summoned was a bit late to the party and realized it was time to scram. They would evade capture for years, heading down to the Black Morass and Blasted

Lands. When they were pushed back through the portal, they along with the Shattered Hand would try to hold Hellfire citadel before being entirely overwhelmed and lost not only their leader Kilrogg but most of their forces.

What remained of the bleeding Hollow would mutate into fel orcs just as the shattered hand had, and what few uncorrupted orcs remained spent their remaining time with the Mag'har in Nagrand.

Laughing Skulls – Based out of Gorgrond, the Laughing Skull were one of the clans sent to the time out corner early on by Blackhand, as during the dying time they had gone basically entirely mad. So, they were sent to the far corners of Hellfire peninsula early on and not brought through with the rest of the clans to Azeroth.

While the clan was allowed to partially redeem itself when Ner'zhul took control of the Horde as the Sons of Lothar came streaming through, of course like the other Orc clans they would find themselves outmatched, and by the time of the burning crusade virtually all remnants of the laughing skull had been turned into fel orcs severing the Fel Horde and Illidari.

Blackrock Clan - Another Gorgrond based clan, though this one was responsible for producing Warchief Blackhand and his successor Orgim Doomhammer. Of course, with the Old horde's leadership at the wheel, the Blackrock clan was pivotal in the various early actions of the Horde during the conquering of Draenor and subsequent First and Second war. Unlike most Orc clans though, their story doesn't entirely vanish after the fall of Orgim Doomhammer at Blackrock Mountain.

Instead, the members of the Blackrock that weren't put in human internment camps would follow the sons of Blackhand, Rend and Maim. They would prove quite the troublesome bunch going so far as to strike targets in Redridge and their neighbors in the apartment below them, the Dark Iron. Though a Horde force did step in to kill Rend, and Maim had already fallen to the Dark Iron, by the time of the Cataclysm they were still striking targets in Northshire and Redridge, resulting in conflict well into the burning steppes.

Once Pandaria showed up, Garrosh formally reinvited the members of the clan back into the horde where they remain to this day.

Shadowmoon – The clan of Ner'zhul based out of the aptly named Shadowmoon Valley. They were a deeply spiritual and shamanistic people until SOMEONE convinced them to start drinking the fel Juice. There they would become the first Orcish warlocks, and start taking their place on the Shadow Council. Of course, members of the Shadow council would follow the Horde to Azeroth, and those that stayed would be with Ner'zhul when the Sons of Lothar showed up to Draenor

Though they did survive the explosion, like the other clans on Draenor, they were mutated into Fel Orcs, and could be found around Shadowmoon Valley. Apparently by the time of the fourth war and the events of Dragonflight there were exceedingly few members of the clan left, with their singular representative being a pariah and calling the clan dead (I guess being part of the clan that doomed your race and blew up your home world would make you a bit of an outcast)

Dragonmaw – Despite a severe lack of dragons in the Draenor Ecosystem, the Dragonmaw do in fact date back to prior to the invasion of Azeroth, though in fairness to the Dragonmaw, in orcish the

name is Nelghor-shomash which roughly translates to Cry of the Beast. They were like many of the other Orcish clans that went through to Azeroth, but when they showed up there, Deathwing realized they might make a wonderful tool to deal with his meddlesome red dragon cousins. So he sent their Warchief some vivid dreams of how to tame your dragon (Without the Pixar logo).

They would hunt down the hiding location of the Dragon soul, and their top warlock, Nekros Skullcrusher would take it and lure Alexstrasza out and then enslave and torture her, forcing the rest of the Red Dragonflight to obey his commands for fear of getting Alexstrasza killed. The Dragonmaw would then use the dragons to great effect throughout the second war, setting up shops in the insanely cursed Grim Batol.

When the Alliance effectively won the second war, the Dragonmaw decided it might be best to stick around Grim Batol and build up an army of Red Dragons, which was working out great for them until Rhonin and crew showed up, shattered the Dragon/Demon soul and Alexstrasza and the red Dragonflight proceeded to eat and burn the entire clan.

What members of the clan managed to survive the encounter would be scattered across the Wetlands and Menethil Harbor areas. The Dragonmaw that had returned to Outlands during the Horde Retreat, like the rest would become Fel orcs, and put their talents to use taming the nether dragons of Shadowmoon valley. There they would fall under the leadership of a Mor'ghor and after being thwarted in outlands, returned home to take control of what remained of the clan on Azeroth, moving their base of operations to the Twilight highlands.

After the cataclysm, Garrosh was looking to recruit the Dragonmaw into the horde, and after his negotiators were killed, decided to use a small force of horde soldiers to help with a little Dragonmaw coup d'etat, removing the fel orc leadership that had taken hold. In light of that, the Dragonmaw were fiercely loyal to Garrosh, and during the civil war, were one of the few groups that sided with him.

Even after the trial their leader, Zaela, attempts to plan an attack on Stormwind from a location in the Blackrock mountains, ultimately getting her and her forces killed. The Dragonmaw remain in the Twilight highlands in a 'tenuous' peace with the Wildhammer.

Mok'nathal – As the Ogres of the Gorian Empire. were starting to lose power throughout all of Draenor, they came to a brilliant plan, they would create a new slave race to help bolster their numbers. To do this monumentally morally dubious task, they began selectively breeding ogres and orcs together to create something with the strength of an ogre but the intelligence of an orc. Then through enslavement and threats to murder family for betrayal, these Mok'nathal as they became known.

When the Ogres turned their attention to the Orc clans in the Frostfire Ridge, they would come into conflict with the Frost wolves, and two smaller clans native to the area, the White Claws and Thunderlords. The three orc clans would prevail and managed to liberate the Mok'nathal from Ogre captivity.

Then during the rise of the Horde Blackhand needed more troops so he invited the Ogres and Mok'nathal along. He was planning to wipe at least the Mok'nathal out after the siege of Shattrath but was convinced to back down from the plan. Rexxar is likely the most well-known of the clan.

Burning Blade – Meet the only clan the Warsong liked enough not to try and kick out of Nagrand, and hey wouldn't you know it they're most well-known for *checks notes* demon worship. They like most Orc clans would journey to Azeroth for the first and second wars, but the burning blade had the distinction of being so unhinged that the Orcs had to use the ogres to try to keep them in check and stop them from going on a bit of a rampage.

After the loss during the second war, the Burning blade were scattered to the winds, and what remained took up the mantle of demon worship, even occasionally teaming up with humans if it meant they got to spend more time chilling with demons. They were among a number of groups serving as the last vestiges of the Shadow Council, and when Orgrimmar was built were literally using adventurers to help weed out weak burning blade members by having them go in and kill them to help serve as proof prove that folks like Neeru Fireblade were definitely working for the Horde and totally not against it (wink wink).

Still Thrall was far from stupid, and clever enough to realize what was going on, and considered the burning blade and shadow council to be the primary threats to the Horde. The only members of the Burning blade, not actively either committing sedition or working somewhere in Kalimdor to cause mischief were the clan's blademasters, who remained loyal, some even acting as Thrall's personal guard.

They had operations running well into the cataclysm with groups in Desolace, the Norther Barrens, Durotar, and more, which all needed to be cleaned out and dealt with. It would finally be Garrosh coming to leadership of the horde that resulted in the wholesale execution of members of the cult, with individuals like Neeru who can be seen dangling during the Siege of Orgrimmar raid.

The only surviving members are those like Lantresor of the Blade, and if you ask him, he seems pretty convinced it would be fine if the clan died off.

Mag'har – A group of orcs who had been afflicted with the Red pox and were quarantined to the village of Garadar in Nagrand. As such when the rest of the Orcs guzzled down the demon blood to go on their Whaa—(I am being told by a games workshop lawyer if I finish that, they will throw a paperweight at blizzard). Either way, the Mag'har orcs were left there in the village uncorrupted. It was here that individuals like Garrosh Hellscream would be raised.

Technically any orc that wasn't corrupted by drink the fel could be considered Mag'har and so the group of survivors that were escaping a Lightforged group of Draenei on alternate Draenor also fall into this category (And it is these Orcs that the player character orc is based on).



The various original Orc Clans spread across Draenor

Goblin Cartels

Usually led by a trade prince, Goblin cartels are collections of goblins usually operating as large-scale commercial enterprises, often finding themselves tied with the various dealings around Azeroth. Though generally led by goblins, they consist of several different employees

The Venture Company – Warcraft’s very own Captain Planet villains. If you can find a rare or valuable natural resource that requires extraction, the venture company is on the case to remove it from Azeroth and put it into someone’s hands. If it looks like something a Chevron engineer would build, but shoddier, it probably belongs to the venture company. This group of goblins can be found in almost every location on Azeroth and beyond.

It was the Venture company that had been operating Silvershard mines before the Horde and Alliance started fighting over it, and when the planet started to bleed Azerite you can bet your bottom dollar the Venture company was right there to find new ways to extract it, becoming the primary supplier for the Horde during the fourth war initially before backing out of the deal, having set up shop in the now Azerite infested ruins of Kezan they called the Motherlode.

However, betraying the horde, and having stolen some things from the Dark Iron drew the attention of both the Horde and Alliance and their base on Kezan was attacked and their trade prince killed. This didn’t set back the Venture company though, as they were quick to show up after Dalaran’s crash buying up Meadery’s in Khaz Algar under spurious bits of contract law to turn a profit.

During the recent goblin political situation in undermine, the Venture company appeared to be the only cartel that didn’t need to be blackmailed into helping Gazlowe, though once Gazlowe was

overthrown and the venture company was put under new Ownership with Grimla Fizzlecrank, it's not clear if they will keep up to their looting and polluting, as that's not the way.

The Steamwheedle Cartel – Led by Marin Noggenfogger, the goblin famous for giving you a little concoction that makes you small or a skeleton, the Steamwheedle are the goblins that run, Gadgetzan and the like. This is a group of goblins that for the most part has remained historically neutral, largely staying out of the way even when the Bilgewater Cartel joined the horde after the cataclysm.

Technically Monte Gazlowe was a member of this cartel as he was the leader in ratchet, but he appears to have joined the Bilgewater Cartel after having weapons shuffled from Ratchet to the horde in the fourth war.

The Bilgewater Cartel – Inventors of Cool, refreshing Kaja'cola, this is the Goblin faction that joined the Horde after Kezan proceeded to explode following dragon related cataclysmic activity. Led by Trade Prince Gallywix they'd have quite the harrowing journey they settled down in Azshara and proceeded to reshape the coastline into a Horde Symbol.

The bilgewater would be the group primarily responsible for helping Garrosh excavate artifacts like the Dark Heart of Pandaria during his reign and then later were key in helping the Horde to acquire Azerite during the fourth war. Though Gazlowe's choice to ride or die with Sylvanas did lead to his position no longer being required and leadership being passed to the somewhat reluctant Monte Gazlowe.

Of course, with Gazlowe at the helm the Bilgewater would be key in the coup d'etat of sorts that took place in Undermine.

The Blackwater Cartel / Raiders –The group of Goblins that operate Booty Bay, the Blackwater Raiders, who would eventually rebrand to the Blackwater Cartel are a group of pirates. Led by Baron Revilgaz, the cartel would see to business in and around Booty Bay, generally being considered honorable for pirates.

They, like the other Goblin Cartels took part in the coup de ta of sorts in Undermine.

The Blackfuse / Darkfuse Company – A cartel of Goblins that worked directly with Garrosh during the Horde Civil War at the time, they were the developers of weapons like the Juggernaut and Iron Star. After Garrosh was deposed, the Blackfuse would move on to assist the Iron Horde in providing weapons and services during the conflict in Draenor

From there, it seems they went through a bit of a rebranding calling themselves the Darkfuse company and came under the Leadership of the former trade prince of the Bilgewater, Jastor Gallywix. They would ultimately discover how to stabilize the black blood and mend the Dark Heart at the behest of Xal'atath.

Then after their leadership was crushed by a giant mech after some adventurers' intervention, they would rebrand again to Darkfuse Solutions, and request the aid of said adventurers in helping them gather some market research to help future proof the poor decision of just following the bad guy every time.



Marrin Noggenfogger of the Steamwheedle Cartel hard at work

Druid Subgroups

DEHTA – Firstly, yes, it is a PETA joke, secondly the Druids for the Ethical and Humane treatment of animals are a group that first showed up in Northrend with opposition to larger groups of hunters like Hemet Nesingwary, opposing them wherever they happen to show up. That’s it, that’s the joke.

Talon – One might call this simply the druidic group that happens to turn into birds; however, they like the claw show up a fair bit more than the other druid circles. They appear to be the intelligence gathering group for the Circle, doing things more in the area of spy work. Their patron wild god is Aviana.

Claw – If the Talon is the bird circle, then the Claw is the bear circle. Their patron gods are Ursoc and Ursol and are best known for what all bears are known for, being big beefy protective tanks. They appear to be the primary ground forces that the Circle uses.

Fang – A group of druids that are famous for their ability to shapeshift into snakes, the Druids of the Fang took up root in the Wailing Caverns. Originally, they had been put together as a group to return the barrens to its once lush glory. Led by the archdruid Naralex, they ended up falling to the emerald nightmare and had to be largely put down.

Scythe / Pack – Created during the war with the Satyr, the Druids of the Pack looked to Goldrinn as their patron wild god and tried to use his fury to help win the war, the problem is that the Pack form turned them feral. They turned on their fellow elf and to contain them Malfurion was forced to lock them away under a tree in the emerald Dream, Daral’nir who’s counterpart in the physical realm, happened to be in Gilneas.

They would have stayed there had Arugal not started to try and summon them when the scourge attacked and made it all the worse when Jitters found the Scythe of Elune and started summoning more in Duskwood. We know by the third legion invasion at least a few of the original Pack druids were still wandering around as the adventurer who came to claim the Scythe of Elune had to help recover them.

Flame – Druids that followed Staghelm when he would go on to agree to help Deathwing and Ragnaros in their plans to decimate the world. They would find their numbers boosted rather dramatically after the War of the Thorns and destruction of Teldrassil. Though there are few Druids of the Flame to ask about matters, most of them appear to be motivated by revenge or deeply dissatisfied with the Night Elf approach to the Horde.

During the fight for Amirdrassil a primary motivating factor appeared to be an attempt to reclaim night elven immortality. Like any druid they can shapeshift, they just happen to take on a shapeshifted form that's on fire.

Branch / Moon / Antler / Fin / Ashen – These are the various other druidic sects that follow the other druidic forms (Treant / Moonkin / Stag / Seal). Ashen might be a bit tougher to translate until you remember that the Feline wild god was named Ashamane (So Cat Form).



Druid Concept Art

Section 7: The Wild Gods, Loa, and Other curious entities

God Gods.... Maybe

So.... It should probably be clarified, the separation between Gods God's and other sort of entities, is with the God Gods, we aren't 100% sure what they actually are. We have some salient guesses, but no confirmation one way or another. They have demonstrated effects in the mythology and lore of Azeroth or Draenor, but no definitive explanation of where they came from. Much of what we have on them is purely myth and legend rather than definitive fact.

Elune – Called the sister of the Winter Queen (by the winter queen), Elune is the de-facto god of the Night Elves and is represented in countless mythos as the larger of Azeroth's two moons. The Tauren refer to her as Mu'sha, the daughter and left eye of the Earth Mother. In Night Elven mythos she is said to have led the dark trolls of the world to the Well of Eternity, which would slowly morph them into the Night Elves we know today.

She is also said to have gifted Eonar a branch of the Mother Tree, that Eonar would go on to plant somewhere on Azeroth. Beyond all that she is worshipped on planets other than Azeroth, and in extreme cases grants her powers to a "Night Warrior" to act as her vengeance. She appears to be the one who keeps Night Elves in a wisp form upon death.

In terms of creations, she's of course given credit for the Tear of Elune, one of the pillars of creation. She is said to be the mother to Cenarius with the father being Malorne. Based on all available evidence the Moonkin were created by her to watch over sacred sites. Khadgar even speculates that Elune had something to do with the creation of the Prime Naaru. So, she has a wide array of areas that mythos and legend tie her to.

What we are sure of, if you are looking at the bigger of Azeroth's two moons, that's Elune or Mu'sha. What exactly Elune or Mu'sha is may be a bit less clear. She is the god which Night Elven priestesses are worshipping and constructing temples to. She does step in from time to time and doesn't seem to mind the occasional blood sacrifice from the flesh of her enemies.

Most official sources unapologetically refer to her as a deity of the pantheon of life, based on her conversations with the Winter Queen during the shadowlands arc; however, I am at this time hesitant to assign that label without question, even if it's very strongly implied.

An'she – If Elune is Azeroth's larger moon, than An'she is its sun. Worshipped by the Tauren primarily, it is said that An'she is the right eye of the Earthmother. Where there is a great deal of lore surrounding Elune, there is startlingly little surrounding An'she. Tauren legends note that during the earliest days of Azeroth, An'she and Mu'sha worked together to push back forces of Darkness until An'she was injured. Then the Earthmother sacrificed herself to contain that Darkness and An'she, Mu'sha, and a tear of their mother Lo'sho, or the blue child, would patrol the skies and watch over Azeroth.

Today An'she is worshipped by Tauren Sunwalkers and Seers, and there are strong implications that An'she has a fair few ties to the light as a primordial force, being Azeroth's actual sun probably playing no small part in that. It is not entirely clear if the Sin'dorei / Quel'dorei and Arathi worship of

the Sun has anything to do with An'she or if that's more specifically just sun base imagery relating to the light. The line gets a bit blurry.

The Blue Child – Azeroth's smaller moon which definitely just takes off and vanishes as a part of the lore and didn't disappear from the sky because of issues with graphics of the skybox. Called Lo'sho by the Tauren, the Blue Child is said to be born of the Earthmother's tears upon realizing she could be corrupted and was no longer a safe haven for her children.

Like An'she, beyond Tauren mythology there is startlingly little about the Blue Child, outside of it having a child like adventurous spirit and just... disappearing at times.

The Earthmother – If this is Azeroth, Therazane, Eonar, Freya, Aessina, a First One, or something entirely outside of that is really anyone's guess. The earth mother is key to Tauren Mythology and is said to predate both An'she and Mu'sha. In Tauren mythology it's said that she kept the old ones at bay until she ended up resting and the Old ones reached out and started whispering to her children, the Shu'halo (Tauren). In their legends she sacrifices herself to contain these old ones, and lets her children / eyes An'she and Mu'sha watch over the world.

Like An'she outside of the Tauren mythos, things directly referencing the Earthmother are fairly scarce.

Anzu, Rukhmar, and Sethe - The gods of the Apexis empire before it's fall. To understand the origin of these three, you need to understand that before the Titans found it, Draenor was overrun with something called the Evergrowth. Think of it like a giant invasive fungal infection that no amount of tough acting Tinactin could fight. Aggramar upon stumbling on the world created a "Grond" to fight off the Sporemounds of the Evergrowth creating a centuries long war between the Grond and it's descendants and the Evergrowth's forces.

Well in a spot called the Spires of Arak, three birds had managed to for the most part stay out of the way of the two fighting forces. Anzu would convince Rukhmar and Sethe to build a sanctuary for all feathered critters in the spires, and they drove off the Breakers and Colossals that fought across Draenor. Anzu would care for the Ravens, Rukhmar the Kalari, and Seethe the Wind Serpents. While Anzu and Seethe didn't mind spending time under the canopy, Rukhmar liked to live life in the sun, and over the years that made Seethe Jealous.

Seethe planned to kill Rukhmar and asked Anzu to join him, but Anzu secretly had a crush on Rukhmar that he could never admit and so he warned her Seethe was coming. So, when Seethe attacked her, Rukhmar easily beat him and knocked him to the earth. Anzu held him in place with a talon, but Seethe uttered a dying curse.

To try and contain the curse Anzu ate him, but side effects included more than indigestion. Anzu started to hear the whispers of the shadows and lost his ability to fly, becoming convinced he was far too hideous for Rukhmar to ever love him now, he went into hiding. Rukhmar, wanting to honor him for helping to defeat Seethe would uplift the Kalari into the Arakkoa that we know today, infusing them with her beauty and his cunning and intelligence.

The problem with creating a whole new form of life is it takes a ton of energy, and so Rukhmar had expended much of her life to create her children. Though she would teach them mastery over the

light and in honor of Anzu they would learn mastery of the Arcane, eventually Rukhmar would grow old and die, leaving the Arakkoa to flourish and build the Apexis empire in her wake.



Anzu taking the world's worst bath in Sethe's blood.

Wild Gods

Wild God, Loa, August Celestial, at their core they are all functionally the same thing, the primal manifestations of life energies most having some manner of connection to the emerald dream or Ardenweald. These Nature spirits tend to be worshipped by the Trolls, Night Elves, and Tauren forming the backbone of their religious practices.

**It's worth noting that many Ancient Guardians and August Celestials have direct ties to Freya, even suggesting she picked them out and raised them to their status but there is conflicting literature on whether it was her elevating them, or simply her finding them and caring for them.*

The Cenarion Wild gods / Ancient Guardians

These are the wild gods generally worshipped by the Night Elves and or Tauren and tend to be strongly associated with the Cenarion Circle.

Malorne - The great deer spirit too sexy for Elune to resist, referred to as Apa'ro by the Tauren, there are several myths surrounding exactly how or when Elune and Malorne hooked up, but all roads lead to the conclusion that Malorne is the father of Cenarius and Elune his mother. More than that, Malorne may be one of the oldest living creatures on Azeroth (at least according to legend).

What we do know for sure is that Malorne showed up in the War of the Ancients and basically turned the tide of battle against the demons until Archimonde himself stepped in to put him down.

There he died, and it would not be until the reclaiming of Hyjal after the events of the Cataclysm that he'd be resurrected and joined the battle against the forces of Ragnaros

He would go on to assist during the fight to protect Amirdrassil as well as the third Legion invasion.

Cenarius – Son of Elune and Malorne, and de-facto leader of the Cenarion circle (it is named after him after all). He is the father to Dryads and Keepers of the Grove and the likely grandfather to at least some of the centaur on Azeroth. Though he made early connections with the Night Elves, as their civilization grew and spread across the land he faded into obscurity, only to be rediscovered by Malfurion. This would of course lead to Cenarius training him as the first druid

Then the War of the ancients breaks out and Cenarius and the rest of the Ancient Guardians stepped into assist. It was during this war that Cenarius gifted the Highmountain Tauren with their antlers. He would be the one left to help decide Illidan's punishment for creating a second well of eternity and it would be Cenarius that helped the night elves keep watch over the forest during the long vigil.

Everything was going great until some Warsong clan orcs showed up, got into a little scuffle and decided the best way to settle things was to guzzle some of Mannoroth's blood going into a demon blood fueled rage. It is here that Grom would manage to kill Cenarius, and he'd be out of commission until his resurrection alongside Malorne at the battle for mount Hyjal after the cataclysm.

During the third legion invasion he got himself trapped in the Emerald nightmare and had to be beaten back to his senses, and like many other druid related critters showed up to defend Amirdrassil when Fyrakk was so set on burning it.

Aviana – The mother of birds, and more specifically harpies. Aviana was a wild god that made such a connection with the Mother tree G'Hanir, that when she answered the call to defend Azeroth during the war of the ancients and was killed, G'Hanir died with her. In her absence, her children, the harpies lost their way and started following darker paths.

She like Malorne and Cenarius would be resurrected to help fight against the forces of Ragnaros when they invaded. Since then, she has apparently been working to try and restore G'hanir in some way, as her ultimate dream is that all birds get to chill in its branches (like all dogs go to heaven but for feathered fellows). She also makes appearances during the third legion invasion and attacks on Amirdrassil

She also happens to be the patron wild god of the Druids of the Talon

Ursoc and Ursol – With Ursoc as the Fighty Bear and Ursol as the clever one, this pair of bear twins apparently impressed Freya enough that she took them under her wing, and when Azeroth was threatened in the War of the Ancients they were the first to answer the call to defend it. Though both would be killed in the war.

Ursoc got resurrected temporarily by a group of Furbolgs in Northrend using the corrupted world tree Vordrassil, but given the tree's taint, he came back corrupted and had to be put down. Too stubborn to only be brought back corrupt once, Ursoc also managed to get in a tussle with Xavius during the third legion invasion, got corrupted, and had to be put down again.

This time though, when his spirit returned to Ardenweald to be reborn, in a wrong place wrong time series of events, Ursoc's Wildseed was drained of its anima to help Ardenweald during the anima drought, leaving Ursol as the only one still alive.

Either way both brother bears are the patron wild gods of the Druids of the Claw and of most if not all Furbolg tribes.

Ashamane – The great cat spirit who like Ursoc and Ursol was a rescue discovered by Freya. She like other wild gods would answer the call to defend Azeroth during the War of the Ancients. The ferocious feline would finalize her fantastic fate by defending the city of Suramar, allowing them to erect the shield they would shelter under for the next 10,000 years and dying in the process.

The last we saw of Ashamane, she was still in her wild seed in Ardenweald (though the forces of the jailer did try to make off with it).

Goldrinn – The great wolf, known to the Tauren as Lo'Gosh, whose rage was so untamed it mutated into a curse that turns people into wolves. Legend has it full moons are Elune glaring at him for being such an unmanageable savage, and that only pissed him off more. During the war of the ancients, despite being killed in the barrens, he was so determined that his spirit is said to have aided the Elves of Eldre'Thalas defend the city in Feralas.

Of course, it's hard to talk about Goldrinn without talking about the Worgen in the room. Druids who attempted to use the form of the great wolf spirit, the druids of the pack, had to be kept in a tree within the emerald dream because they had become so wild. And when those Worgen started leaking out into Gilneas, his little curse became one of the defining features of the human kingdom.

During the Cataclysm his spirit would be summoned to help defend Hyjal, and at some point he was resurrected, enough so to spend some time in a barrow den to mediate and think about how King Varian Wrynn had managed to Conquer his bloodlust and reflect on that, which apparently settled him down enough to fight in both the Third Legion invasion and Amirdrassil and then go on to enjoy a fancy dinner party to celebrate Amirdrassil making it without murdering everyone present.

Agamaggan – The biggest of boars, so big in fact that the entrance to Razorfen Downs is the remains of his maw. This father of the Quilboar would like so many wild gods fight and die during the War of the Ancients, except where Agamaggan fell, a whole cluster of giant thorns rose up and his children the Quilboar moved right in.

At some point along the way, perhaps slightly after a Scourge Lich tried to make a home there, the spirit of Agamaggan politely requested that the leader of the Quilboar, Charlga Razorflank be put down as making deals with necromancers doesn't quite agree with Agamaggan's spiritual philosophy.

Q'onzu – Is he a Loa? A Wild God? Well either way he certainly isn't about to tell you. This hoot of an owl calls himself the Loa of Change, and according to Aviana at least has been kicked out of the Emerald Dream at least once while Aessina claims they literally cannot leave. The Dryads aren't sure if Ysera threw him in prison or he went and hid amongst mortals, though they are pretty sure he wasn't always calling himself a Loa.

The important thing is this owl is filled with mystery and that's just how he likes it. He also likes to shake things up a bit and provides a glimpse into one of the prevailing themes of the cosmic force of life and it's love of change. He shows up after being asked to help during the attack on Amirdrassil much to his chagrin.

Omen – That creature you kill during the Lunar festival that you may not have realized was a wild god. You see Omen was a wild god that was blessed by Elune and helped during the war of the ancients but was so injured during the war he had to take a power nap. During his nap, however, the nightmare tormented him to madness and sent him on a rampage, so a group of ancient adventurers put him down.

The problem is he's blessed by Elune and can't actually die, so every year he wakes up during the Lunar Festival and must have the stuffing beaten out of him again to knock him back out. The hope is eventually one of these years he'll wake up clear headed.

Aessina – Exceedingly little is known about Aessina outside of the fact that she looks like a wisp, is apparently very good friends with Ysera and is referred to as the literal spirit of the forest and the source of all spirit beast. That is the literal extent of knowledge we have on her.

Ohn'ahra – The great eagle spirit of the wind for which the Ohn'ahran plains are named and Patron deity of the Maruuk centaur whom she guided to said plains during the war of the ancients. She also kept rather close ties with the Highmountain Tauren, whom saved her from Fire elementals in the distant past.

In more recent times, she managed to get herself abducted by a group of primalist that had aligned themselves with the Nokhud clan centaur forcing her to perform various acts on their behalf before being freed by traveling adventurers.



The wild god Ursoc looking handsome (Art by Mothka)

The August Celestials

The Vale of Eternal Blossoms just so happens to be one of Freya's test beds for life on Azeroth, not too different from Sholazar Basin or the Un'goro Crater. It was here that she tasked four additional wild gods with keeping watch of the area. These wild gods would become known as the August Celestials.

Xuen – The great Tiger Celestial, Xuen operates out of the Kun-Lai summit in a place aptly named the temple of the White Tiger. As the Mogu came to power, the Pandaren would seek shelter in Kun-lai from Lei Shen and as the celestials had grown weary of watching the Mogu's treatment of the other races on Pandaria, when Lei Shen offered to challenge the greatest of the Pandaren warriors, Xuen stepped up. This is probably the part of the story where you assume Xuen beat Lei Shen and taught him a lesson on friendship? No... No Xuen lost and was bound to Mount Neverest forced to watch the Pandaren and Hozen's enslavement.

But I the years to come when Kang began to teach his fellow Pandaren how to become monks, they would stumble into Xuen's prison, and he would teach them all there is to know about fighting. From there he would also be key in teaching the Pandaren emperor Shaohao the value of patience and keeping one's passions in check.

He doesn't make an appearance again until getting a visit from Anduin Wrynn and proceeding to give a test to make sure that others are worthy of entering the Vale of Eternal Blossoms. After that he makes several token appearances including Garrosh's trial and then defending parts of Pandaria from either the Legion or the Black empire in their assaults.

Yu'lon – The great Jade Serpent and the last of the August Celestials to be captured during Lei Shen's take over of Pandaria. When he did finally stumble into her teaching Wisdom in the Jade forest he conjured a massive lightning bolt to knock her out of the sky. The Pandaren carried her off to a secret cave to help her recover and this moved the Jade serpent greatly. But moved or not she was still dying from a lightning bolt strike, so she asked the Pandaren to build a statue to her.

They did as she asked, and on the day the statue was completed, Yu'lon cocked it. Never fear though, the statue was her plan all along, and she reincarnated through it. Now if she's ever dying she can simply have the Pandaren build her another statue as she trust that they will and they had been doing successfully for hundreds of years until the Alliance and Horde decided to have a fight on the site of her statue destroying it.

So, to ensure the whole affair isn't a clown show, she disguises herself as a Pandaren named Fei and puts traveling adventurers through a test to make sure they can be trusted inside the Vale of Eternal Blossoms. Like Xuen she goes on to show up at Garrosh's trial and than to assist defend against the legion and Black Empire's armies.

Now lucky for Yu'lon and her statue based lifecycle, Moira managed to blackmail a number of Dark Iron dwarves into helping the Pandaren rebuild the statue even managing to get it most of the way there by the time of the events on the Dragon Isles.

Chi-Ji – The great red Crane who at some point managed to get captured by Lei Shen and paraded about in chains to demoralize the Pandaren people. After the Pandaren revolution, he would go on

to place a rainbow in the sky so they would learn to no longer fear storms. Which is a cute gesture when you remember that Lei Shen's powers were over lightning.

Anduin would go on to train under Chi-ji until someone managed to release the Sha of Despair and forced a confrontation in the temple of the Red Crane (2 guesses at which celestial lives there). He then stays largely uninvolved save an appearance with the other August Celestials at Garrosh's trial and then amongst the forces defending against the Black Empire.

Niuzao – The Final August Celestial, the Great Black Ox, whom like the other August Celestials was captured by Lei Shen, though his case may have been extra embarrassing as the Mogu had setup an army of lifelike Clay statues that he thought were real and got spooked by. As one might expect he learned from this and now gives lessons on bravery and courage.

Unlike the other celestials he isn't involved a great deal even during the events of Mists of Pandaria making an appearance to open the Vale of Eternal blossoms. From there it is simply going on to show up at Garrosh's trial and later fighting against the Black Empire when it assaulted the Vale of Eternal Blossoms.

**Though a fun little bit of speculation (On the part of Brann Bronzebeard) is that Niuzao is the wild god who created the Yaungol (you know the tribe of hoofed, horned critters living around his temple) and then the Yaungol are of course the progenitors of the Tauren and Taunka.*



Xuen and Lei Shen's fight in the Kun Lai Summit.

Major Loa

These are the gods which are worshipped by the Trolls, and each troll tribe can worship a different set of Loa, though some are shared. For instance, Shirvallah is a tiger Loa worshipped by both the Gurubashi and Zandalari. There are NUMEROUS loa and this list is far from exhaustive, but these are at least a few that seem to show up on a regular basis.

Rezan – The Loa of kings, and a giant T-rex (‘devilsaur’) to boot. Rezan is a Loa worshipped by the Zandalari and the reason that Rastakhan was looking so snappishly handsome even in old age. During the battle of Azeroth he cut a deal with Bwonsamdi after Rastakhan ended up on the verge of death to get the king’s soul back, then Zul tried to suck his essence out through a straw like he had seen the Drakkari do.

Though Rezan managed to escape Drakkari suck two electric boogaloo, he would find himself cut down in a confrontation between Zul and the Zandalari shortly thereafter. And while his corpse would end up getting reanimated to brick keys in Atal’dazar, his spirit would be flung into the maw, where it would be tortured by the Mawsworn until Vol’jin, also dead, stumbled into him and merged with the Loa.

Bwonsamdi – The Troll Soul master who always takes a toll, Bwonsamdi is the Troll Loa of souls worshipped by multiple troll tribes, though is perhaps most well known by the Zandalari which is an irony because he’s not the Troll’s original god of death. In fact, he was simply a priest of the Troll loa Mueh’zala. After his ascension to loahood, he would take the reigns as the primary god of death for the trolls while Mueh’zala ended up relegated to being worshipped only by the Sandfury tribe.

Bwonsamdi makes an appearance during the attempt by the Darkspear tribe to retake the echo isles from Zalazane, shattering Zalazane’s barrier after Vol’jin managed to prove himself. After that he is the loa that Vol’jin reaches out to when Garrosh tried to have him assassinated in Pandaria, assisting where he could.

His starring role; however, sets off during the fourth war, where after Rezan’s death and thanks to some cunning planning on his part, the blood line of Zandalari royalty was bound to him and he was thus elevated as the Zandalari’s primary loa. He would assist in trying to determine where Vol’jin’s soul had meandered off to, largely because he would be the one in trouble that it was missing.

Once Sylvanas shattered the barrier between the realms of death and Azeroth he began hording troll souls in a location in the Shadowlands called the other side, and found himself at odds with Sylvanas loyalist who were trying to foment a coup d’etat through a group called the Window’s bite in Zandalar.

Then as the adventurers start to make their way into Ardenweald, Bwonsamdi asks for assistance in trying to figure out who is loa-napping all the loa wild seeds, only to discover it’s his boss Mueh’zala. And he and said adventurers parade in together to de other side to beat up Mueh’zala and keep him metaphorically caged so they can ask some simple questions. This is how Bwonsamdi comes to realize a number of loa and Wild gods have been relocated to the maw and are in need of rescue. So the adventurer and Vol’jin are dispatched to recover them.

After this he makes another appearance during the events of Dragonflight when it’s discovered that the Darkspear have in a lot of ways lost their way with their own loa and thus had started to worship Mueh’zala, which given the pasting he had been given on the other side just wasn’t going to fly, and so he assisted Rokhan in getting the old Darkspear Loa band back together.

Hakkar – The Blood God and I imagine if Hakkar could sit he’d probably want a skull throne. Hakkar’s blood is so potent in fact even the CDC wanted to study it. Originally summoned many thousands of years ago, the plague he brought upon Zandalar was so terrible the Zandalari literally

changed the way they buried their dead, starting to cremate their dead rather than bury them, and while Hakkar is not solely responsible for the blood trolls of Nazmir, he most certainly did not help. So, when the Gurubashi tried to summon him some thousand odd years ago, it caught not only the attention of the Zandalari, but the Green Dragonflight as well, who stepped in after the priest of Hakkar had been driven into the swamp of sorrows to sink their temple as well.

Problematically for the green Dragonflight, the worshippers of Hakkar at Atal'hakkar, or the sunken temple, saw the dragons as little more than large sized blood bags for their blood hungry god and when the emerald nightmare left the green dragons vulnerable, the Atal'ai, Hakkar's followers, started using them in their rituals.

Though adventurers were able to disrupt the efforts of the Atal'ai at the Sunken Temple, this just caused them to move their operations back into the now very vulnerable Gurubashi capital of Zul'Gurub where they took hold and had to be put down. Not that this dissuaded Hakkar or his followers, as they tried again after the events of the Cataclysm and had to be dealt with again.

Hakkar most recently had his Wildseed stolen in Ardenweald by Mueh'zala, who intended to resurrect him to fight for his army, only for Hakkar to flutter off back to Zul'Gurub, this time requiring Bwonsamdi to remind him of a deal involving Mojo, getting the great blood serpent beaten again... for now.

Mueh'zala – The original troll god of death, whom Bwonsamdi had been a priest to, and used to have command of the realm of death for the entire troll pantheon. However, his followers were none too keen on his constant demand for blood and sacrifices and so he was largely forgotten by all but the Sandfury tribes. That didn't mean he wasn't still active though. At some point, Mueh'zala decided to throw his lot in with the jailer, and it was Mueh'zala whom Odyn offered up his eye to so that he could peek around the Shadowlands.

Then when Vol'jin was on his deathbed, Mueh'zala suggested perhaps Sylvanas would make the horde great again as Warchief. Then once the veil between worlds had been torn asunder, he started to have Wildseeds stolen offering to let them join him, and those who rejected his offer like Ashamane or Rezan were promptly chucked in the maw. Lucky for the rest of us Bwonsamdi was looking for a promotion and with the assistance of the Winter Queen put together a group of adventurers to march into the other side and subdue Mueh'zala. He was then dragged to the Necropolis in Nazmir to confess his sins.

Once he coughed up the plans, he was left in Bwonsamdi's capable care, which apparently wasn't enough to keep him from picking up worshippers among the Darkspear as they had forgotten about their own little pantheon of Loa and forced Rokhan and others to intervene during the events of Dragonflight to help bring the Darkspear pantheon back into focus.



Hakkar the Soulflayer and his Atal'ai followers

Troll Pantheons

So, rather than go one by one on all the various loa worshipped by the Trolls, as a lot of them don't have a ton of lore around them, I figured I'd sort of rapid fire go through them here based on which pantheon they are most strongly associated with. Again, some loa are worshipped by multiple groups of trolls.

Zandalari Pantheon

The original troll empire, the Zandalari worship a large number of Loa and seem to have fairly amicable interactions with most of them.

- **Akunda** – The Thunder lizard loa who's specialty is taking away unwanted memories and then storing them in a location aptly named the "Valley of Sorrows". This power backfired when one of his followers poisoned him and used it against him in his own temple, forcing adventurer intervention to restore his memories.
- **Gonk** – He is gonk! The loa of raptors and one responsible for teaching the Darkspear how to be druids, letting them know that if they worship all nature spirits, rather than simply one at a time they can have a greater connection with the emerald dream. The other Loa weren't a fan of this, but as Zalazane had trapped several of them in the emerald dream they weren't in a great place to complain about it.
- **Gral** – The loa of Sharks who also happens to be worshipped by the Tuskarr, who apparently has no small amount of animosity the Naga which tore down his temple.
- **Jani** – He's the trashman, he comes out and throws trash all over the ring. Then he starts eating garbage and then he picks up the trash can, and he smashes people over the head. That's what the richmon deserves. Jani is the troll loa of Trash for the Zandalari, and while not actually incredibly important to the Zandalari pantheon, he is easily the most

memorable. Jani does make a brief appearance in helping the Darkspear break free of their worship of Mueh'zala during the events of Dragonflight.

- **Kimbul** – The loa of tigers who apparently fancies himself a bit of a comedian, at least according to troll lore, and the game of riddles he got into with Thalyssra when she went about exploring troll temples.
- **Krag'wa** – The Loa of Frogs and a heckkin chonker to boot. Krag'wa is the father of the various Crawgs that you face across Nazmir, his tadpoles that were corrupted by blood magic. Both the blood trolls and naga had it out for this giant frog, but he prevails, hungry as ever.
- **Pa'ku** – The loa of Pterrodax (Think Pterodactyl) who is apparently a bit aloof and rude, not being a huge fan of mortals and apparently having a habit of dropping the ones she doesn't like on sharp rocks.
- **Sethraliss** – A snake loa living in Vol'dun who, wouldn't you know it, happens to be worshipped by the Sethrak. She has power of lightning and is famous for being the one to stop Mythrax the Unraveller, going to sacrifice herself to stop him during the Aqir and Troll war. When someone tried to summon Mythrax again during the fourth war, a group of adventurers were sent in to kill the Zandalari who were trying to prevent her rebirth.
- **Torga** – A turtle has made it to the position of Loa! Torga is worshipped by both the Tortollan and Zandalari and much like the giant tortoise, he must have made a wonderful soup, because the blood trolls killed and ate him. It's ok though, he got better and is currently spending time with a Tortollan named Lashk.
- **Torcali** – The loa of Threehorns, I mean Direhorns. Torcali is the loa of the harvest and according to Zandalari Lore she is responsible for shaping a great deal of Zandalar and beyond.

Darkspear Pantheon

Though several the Darkspear Pantheon are simply Loa from other major troll tribes (like Gonk) they do appear to have some unique to them.

- **Kevo ya Siti** – The loa of cunning taking the form of a mistwalker, and while the Darkspear had largely forgotten about him, he had kept himself busy forestalling the return of a number of dark loa like Mueh'zala and Hakkar by stealing their offerings.
- **Lukou** – Said to be the loa responsible for giving trolls the ability to regenerate, after the Darkspear headed out, this podling shaped loa stayed at her shrine only for ogres to show up and start siphoning her power.

Amani Pantheon

The various gods of the Amani ended up being forcibly sealed into powerful shamans by a Hex lord named Malacrass and had to be freed during the “exploration” of Zul'Aman

- **Akil'zon** – The loa of eagles, outside of being shoved unwillingly into a shaman and then later the Amani champion Daakara, Akil'zon does help adventurers in Northrend in finding Har'koa.

**Eagles are far and away one of the most prominent busts throughout Zul'Aman, suggesting Akil'zon may be at the top of this pantheon.*

- **Halazzi** – Loa of Lynxes, as with the other Amani loa, he too was sealed into a troll hunter, escaped, helped in Northrend with the Drakkari situation, got sealed again into Daakara, and then freed to do Lynx Loa things.
- **Jan'alai** – The Loa of dragonhawks, not much is known about them outside of sharing the same fate as the rest of the Amani Pantheon, imbued into the Amani's deadliest rogue.
- **Nalorakk** – The Amani loa of bears, and the reason that you run Zul'Aman in a hurry as Amani Battle Bears are decorated in such a way to venerate Nalorakk. Like all other Amani loa, he was put into the Amani's most fierce warriors.

Gurubashi Pantheon

This group of loa did try to intervene, or at least have their champions intervene when Hakkar's followers showed up to summon him, finding themselves held against their will in Zul'Gurub. It's also worth noting it's not clear if these are actually just Zandalari Loa, as according to the lore the only reason they're in Zul'Gurub to begin with is because Rastakhan sent their high priest there to deal with Hakkar.

- **Bethekk** – The panther of Loas, who's high priestess drops the coveted Swift Zulian Panther, and who's red eyed children attract the attention of cat loving hunters, but past that very little is known.
- **Hethiss** – The Snake loa of the Gurubashi, who again, exceedingly little is known about past being a large green snake.
- **Hir'eeek** – The Loa of Bats who like other Gurubashi loa, was captured during the attempted resurrection of Hakkar; however, Hir'eeek takes a little more active role in things. When Vol'jin was chatting with Bwonsamdi after Garrosh's assassination attempt, apparently Hir'eeek and Shirvallah were in the background snickering. He also managed to get himself corrupted by G'huun and the blood trolls, forcing adventurers to come in and kill him. After which his soul was cast into the maw making him one of the souls that Vol'jin recovered and brought back to the Winter Queen.
- **Shadra** – Loa of spiders and while she has strong ties to the Gurubashi, calling her exclusively part of their pantheon would be disingenuous, she seems to be worshipped by virtually every troll tribe south of the Plaguelands. Her venom was so prized the Forsaken went out of their way to summon and kill her for it. Then after the forsaken came to rob her of her poison, she got captured and held in Zul'Gurub against her will. This poor spider was then recalled to the realm of the living as a preemptive strike by the Wildhammer and another attempt to milk her for her venom by the forsaken. As if this poor spider Loa's life couldn't be crappy enough, during the fourth war, her priestess, Yazma, trapped her in her own shrine to feast her blood and eat her. So, she ended up getting chunked into the maw, where Vol'jin had to pick up and rescue her.
- **Shirvallah** – Another tiger loa, she like others ended up getting captured at Zul'Gurub, but she's probably better known for being the inspiration for a group of renegade druids to take on a half feline form known as the Claws of Shirvallah, which was apparently not well received by members of the Cenarion Circle.

Drakkari Pantheon

Virtually the entire Drakkari pantheon was drained by their own people in a desperate attempt to fight off the invasion of the scourge.

- **Akali** – The Rhino Loa of the Drakkari who attempted to break free of his subduers but was ultimately killed. His blood was recovered by Archmage Lan'dalock, a Quel'dorei mage, who intended to give it to the Zandalari.
- **Har'koa** – The only survivor of the Drakkari Pantheons massacre. Har'koa is the loa of snow leopards and upon being freed by adventurers she directs them to start trying their best to help the other Loa of the pantheon.
- **Mam'toth** – The Loa of Mammoths who upon realizing what the Drakkari were about to do, destroyed himself, his temple, and all the followers within leaving behind little more than a crater and his blood, though seemingly not gone forever as his Wildseed can be found in Ardenweald.
- **Rhunok** – The Loa of Artic Bears, the prophet who tried to drain his power apparently drank too much and died, sadly for the bear the other priest just brought him back to continue the work. Rhunok was trapped in a spirit form watching his body being drained, and so when he came across adventurers, he asked them to step in and slay him and end his suffering.
- **Quetz'lun** – A wind serpent loa who like the other loa was killed, but, hell hath no fury like a pissed off wind serpent loa. When she was killed, she dragged all of her followers into an underworld nightmare to torment them for the act. She didn't manage to kill her prophet until an adventurer showed up to finish the job, and so when she got her wings on his spirit, she dragged it into the spirit torture pit. It's like a ball pit, but you're trapped with an angry wind serpent god who is going to spend the next however many years torturing you.
- **Sseratus** – The Drakkari loa of snakes who was killed like the rest, his corpse remaining at the alter of Sseratus to this day.
- **Tharon'ja** – Not satisfied with just one wind serpent loa, the Drakkari apparently had a second, Tharon'ja who was killed and drained in Drak'tharon keep. After his prophet was put down, he ended up being called upon again on the isle of thunder by a Zandalari named Zur'chaka. Now his wild seed simply resides in Ardenweald.



Shirvallah the Loa of tigers looking proud of herself, probably for knocking something off her alter playfully.

Ethereals

Ruled by so called Nexus princes, the Ethereals, much like the goblins of Azeroth, are a people who love trade and forming LLCs to acquire profit and arcane goodies. Having a nearly unmatched mastery in technology, mysterious in their purpose, they are found all across the Warcraft universe these days.

Looking like a cross between a mummy and a ghost, the Ethereals are a group that used to live on a planet called K'aresh, before the void lord Dimensius the All Devouring well... devoured it. His approach was heralded by the very same kind of visions created by the Radiant Song. When the chaotic energies of said void lord started to cover the world, the Ethereals were forced to shed their mortal forms and instead bind their souls to enchanted cloth strips.

Though the Ethereals had managed to hold out against Dimensius for a time, eventually the forces of the void overwhelmed them and they were forced to retreat into the twisting nether. When Draenor became outlands and fell into the twisting nether, the Ethereals were drawn to the world, though no longer as a solidified group, but rather as several major factions.

The Ethereum

Composed primarily of what used to be the ruling class of K'aresh, the Ethereum began with the seemingly noble goal of getting vengeance upon Dimensius, but as they chased the void lord across the stars, determined to let nothing stand in their way, even beginning to pursue the very powers that Dimensius himself had called upon, the void. These "Void Ethereals" went by any number of names, though the most popular was Nexus Stalkers.

At the request of the consortium their operations in both the Blades Edge Mountains and Netherstorm were put to an end, and their leader, and former leader of all Ethereals, Nexus-king Salhadaar was killed. During the Nexus war in Northrend they were going to throw in their lot with the Blue Dragonflight and Malygos, having struck a deal to aid them in exchange for access to the vaults of the Nexus.

During the third legion invasion they would even attempt to use the Surge Needles in Coldarra to literally bore into the twisting nether in an attempt to call up void energy. There is strong evidence that there are connections between groups like the Shadowguard who would go on to attack the Seat of the Triumvirate on Argus hunting for the Naaru L'ura who was falling to the void and currently appear to serve at the behest of Xal'atath.

It is unclear if there is any relation between the Ethereum and the much smaller faction of Void Ethereals calling themselves the Netherguard who take responsibility for transforming the Sin'dorei in Telogrus rift into the Ren'dorei.

We also don't have a single clue which group the Ethereals that have recently made off with the Dark heart belong to, as based on Xal'atath's anger it's clearly not the Shadowguard, or at least not the ones working for her.

The Consortium

Unlike the Ethereum, the consortium is composed primarily of traders, smugglers, thieves, and basically anyone you might expect to find in a shady market. During the events of the burning crusade they had established several facilities, including the Eco-domes in Netherstorm, which had been based on the very same technology the Ethereals had used to hold back Dimensius and the forces of the void when they invaded their world.

As time has moved on, they have begun to work more with the forces of the Alliance and Horde, even going to serve as the portal keepers between Shattrath and the major cities as well as operating out of the Black-market Auction House.

*It's not explicitly stated anywhere that I can find, and none of the vendors have faction tags, but I assume that the Ethereals that set-up in every major city for transmogrification and void storage belong to the consortium. Again, I can't find this written in stone anywhere, it just makes the most sense.

The Protectorate

Where the Ethereum set out to hunt down and kill Dimensius, seemingly losing their way, the Protectorate are a group of Ethereals operating in direct opposition to them, believing that their tinkering with Shadow magics makes them just as great a threat to the Ethereals as Dimensius himself. So, they are the ones who orchestrate stopping the Ethereum's operations on Outlands.

Locus Walker

It's hard to talk about the Ethereals without at least mentioning this one, given how critical he appears to have become to the overall plot. Locus Walker is a void ethereal that basically taught Alleria everything she knows about the void and its powers. There's not much known about him

beyond the fact that he seems to view Alleria and the Ren'dorei a bit like students and that he at least seems like he's working against the interest of Xal'atath and the rest of the Shadowguard.



An Ethereal transmuting a weapon

The Brokers

Like Ethereals, but living in the Shadowlands, these enigmatic creatures operate a number of cartels in the Shadowlands, traveling between the various realms of the Shadowlands atop massive barge like cities like Tazavesh and trade all manner of things. From creatures being sold to Maldraxxus to ensure the theater of pain always has something new and interesting to fight all the way to rare items and lost writings of the first ones, the Brokers are always happy to acquire and trade new and strange things.

The actual physical form that is seen is little more than an encounter suit that they wear so they can appear more agreeable to mortals, with their real form being the strange blue flame kept within. The only truly unique group of brokers were the group that managed to stumble into Zereth Mortis, and rather than going back to sell everything they found, decided that the place was too sacred for such a thing, destroyed their means for getting back, and became the Enlightened.



The Broker Ve'nari, famous for going to the maw and *definitely* not killing all her fellow members of Cartel Ve so she can get exclusive rights to the stuff in the maw.

Attendants

Even more mysterious than the brokers, the Attendants appear to have shipped with the shadowlands to maintain its various functions. They are guided by what they call the purpose. Often wearing long robes and not having any visible skin, it's not entirely clear what these are. All we do know is that they like making sure the Shadowlands runs according to the purpose and trying to keep various relics of the Shadowlands safe and taken care of. The only two locations we know about them being for sure are Oribos and Korthia.



An attendant, probably about to lecture you on something

Flora, Fauna, and Florafauna

This section is going to cover any wildlife on Azeroth or Draenor that doesn't fit into the standard mold. Bears, Eagles, etc., are generally going to be passed over while the more fantasy natured

races of Warcraft are looked at addressed. Also going to skip over any incredibly well-known creatures from Fantasy (Griffens, Hippogryphs, etc.) unless they have something incredibly unique to them in the Warcraft universe (Like I don't know, if perhaps their race started because an earth elemental and a half man half deer decided to shag).

Furbolgs – Good luck figuring out what technically gave birth to these creatures because now there are three competing ideas. Either they evolved from a bear like race called the jalgar whom the ancient Vrykul fought, created by Ursoc, or descendants of their own wild god Aurostor, or a combination of all the above. Either way, these bear-like creatures often worship Ursoc and Ursol and can be found throughout Kalimdor, Northrend, and the Dragon Isles.

Though they are a peaceful race by nature, constant corruption by the old gods and the legion, or poking and prodding by groups like the legion have made them incredibly contentious to live with, often lashing out at longtime allies like the Night Elves. They are largely tribal creatures using simple tools and constructing small villages wherever they've settled into, tending towards caves or hollowed out logs.

Owlkin – Druid boy chicken wing. If you've ever been struck by the light of the moon again and again, it was probably by a druid shapeshifted into one of these Moonkin or Owlkin. They are said to have been created by Elune to guard holy sites and while this seemingly primitive tribal group of half bear, half owl-like creatures often stay out of conflict with those around them, they take a particular dislike of the Scourge and Burning Legion. Being cut off from Elune for extended periods of time can also send them into a bit of a rage.

They have their own language and often use simple tools like torches, rope, etc., along with constructing effigies and other similar practices, not unlike the Furbolgs.

Grell – A group of forest spirits that resemble imps. They MAY have been created by Aessina, though she's evasive about answering that. Either way as forest spirits are often want to do, they are mischievous little gremlins. These creatures are found primarily in spots like the Swamp of Sorrows, Kalimdor, and Val'sharah.

**In a sort of chicken or the egg situation, Daglop mentions the imps that originate from the burning legion actually came from Azeroth originally, which may imply that the hordes of imps which travel with the burning legion are actually fel corrupted Grell they picked up on Azeroth during the war of the ancients some 10,000 years ago.*

Sprite – If Grell are the gremlins of the warcraft world, then these little creatures are like the deluxe package. Sprites are also forest spirits, but they take a special delight in being mischievous. Primarily found in the broken Isles and Pandaria they are small and often plant like in appearance, using illusion magic to exact their gremlin behavior.

Faerie Dragons – Murderous sociopathic creatures cosplaying as adorable and cute, or that may just be Brightwing. These small butterfly winged chameleons act as guardians of the dream and according to legend, the Faerie dragons are the creatures which led the original dark trolls to the Well of Eternity to give birth to the Night Elves. They have the unique property of being immune to arcane magic and being able to phase out of reality to dodge attacks (or drop riders they don't want on their back).

Though they can communicate in common they choose not to, they are rarely seen outside of the emerald dream. Anytime hostile magic poses a threat to the dream however, you can bet these little flying butterfly winged murder hobos will be on the case to rid the world of the threat.

Ancients - Massive living trees, who as their name suggest, have been around for quite some time now. Ancients can be older than literal dirt, often easily outliving Night Elves with their 10 Millenia+ Lifespans. They appear not just on Azeroth but Draenor as well and seem to have an implicit want to act as guardians of nature. As one might expect this puts them on friendly terms with the night elves. Where there are forest, there are ancients.

When these ancients are younger, you might know them by the name Treant.

Dryads – The daughters of Cenarius, Dryads are half deer, half elven looking creatures with distinctly feminine characteristics, though they certainly don't start off that way. In fact they start off as an acorn, and like a 1980's gremlin, when introduced to water rapidly grow into their more mammalian form. They like their brothers their keepers tend to watch over and preserve nature, tending to be peaceful and playful unless you start messing with their forest.

Nymphs also appear to be dryads but with a slightly more wild nature to them.

Keepers – The sons of Cenarius and sharing a great many of his physical attributes. This half man, half deer, though it's worth noting that one of their hands is always made of wood, which helps them branch out compared to their sisters the dryads.

There is a fun legend that the Keepers and the Dryads are actually both just some of the earliest night elves that bumped into Cenarius and so revered him they were transformed by his teachings and stayed at his side.

Centaurs – What happens if a mommy earth elemental and a daddy Keeper love each other very much? These apparently. Centaur trace their lineage to the somewhat unique relationship between Princess Theradras, an earth elemental, and Zaetar, a keeper of the grove. Well at least some of them...

This is where things get a little weird, so according to the lore, the Centaur have happened twice. The first group of centaurs predate the War of the Ancients that we're not sure where they come from and then the centaur created by the mating of Zaetar and Theradras which occurred after the sundering. So, there are two unique strains: Kalimdor Centaur, and the Centaur who would be led by Ohn'ahra to the Ohn'ahran plains on the Dragon Isles.

Either way, borrowing a great deal from the peoples of the steppe, the Centaur are ruled by Khans and operate in clans. Just imagine tales of Mongols but instead of riding the horses, they were the horses. The Centaur on Kalimdor nearly hunted the Tauren to extinction, and the ones on the dragon isles struck a deal with the green Dragonflight to take care of the island while they were away.

They also have some bigger more violent cousins which make their home in Northrend which are called Magnataur

Satyr – This is just a Night elf which has been inflicted with the curse of the Satyr that was bestowed upon Xavius during the war of the ancients. The recipient of this curse does not appear to have to be a willing participant as a number of sentinels caught the goat hooves and horns while fighting in Felwood.

Naga – While we're on the topic of former night elves, the Naga were also night elves, though these are the ones that fell to the bottom of the sea with Queen Azshara when the world was torn asunder. They were transformed into their more snakelike forms after Azshara cut a deal with N'Zoth to save her people from drowning to death. Now they appear to be growing in number and invading the shore bringing with them Arcane magic that the Highborne were so well known for.

Quilboar – The squeal that haunts your nightmares, these little pig like creatures are the children of Agamaggan and love living in thorned encampments. They have a penchant for a primitive form of shamanism known as geomancy. They are scrappy creatures and not afraid to give their lives to protect the tribe, having made homes in Kalimdor in the barrens and then a few settlements in Kul Tiras and a small island called exile's reach.

Giants – Be they sea, stone, frost, or Iron they all come from the same place: The forges of Ulduar. The Giants, much like the dwarves, gnomes, Mogu, and humans, are simply Titan forged constructs which were afflicted by the curse of flesh. They had been created to help in the war against the old gods and then later in helping to Shape Azeroth, and now seem to wonder about in a rather solitary manor.

Harpies – Half Woman, half bird, these are the children of Aviana, who, after the wild god was killed during the war of the ancients fell to forces like Shadow and Chaos, and that's when these feathered fiends started making an absolute menace of themselves. Spreading out from their home in Stonetalon they spread across virtually all lands, love shiny things, and killing. They have at their command nature magic and apparently smell pretty bad.

Tuskarr – A group of Walrus like people with a love of fishing. They have settled in colder places like Northrend and the Azure span setting up their small villages. Much like the centaur are based on the sort of stereotypical depiction of Mongols, you can think of the Tuskarr as the stereotypical depiction of Inuit peoples. They also appear to love making kites and carving large stone statues to communicate with their ancestors.

Drogbar – These are Drogbar rocks, Drogbar Stones! The Drogbar. They look like giant troggs, which given that Xal'atath calls them "Failed Titan experiments" may not be too far from the truth of the matter. Famous for living in the depths of Azeroth and their absolutely riveting snail races, the Drogbar are a seemingly brutish group of people who were enslaved by Neltharion until Huhn Highmountain brought in the Hammer of Khaz'goroth to free them

From there they maintained a fragile peace with the Tauren until the third invasion of the burning legion and one of the Drogbar leaders had the bright idea to try and steal the hammer, likely to enhance their already unique mastery over shaping earth and stone.

Troggs – Definitely a failed titan experiment, the Troggs were the titans first attempt at earthen, so you can think of the Troggs as the titan beta version of Dwarves. Like any good scientist does with a science experiment gone wrong, the titans buried the Troggs in their various facilities and put them

to sleep, where they would remain for thousands of years until the Dwarves started digging around trying to uncover secrets about their past, waking these rather violent curse of flesh warped creatures up and sending them pouring across the lands.

Some Troggs in Pandaria discovered by a group of Mogu were also flesh shaped into what we today know as Grummles, which are a happy go lucky group of traders that reside in Pandaria with a love Yaks

Niffen – This race of keen nosed mole people can smell a good deal from a mile away. The Niffen are a group that primarily sticks to the caverns underground and have a particular love of trade. They also put that mole like digging skills to the test, often seeking out treasure in the deep and underground caverns that litter Azeroth.

Kobold – You no take candle! This group of rat like creatures can often be found mining across the various locations of Azeroth. They actually can't see all that well in the dark, and so they have taken to the practice of making candles, even going to use Ear wax to make them. The Kobolds have such a sour relationship with the dark in fact that the candle that they keep atop their head to light the area around them is one of their most precious possessions. (In fairness to the Kobolds, based on the horrible shadow apparitions uncovered throughout their mines in multiple locations, they have very good reason to be afraid of the dark).

In a tragic sort of way they are resoundingly stupid and find themselves enslaved to different groups on numerous occasions. They have a certain knack for Geomancy and Pyromancy.

Jinyu – The Jinyu are a group of murlocs which were close enough to the pools of the vale of eternal blossom to evolve into something more, growing more intelligent and wiser with further exposure. Prior to the rise of the Mogu in fact the Jinyu had an empire that stretched across Pandaria, and that only collapsed because the Mogu came into conflict with them and upon besting them in battle proceeded to enslave the race and wipe out virtually all signs it ever existed.

The Jinyu have a virtually unmatched mastery of water, even being capable of forging stone and metal with it and listen to the rivers to learn the news they would bring. These days though there are scattered Jinyu settlements throughout Pandaria, and they ended up getting caught up in the Alliance / Horde war that took place there, using the exercise to strike out at a long running competitor in the area, the Hozen.

There is also a group of these oversized Koi fish that migrated into the depths of the sea, becoming the Ankoan, who would go on to clash with the Naga, being driven nearly to extinction and being the first to sign up to kill naga when the Alliance Navy landed on their home in Nazjatar. The Ankoan in turn are also the progenitors to the Kobryss that live about Khaz Algar, having adopted the vicious nature of the Naga they clashed with to survive.

Hozen – They gonna ook you in the dooker! Honestly though, if you have ever at any point in your life seen a monkey before and then imagined it dressed up like it belonged in a chapter of the lord of the flies, you have now seen a Hozen. With the social graces of a YouTube prank channel addicted teenager, the Hozen love fighting and 'pranks'. This doesn't apply to all Hozen, just most of them. A select few of them do have wings though, making them literal flying monkeys and that's cool.

Tortollan – Geriatric Mutant Sage turtles, the Tortollans begin life as your average sea turtle does, in a panic to avoid a world full of things perfectly happy to eat it; however, once they manage to make it to the water (perhaps with some help) they can live out exceedingly long lives. They started off on Zandalar but quickly moved out to other areas like Kul Tiras, the Dragon Isles, and Khaz Algar, bringing along with them a love of collecting stories and dispensing magic in the form of scrolls. Traders by nature they tend to remain neutral.

Makrura – Crab people, crab people, taste like crab talks like.... Crab actually. Outside of a mastery of water magic, there isn't really a ton to know about these crustacean creations, not even demonstrating any real civilization or tribe structures, they just sort of show up in places, but they are giant crabs and that's cool enough.

Murlocs – Creatures meant to teach the player the concept of overpulling, clearly, the murlocs are one of Warcraft's most iconic creatures in no small part thanks to the delightful sound they make. Though it's not clear how long the murlocs have lived on Azeroth, perhaps there the entire time, perhaps a newly evolved species, what is known is that here of recent more and more of them keep showing up on land. These aggressive little amphibians seem to hate anything that's not a murloc.

It's not clear if they came from Gorlocs like the oracles or the Gorlocs came from them, but two ways from Sunday the froggy fish people are related. There is tons of speculation at what exactly has drawn the murlocs towards land as of recent if it's ancient horrors of the deep stirring, or the Naga pushing outward, either way what is clear is that Murlocs now live on the shores of every continent on Azeroth.

They tend to utilize simple tools and operate in small coastal tribes (though anywhere with water will work for them).

Virmen – These rabbit like creatures are a living infestation in Pandaria with a love of other people's food (or discarded trash), attracted to all the happening places. Imagine Bugs bunny with Rattigan's tail, hideous, hunched over, and despite his love of carrots had an equally strong distaste for turnips and you have yourself a Virmen. Like any rabbit they dig little burrows to steal their stolen crops and operate in a primitive way, with little demonstrated use of tools.

Wolvar – This Gnoll with a winter coat can be found living up a honey badger style life in the heart of Northrend. And just like a honey badger they will absolutely fight you if you come to visit their territory. Not unlike gnolls these primitive badgers establish small villages and save a few select tribes are incredibly hostile to non Wolvar.

Kodo – Looking their best when tricked out with Horde drums, these large Leathery lumbering lizards strut their stuff in the Barrens and Mulgore, being the favored mounts of the Tauren (in no small part I'm sure because they are one of the few creatures capable of carrying a Tauren). Like the noble elephant, upon their imminent death they tend to seek the Kodo Graveyard in the center of Kalimdor.

Hawkstrider – A giant chicken hinging on a lawsuit from Square Enix about stealing the concept of a Chocobo. They are used primarily by the Sin'dorei as mounts. Not to be confused with Tallstriders which are basically the same things but without the nice feathers.

Saurok – Large bipedal lizard people that were created by the Mogu to act as obedient shock troops, teaching them how to use weapons. Problematically for the Mogu, the Saurok figured out they were being underpaid for their work as the police of the Mogu empire and started robbing and rebelling. This prompted the Mogu to attempt to purge the entire race. As clearly indicated by Saurok still very much being around, the Mogu's attempt did not go well.

Now and days the Saurok have started to group up in warbands and go on little adventures to thief and plunder the locals, making them a bit of a nuisance for the Pandaren still living there.

Cloud Serpents – These unique dragons are, at least according to word of God, not related to the other Azerothian dragon species, being a bit of their own thing. Noodle shaped by nature and having a mastery of elemental magics these great flying dragons were initially feared by the Pandaren, but with a little “how to train your dragon” style action, they managed to turn the flying danger noodles into rideable battle companions, forming a bond between Pandaren and Cloud Serpent that continues on to this day.

Wind Serpents – First, imagine a snake, now stick some feathers on it's head and give it wings. Congratulations you now have a wind serpent. On Draenor they are explicitly all related to Seethe and on Azeroth PROBABLY Hakkar, though the Troll have enough Wind Serpent Loa that may be up in the air. They spit lightening too sometimes, and that's awesome.

Dragonhawks – Favored flying mounts of the Sin'dorei, who despite the name dragon and their ability to breathe fire, aren't actually dragons or dragonkin. These half hawk, half dragon looking beings are excellent hunters and revered by the Amani in no small part due to one of the Amani loa being a Dragonhawks.

Dragonspawn - Looking like the dragons saw a Centaur and thought to themselves “Now that's cool.” Some have wings, some don't, the important thing is that they have four legs and two arms and are often associated with the various Dragonflights. Word of God and at least two books seem to suggest that Dragonspawn are mortals who ended up devoting themselves to Dragonflights and as a result of hanging around so long, took on a bit of their appearance.

The important thing however is that the Dragonspawn serve at the behest of the dragon they spend time with, often caring for their eggs or guarding their lairs.

Drakonid – Half Man, Half Dragon, these creatures are uplifted versions of a species native to the dragon isles called Tarasek, which are themselves bipedal dragon-like creatures. Like Dragonspawn they often match up with the Dragonflight they serve, and they tend to work as Warriors or Guards on behalf of those flights. Like the Dragonspawn they appear incredibly intelligent and more then capable of magic.

Haranir. – A unique group of people that might make you think the loa Hir'EEK and a night elf had a child together. Though not native to the area, they show up in Azj-Kahet in order to investigate the growing problem of black blood. Having a unique tie to nature, and choosing to largely stay secluded from the rest of society attempting to not interact with others if they can get away with it.



“Aaaaaughibbrgubugbugrguburgle!” – Last sound a new wow player hears before dying their first time.

Draenor Native Species

There are a few species that are unique to Draenor either because they lived there before it exploded, or they moved in once it became the outlands.

Saberon – A fierce and primitive bipedal cat race that makes their home on Draenor. These hulking Sabretooth felines were clever enough to construct nets and harpoons to fight the Arakkoa of Draenor and seem to practice simple shamanistic magics. Though encountered on Alternate Draenor there isn’t even a whiff of them in Outlands, so either the Orcs got rid of them all prior to the first war, or when the planet exploded so did they.

Worry not though, apparently as Eitrigg was returning from a rescue mission to retrieve the Mag’har orcs from a future alternate Draenor where the Draenei had become light fascist, a few of these big cats managed to slip through the portal and darted off to the Norther barrens, proving once again the Cat distribution system works as intended.

Rock Player – Cthulhu Sycther here is native to Draenor, though they only seemed to spread out after the planet exploded. Having 6 limbs, the first four of which this bipedal creature is just using as scythes can be incredibly dangerous, hunting in packs and capable of even taking down Elekks.

Ravager – Often pets of the Rock Players, this horrific oversized spikey wasp with six eyes and mandibles big enough to double as a Jaws of Life in an emergency go from grub, to flying wasp, to wasp so fat because it has eaten so many passersby that it now stalks prey on the ground and hisses. You can probably find one auditioning to be a Zergling somewhere.

Lobstrok – To put it quite simply this is the Draenor version of a Makrura

Botnai – These incredibly cunning and intelligent tree bark skinned creatures are born of the spores of the original Sporemounds after Aggramar woke up a mountain to perform some weed eating on

Draenor. They serve at the behest of the Genesaur and seek to grow the Evergrowth that has spent several millennia battling the Grond and their subsequent progeny clashing with every living thing on Draenor making use of the powerful nature magic at their disposal.

Genesaur – Also of the Sporemounds, these were the largest of their creations. Massive plant like beings who commanded the Primals (the collective name for all the plant critters the Sporemounds spit out). Like Centaur who just couldn't stop growing these colossal creatures were hunted to extinction when the Old Horde took over Draenor but posed a serious issue in the attempt to defeat the Iron Horde on an alternate version.

Sporeling and Podling - Yet more of the Sporemounds offspring, the Podlings, this tiny member of the Primals might be the single most viscous plant based creature to have risen up yet. Don't let those giant eyes deceive you these creatures will absolutely stab you with the tiny spears they fashion if given half the chance.

Sporeling, similarly are tiny creatures born of the Sporemounds, but they only show up in any significant numbers after Draenor explodes in the swamps of Zangarmarsh. These mushroom creatures tend to be far more peaceful by nature, even finding themselves slaves to some of the crueler races that make their home in the marsh like the Naga.

It's not explicitly stated that the Podlings became Sporelings, but it is certainly hinted that one led to another (though there are sporelings around when there are still Podlings, so it's anyone's guess).

Warp Stalker – A large lizard like creature that was native to Draenor, that upon the planet's corruption by the burning legion, learned to teleport and phase in and out of the Astral dimension on a whim. These blink Lizards are often used by the burning legion as mounts.



A warp stalker pounces upon it's prey.

Shadowlands Native Creatures

There are several creatures that made their first appearance in the Worlds of Warcraft in the Shadowlands expansion. While most of Maldraxxus is populated by the very same sort of undead that show up on Azeroth; Bastion, Ardenweald and Revendreth do have a few species unique to their area.

Dredger or Muckborn – Made from literal mud in some underground pits these subservient little constructs can be found running about in Revendreth. If you shove enough of these little butlers together, they form a “Biggun”

Venthyr – Originally created by Denathrius, these vampires are the ones who make sure that the purpose of Revendreth is fulfilled. These days, the Venthyr are created from mortal souls who have redeemed and forget their old life to assist future prideful souls find their way. Like a vampire they also have an allergic reaction when they are subjected to sources of bright light and can even turn into a puff of ash and a penchant for 18th century dress and social structure. It’s just that instead of sucking your blood, they like every creature in the shadowlands, eat anima.

Stoneborn – Large stone constructs literally carved into shape that make their home in the Shadowlands, they serve the Venthyr of the Shadowlands as guards and soldiers assisting with all manner of martial matters. They were initially created by a Venthyr known as the Stonewright, who was the first Venthyr created from a mortal soul.

If you remember watching 90’s series “Gargoyles”, you probably have a good idea of how a Stoneborn looks and acts, able to be shaped into all variety of forms, though usually having two arms, two legs and perhaps some wings. Bipedal or quadrupedal depending on what they were needed for.

Spriggan – The Shadowlands very own sprite, and much like their Azerothian counterparts, these mischievous little creatures love trouble and getting themselves into ‘games’. They aren’t by their nature inherently evil, but like the Grell, sprites, and other nature-based creatures they can be a right thorn in the side at times.

Vorkai – If the Spriggans are Sprites, then these are the Dryads of the Shadowlands, featuring a half man, half Horse sort of appearance but with a massive set of Antelope like horns. They act as the protectors of Ardenweald and act at the behest of the winter queen.

Faerie – Looking like a cross between a butterfly and an exceptionally small night elf, these are some additional Ardenweald natives that serve at the behest of the Winter Queen, loving games and mischief almost as much as the Spriggans. They grow out of the literal ground of Ardenweald like flowers and tend to live in trees.

Sylvar – Looking Like a Satyr for the Shadowlands but without nearly half of the evil baggage. If Faeries are the caretakers of the wilds of Ardenweald, Vorkai its guards, then the Sylvar are the one busy making all the stuff the other two use. Craftsman and enchanters, they too serve at the behest of the Winter Queen.

Tirnenn – Large, wise, treelike creatures that are native to Ardenweald. Like the ancients of Azeroth they are generally old and friendly, definitely the type to hand out a Werther’s original to passersby

when given the chance. They were among the first created by the Winter Queen to help build and construct the foundations of Ardenweald, often found working quietly in the background to build the arches and bridges that weave the land together.

Fungret – The fungus among us, these giant mushroom people can be found in Maldraxxus and Ardenweald and appear to be semi sapient by nature, having a sort of tribal nature, and seemingly at least having the ability to plan out coordinated attacks. The only ones we have met are hostile, or corrupted by the magics of the maw into becoming hostile.

Steward – A tiny owl butler! Often playing the role of architect or maintenance specialist in Bastion, these things are a real hoot. They can be found building constructs on behalf of bastion or comforting and caring for the various Kyrian of the land.

Kyrian – The closest thing to an angel in World of Warcraft outside of the Valkyr, the Kyrians are those who lived a life of service and so in death they are granted the role of carrying the souls of the dead to the shadowlands. As part of the ritual to go from a wingless Kyrian aspirant to a Winged Kyrian, there is an expectation that Kyrians let go of their memories of life (**presumably so they can ferry souls in an unbiased manner*) but as one might expect that caused some conflict.

If you've ever died in world of warcraft and had to take the resurrection debuff, the creature you were talking to was a Kyrian.



The Kyrian, Ferrier of souls

Demons

The various servants of the Burning Legion, collected across various planets or having grown deep in the heart of the Twisting Nether.

Sayaad – The warcraft version of the Succubus and Incubus, they collectively both belong to a race called the Sayaad. Picked up by Kil'Jaeden to infiltrate worlds and gather intelligence. Don't let the good looks fool you though, they will absolutely kill you and use your skin to document their next lewd adventure, of which apparently they keep meticulous logs.

Felhound – This little Zergling with tentacles have a love for one thing: The delicious taste of magic, and those little suckers on it's back are going to help it get them. They can multiply by simply consuming the magic of their pray, and consume they will. They're like a bloodhound for mages and magic and often used as such by the legion.

Nathrezim – Created by Denathrius as a means to infiltrate the lands beyond the Shadowlands, most had assumed they were simply working on behalf of the Burning Legion, as after Denathrius pretended to kick them out of the Shadowlands, they went and settled on the world of Nathreza. Masters of magic, perhaps even more so than even the Eredar, they specialize in infiltration and corruption of worlds and peoples. Using a wide variety of illusion magic at their disposal they will make the political rifts that Onyxia and her brother caused look like child's play.

They are the creators of some of the Legion's most devastating weapons and gave birth to some of its most horrible of plagues (ones you know well, like the plague of undeath). These master manipulators have played key roles in shaping the nature of the universe as we know it today, and even with their master's death in the events of the Shadowlands, they continue to operate in their own ways.

Annihilan – The great Pit Lords of the legion, like a lizard Centaur with tusk that drunk some fel juice and just wouldn't stop. Despite having wings, they can't fly as they drank a bit too much fel juice (they're too large). These creatures are one of those native to the Twisting Nether, having come into existence there. It is their blood which was used to transform the orcs of Draenor, and their membership which operate as generals for the Legion's various armies. Incredibly strong, they are on multiple occasions referred to as functionally siege engines.

Ered'ruin – Not to be confused with Eredar, the Ered'ruin, or Doomguards, look like slightly smaller Nathrezim. It's interesting to note, the Ered'ruin used to serve the titans to act as police to the misuse of arcane magic. When Sargeras turned on the pantheon he recruited them to act as shock troops.

Shivarra – Having six arms, these creatures act as the priesthood of the Burning Legion, preaching the good word of everything must die so the void doesn't corrupt it first.

Mo'arg – A diverse force of the Burning Legion, they too are native of the twisting nether and have gone on to serve as the Legions armorers and Engineers, often going to augment their own body with their inventions. They have a wide variety of forms from Brutes and Fel Lord to the smaller Gan'arg and if you think of a force of burning legion soldiers, you will see a Mo'arg somewhere among them.

Wyrmtongue – Smaller demons with a love of treasure and used by the burning legion to manage matters of manual labor, these smaller bipedal creatures have some fairly large tusk and a generally red coloration.

Imp – Tiny little creatures that take the roll of the mischievous amongst the demons. If a tiny creature is throwing fireballs at you, it's probably an imp, especially if once you kill it fourty more show up. Having a strange almost religious relationship with their drinking cups (no seriously). The Imp mothers (Larger... much larger) female imps seem to have a stomach that just spawns these little demons. As discussed in the Grell entry, there's a non-zero chance that these things are Grell mutated by the legion.

Aranasi – Everyone loves a spider demon! Taking on a variety of shapes, though all of them incredibly spider themed, seem to be coming from the world of Rancora.

Observer - You might be tempted to call these things Beholders, but a flesh shaped Critter in Pandaria already absconded with that name, so these multi eye, flying, tentacle wielding critters get the name Observer. Though they seem to work with the legion, it does not appear they only work with the legion. They also seem to delight in being able to see new forms of magic... to you know... observe.

Infernal – Rock, rock, rock, rock, rock. Nearly mindless by nature, these living siege weapons are created by forging an infernal soul with a collection of fel infused rocks, often called down from the sky to reign destruction upon the land.

Wrathguard – Jokes on you, this is just an Man'ari / Eredar, not to be confused with a Felguard which is in fact a Mo'arg.

Ur'zul – This is also legally speaking, an Eredar, several of them in fact, horrifically fused together.



A Draenei Vindicator and Three infernal walk into a bar

Section 8: Holidays, Festivities and more

Azeroth is just like any other place in the universe and has a holiday here or there, and while a fair number of them line up with standard North American Holidays here in the real world I can assure you that's clearly only coincidence.

Major

Major Holidays are multiple day affairs, usually lasting over the course of a week or more, often happening to mimic major holidays in the real world like Halloween, Easter, Christmas,

Hallow's End – Prepare yourself, the bells have tolled, shelter your young your weak and your old. Hallow's end started as a small celebration in Lordaeron, an end to the harvest season and it was believed a time in which the veil between the living and the dead became thinner, that as things were leading into winter, it was a chance to metaphorically burn away anything one did not wish to carry into the dark winter months, generating a ritual around the burning of a wicker man.

The forsaken as having been the citizens of Lordaeron before undeath continued this tradition, including trick or treating. But what you're probably curious about is why that dude on a horse keeps setting the inn on fire.

Years ago, a Knight of the Silver Hand Thomas Thompson was convinced by Balnazzar that a village had been infected by the plague and the refugees needed to be killed. Problem was that amongst those refugees was his only family, something he only realized after they were dead. When he was taken back to the Scarlet Monastery and went mad, killing fellow scarlets on the day of Hallow's End.

For losing his mind and going on a world purging murder spree he was beheaded, and Balnazzar infused his body with corrupted magic turning him into the headless Horsemen. The adventurer goes in and kills him and that seems to be the end of it.

What is interesting, is at least according to the quest text, when he was put down in Vanilla, he was put down basically until a Scarlet Shadow Priest transformed him again during the events of Dragonflight, where upon he had to be put down again. As far as I can tell he doesn't come back every year, at least according to the quest text, that it's purely a gameplay mechanic.

Hallow's End of course corresponds with Halloween.

Feast of Winter Veil – So the origin of this one is a shared belief by the Tauren and the Dwarves in a supernatural being called Greatfather Winter, who is said to travel across the lands and from his cloak blanket the ground in snow, thus giving the whole of Azeroth a veil of winter. And so while the land is covered in snow it's given time for rebirth and renewal. The dwarves chose to focus on the concept of Greatfather Winter, believing him to be one of the titans.

But as with all things that start off with good intentions, the horrible reigns of capitalism come to ruin things again. The goblins saw a way to really make a nice profit and so it's largely thanks to them that the holiday has come back into focus. And of course, to sell presents to all the good little boys and girls you must have treats and gifts, so the Smokywood Pastures (The goblins pushing the holiday) started having some things shipped into them.

Problematically one year, one of those shipments which was being pulled by a reindeer named Metzen, who I'm sure has no relation at all to the Blizzard Developer by the same name, was captured by a big Yeti living in the Alterac Mountains.

Pilgrim's Bounty – Alright I'll be honest, I dug for a while on this one, and I genuinely can't find the in-universe explanation for why this event occurs outside of it being Thanksgiving in the real world. It's very clear from the event itself that the whole theme is around having food, and sharing food, but the how or why I can't find anywhere. The NPC's just say sit down and eat, and don't have any sort of text to explain what prompted everyone to get out some tables.

Children's Week – In a world where war and famine are basically the modus operandi it should not be even remotely surprising that there are a large number of orphans. The nature of the Holiday is straight forward, the great adventurers who have been all over Azeroth are asked to sponsor one of the many orphans located around the world, to show them all the majesty and beauty there is to see, to give them hope for themselves in the future.

Love is in the Air – It might be a holiday as far as the players are concerned, it's not as clear if it's a holiday as far as Azeroth is. You see, Love is in the Air was this outbreak of strange amorous gift giving all urged on by a company that was new to the market. A little investigation by the adventurers at the request of a Steamwheedle goblin revealed that the Crown Chemical Company was selling mind altering chemicals to make people more loving.

These chemicals were loaded in rockets, perfumes, you name it. And it turns out it was part of a grand plan to infect all of Azeroth.

Lunar Festival – The lunar festival is a celebration of the Triumph of the Night Elves, Tauren, Earthen and others over the burning legion during the war of the ancients. It also just so happens to be about the time that Omen wakes up each year from his pummeling induced nap and needs to be beaten back into recovery, no doubt playing no small part in the Celebration being held in Moonglade. It's the chance for the citizens of Azeroth to honor their elders, and more specifically the elders of the races that took part in the war of the Ancients hence the traveling to visit all of them.

Midsummer Fire festival – Arising from an ancient tradition on the continent of Kalimdor that placed great importance on fires for warding off evil spirits, the festival is a celebration of this ancient tradition with adventurers acting as wardens to ensure that these fires never go out.

Of course, because Azeroth can't have nice things, while, and so during the celebration one year members of the Twilight's hammer attempted to summon the Frost Lord Ahune, a servant of Neptulon, in order to have him battle Ragnaros in hopes of setting off a great elemental war on Azeroth.

Brewfest – This one is exactly what it says on the tin. Celebrated by all the races of Azeroth it's a time to consume the fruits of the years harvest: Booze, Pretzels and Cheese. All the finest breweries across the land coming out to show off their special ales, meads, and beers with adventurers traveling all over the world to sample various barrels at each major town like the worlds single largest bar crawl.

Ever since losing a competition originally held by Chen Stormstout and Grimbooze Thunderbrew where the two of them were trying to figure out who made the best beer, there has been one person sour with the whole affair, Coren Direbrew, and now every year that Brewfest take place he and those who support him attack the festivities.

Noblegarden – Originally celebrated by the races of the Alliance and only recently adopted by the horde, this festival focuses on eggs hidden across major cities and towns in an effort to draw adventurers and citizens alike closer together to hunt for them, to celebrate the joys of life and friendship.

Apparently here recently, a druid by the name of Daetan would like the eggs or at least one golden egg and has hired a combination of fellow druids and ducks to steal them.



The various heroes of Azeroth celebrating Winter's Veil

Minor

Most of these are one day events that usually don't have a ton of lore behind them, but are fun none the less to discuss.

New Year – Exactly what it says on the tin, the goblins of Undermine have brought in some fireworks to help celebrate the New Year, soldiers return home to celebrate and booze is shared with all.

Pirates Day – A pirate by the name of Dread Captain DeMeza has invited the adventurers of the world to come down to Booty Bay and dress like a pirate, much to the chagrin of Booty Bay's leader Baron Revilgaz who appears to begrudgingly let them make a mess of the place for the day.

Peon Day – A celebration in honor of the Peons and Peasants which are responsible for keeping the whole of the horde and alliance's operations running. Celebrations are usually held in the city capitals with some fireworks.

Day of the Dead – A celebration of all those lost, the citizens of Azeroth gather in Graveyards and decorate the graves with flowers and candles, while dressing up, as a way of welcoming their loved ones back, even if it's only for a short time.

Call of the Scarab – The celebration of the day that the Horde and Alliance put aside their differences to come together to fight the threat of the Silithid and C'Thun and rang the Scarab Gong to remove the seal and allow adventurers to travel inside to defeat the Old god and his minions.

Hatching of the Hippogryphs – The day annually that Frayfeather Hippogryphs in Feralas hatch an invitation is sent out so that adventurers can help in the final moments by sitting on the eggs for a bit.

Volunteer Guard Day – A Day in which adventurers are asked to volunteer to be a guard for the day, to better understand the hard work that city guards do.

March of the Tadpoles – This is a murloc holiday that is held by the Winterfin Retreat murlocs in which their tadpoles cross the Westrift in the Borean Tundra. Thanks to a dedicated member of DETHA who keeps an eye on the tadpoles adventurers can come and help them with their journey.

Luminous Luminaries – A Day in which some luminescent creatures show themselves in the depths of Vashj'ir and so the crew of a submarine ask for some assistance in documenting the strange creatures.

Spring Balloon Festival – A seemingly Pandaren holiday, a group of Hot Air Balloon Pilots set out across Azeroth and invite others to join them on little rides around to see the sites and sounds.

Thousand Boat Bash – A day in which everyone on Azeroth is invited to travel to the now flooded Thousand Needles in order to enjoy a nice day of boating.

Auction House Dance Party – A dance party... at the auction houses.

Glowcap Festival – Held by the Sporegggar where mushrooms are collected to help heal the great Mushroom Fshoo.

Trial of Style – In which the adventurers of Azeroth strut their stuff in a themed catwalk style event trying to prove whom amongst them has the best drip.

Great Gnomeregan Run – Gnomes take part in a foot race that will take them from the heart of Dun Morogh to Booty Bay

(This was inspired by an annual event that was orchestrated by a group of players as charity for breast cancer awareness and has continued to this day, now officially endorsed by Blizzard.)

Moonkin Festival – Held in Moonglade, it is a celebration of all things Moonkin, others are invited to drop by to see what they can learn.

Kirin Tor Tavern Crawl – A semiannual event in which using the power of arcane magic one would teleport to a random inn around the world to get a drink. The tavern crawl has not happened in some years, and it's not clear if with the destruction of Dalaran if it will return.

Un'goro Madness – It seems this is an annual holiday to keep the somewhat rambunctious wildlife of the Un'goro crater in check. So, adventurers are encouraged to drop by and beat up as many dinosaurs as possible.

Harvest Festival – A tradition of creating a fest for honored ancestors and warriors, in this case Grom Hellscream and Uther for their contributions to the Alliance and Horde.

Wanderer's Festival – Happening every Sunday on the beaches of the Krasarang wilds, this is in honor of the great moving island and turtle Shen-zin Su and the Pandaren credited with discovering him, Liu Lang. those partaking light a lantern and place it in the water.



A screenshot of the Running of the Gnomes 2017

Other

These are some other festivals or unique events that happen at a regular cadence.

Kosh'harg – A traditional orcish festival that was held biannually in which the various Orc Clans would come together to share stories and food. Prior to the first war they had always been held in Nagrand under the shadow of Oshu'gun. The last Kosh'harg there was the one in which the Red Pox spread amongst all the festival goers forcing the creation of a village to quarantine the afflicted, and giving the Shadow Council the pieces of the puzzle they needed to push the Orcs to War.

The celebration had not been celebrated for many years until Eitrigg reintroduced the tradition to the Horde, choosing to instead hold it on Razor Hill. Much like the Khural held by the Maruuk the spirits of the fallen are welcomed to join the festival as well.

Khural – Held every season, this Maruuk Centaur holiday takes place on the Ohn'ahran plains in which all the clans have a bit of a truce and share resources and stories. Even the spirits of the dead are welcome to join with food that is overcharred and overspiced being cooked to try and ensure the scent is strong enough to reach the spirits in the sky.

The Darkmoon Faire – Who knows what dark secrets lie at the core of this little amusement park. This monthly event is orchestrated by the Darkmoon Theater Troupe under the leadership of one Silas Darkmoon and operates on the Darkmoon Island with portals from various parts of Azeroth opened during its week of operation to allow visitors.

The Faire plays host to a petting Zoo, which may or may not include obviously sapient creatures who are simply lost, a battle pit, a coaster, and countless games to keep everyone who visits thrilled and enthralled with the place. According to their Silas the faire runs entirely on donations from rather generous doners.

**Though never confirmed outside of concepts laid out in Hearthstone, there are STRONG suggestions of a link between the Darkmoon Faire and an Old god. The iconography, the dark nature of the Faire itself, something about this little attraction just doesn't sniff right.*



What dark Secrets might this little Faire hide?

Section 9: Fun Facts and thanks

A collection of fun facts about the game / lore that you may or may not have been aware of

- Azeroth actually has two moons. The white lady and the blue child, it's in the skybox and everything
- Archimonde's original field of study was Phrenology
- Despite the fight occurring in the Slave Pens Map, technically Ahune is an Azerothian elemental.
- Warcraft Features ~20 Video Game titles and 30 Novels
- World of Warcraft's anti cheat engine is known as Brynhilder.sys and is registered at the same kernel altitude as CrowdStrike's CSAgent.sys <https://learn.microsoft.com/en-us/windows-hardware/drivers/ifs/allocated-altitudes>
- There is a D20 Roleplaying game that borrows heavily from D&D 3.5
- Silvermoon, The Bloodmyst Isles, and Outlands are all on the same instance server together. You could in theory fly between them if the game allowed it.
- There are at least 47 known in game memorials to real people spread across Azeroth. WoWhead keeps a fairly comprehensive list: <https://www.wowhead.com/guide/miscellaneous/a-guide-to-in-game-memorials>
- Odyn's beard is actually a scar he got fighting Ragnaros, isn't that metal?
- The molten core as a raid was thrown together very quickly as no one expected players to plow through the game's content that quickly.
- Iridikron doesn't have tiny little t-rex arms in his proto-drake form, he has no arms at all in fact.
- The version of Lor'Themar added for patch 8.1 in the Sunwell has his eyepatch on the wrong side.
- According to quest writer Jen Klasing, it was intended for the quest in Val'sharah involving Malfurion being captured to actually be Malfurion calling out; however, she liked fan theories that it was Xavius pretending to be Malfurion.
- Apparently Shandris used to have a thing for Jarod and at one-point Malfurion and Tyrande even tried to set the two of them up.
- People used to give Queen Azshara cat figurines to curry favor with her despite the fact she wasn't all that big a fan of cats.
- Sylvanas is the author of Alleria's dedication plaque in Stormwind.
- In an interview with Chris Metzen, Bolvar's initial fate after the Wrathgate was actually fairly undecided. It was only after fan feedback that they decided to do something with it.

- Jihui does in fact have a rule set that goes with it.
- Calia Menethil has a living daughter somewhere? Weird right?
- Sky Captain Elaena Lancekat, a member of the Arathi expedition, is allergic to cats and will yell at you if you ride one near her.
- Thrall has a Frost wolf named Snowsong, Tyrande an owl named Dori'thur, and Arthas HAD a horse named Invincible.
- Varok Saurfang refuses to eat pork because the sounds of the pigs being slaughtered reminds him too much of the screams of Draenei children.
- Despite the fact that the Darkspear consider the Amani mortal enemies, their /charge emote in game will sometimes proclaim "For Zul'jin".
- Rastakhan was the target of at least forty-six assassination attempts (if not more). He simply remembers the forty sixth one because it was his wife at the time. At least that's what he claims if you poke him enough.
- Before the Blood Elf model was made, Sylvanas used to use a Night Elf in game 3-d Model. It was updated to a Sin'dorei model and then finally a custom model in Wrath.
- Gelbin Mekkatorque has a weapon named Wrenchcalibur
- Aviana has apparently invited the Arakkoa to come live with her on Azeroth, though apparently has been unable to reach them.
- Suramar was actually where the Nathrezim did the earliest testbed experiments for what would become scourge during the war of the ancients.
- Before The Eye introduced its set of temporary legendary weapons, that remain in the game too this day, there was an earlier instance of this. In the quest to retrieve Atiesh, the demon you must kill drops (as in it falls out of his hand in the middle of the fight) the legendary "Andonius, Reaper of Souls" which can only be used during four ten minutes before it de-spawns.
- Using the /eye emote as a Blood Elf Paladin on a Silvermoon City guard will cause them to kneel.
- The council of the black harvest was a bit of an in-game nod to a group of Warlock players that had helped with balancing and putting forth ideas for the class during the Myst of Pandaria expansion - <https://xelnath.com/2018/05/15/the-mop-warlock-what-you-knew-and-what-you-never-knew-you-missed/>
- During Warcraft two one of the stored names for a blue orc slot that was never used in the campaign was the "Flowerpicker Clan" which as a joke shows up in both Warlords of Draenor and then later at the Kosh'harg festival
- The world PvP censure equivalent in Legion, the Talon of Vengeance is given to you because we were killing so many Falcosaurs that Aviana was irate, and though we had good

intentions in keeping their numbers down she wants you to kill mortals to remind them that if you fuck around she will ensure you find out.

- While Bwonsamdi had always been in the plans for Shadowlands, it wasn't until an overwhelmingly positive reaction during BFA that he was given a more starring role.
- Arcanum are the high elf Temu version of troll enchantments, where the elves were surprised that the trolls enchantments were better than their own, so they stole them and started making copies.
- Hakkar's corrupted blood debuff spread so far and wide in Warcraft, it actually attracted the attention of the Centers for Disease control who wanted to study how players had gone about trying to contain the spread.
- Though Sethraliss avatar looks like a Sethrak, her actual body starts just before the second boss of her temple with her head being just before the room with the final boss.
- Blowing a /kiss at a Warlock's Succubus/Incubus pet will cause a heart to appear above both the Succubus/Incubus and the Character
- Some of the animals in the Darkmoon Faire's petting zoo will actually respond if you /pet them.

This would not have been possible without the work of the various Warcraft related Wikis (of which there are several) to cross reference and pull sources from as well as the constant work of the folks over at WoWhead to document quest text and summarize major lore points in a lot of the books. Everything that is written here is a credit to those writers and maintainers as well as the Development team over at Blizzard and the countless writers for making this universe that we all partake in.

I hope that this has been at least helpful and maybe a bit funny. Thank you for reading all the way through. You have my endless gratitude for slogging through countless pages of Lore. I am hopeful that this doesn't just read like an elongated wiki page, and that maybe the summaries help some folks.

Let me know if I missed any major characters, events, places, things, that you think are important and I will try to get them added. As the game evolves, I will try my best to keep this updated to the latest content. I have learned a massive amount of information from creating this and I hope that it's given you a bit to think on as well!

Note: [] or * indicates pure speculation on the part of the author with no verifiable source.

Section 10: FAQ

You got something wrong, or something is out of date.

Firstly, that's not a question. Second, probably yes. Email me at badcat@alnarra.com and I'll try to get it fixed and a new version published if I can.

What about Hearthstone, The RPG, or Season of Discovery Lore?

So, Hearthstone is interesting, because it does seem to have its own little bits of lore, but the game itself is also referenced within the world of Warcraft as such, which would imply it's a bit like a weird version of baseball trading cards within the universe. Either way there is enough in Hearthstone that can confidently be dismissed out of hand as simply "fun" that I don't think it's worth trying to dive into the lore underneath the hood.

Seasons of Discovery is... also interesting, because there's been nothing so far that outright contradicts established Lore. The Forsaken making fake documents about the Scarlet Crusade to convince humans to attack isn't entirely unfounded. The Cult of Forgotten Shadows and Church of the Holy Light coming to somewhat of a truce to share also isn't out of the question given the Netherlight Temple in Legion.

Unless it is explicitly stated by someone, I'm hesitant to add lore specifically from only Season of Discovery as outside of the retail game line if it does start to more seriously diverge.

Why don't you list all the Legion Artifacts?

I tried to only stick to the ones that had a lasting impact or were around for more than just Legion itself. Several of the artifacts are exactly what they say on the tin (Fangs of Ashamane? It's Ashamane's Fangs. Thal'kiel's head? It's literally his head) while others were invented purely for the expansion itself and so while they have lore it is exceedingly thin. Half of them could be summarized as "Stuff the Keepers made and chucked somewhere" and another quarter could be described as "Something a Cool Legion soldier was holding".

I may revisit this at some point in the future, but for now I believe I'll just focus on the ones I have.

Where is X character?

Entirely fair, a lot of characters I felt merited better explanation with the organizations they are tied to (Like Vancleef and the Defias, his story is so enraptured in them, telling his story without theirs would be largely redundant). I also tried to keep the characters in the Who Section fairly notable, or at least names that come up often enough. It's certainly not an exhaustive list, but I didn't want to go too far overboard, the book was already 100-some-odd pages at that point.

Why did you add X? Isn't that not cannon?

For the purposes of our book, I assumed anything which Blizzard gave its blessing to was cannon enough. Outside of Hearthstone, Rumble, and Season of Discovery, virtually all Warcraft related properties were considered for material. MOST of the things in the sources that places like Icy Veins considers non cannon keep showing up in the game anyway (Like the comics), so I'm just going to assume they are cannon enough.

Who made that art?

I tried to keep the art that is used throughout to either official promotional materials or things with direct ties to blizzard works; however, in some cases there are a number of fan made creations in here and I tried to make sure to cite the artist in question, artist if you would prefer your piece not be in here let me know and I'll remove it. If there is a piece of art that is uncredited and shouldn't be email badcat@alnarra.com with the correct artist and I'll see to it that it's fixed.

Section 11: Revision History

5/29/2025 – Version 0.0.1 – Initial Completed Draft of the Guide