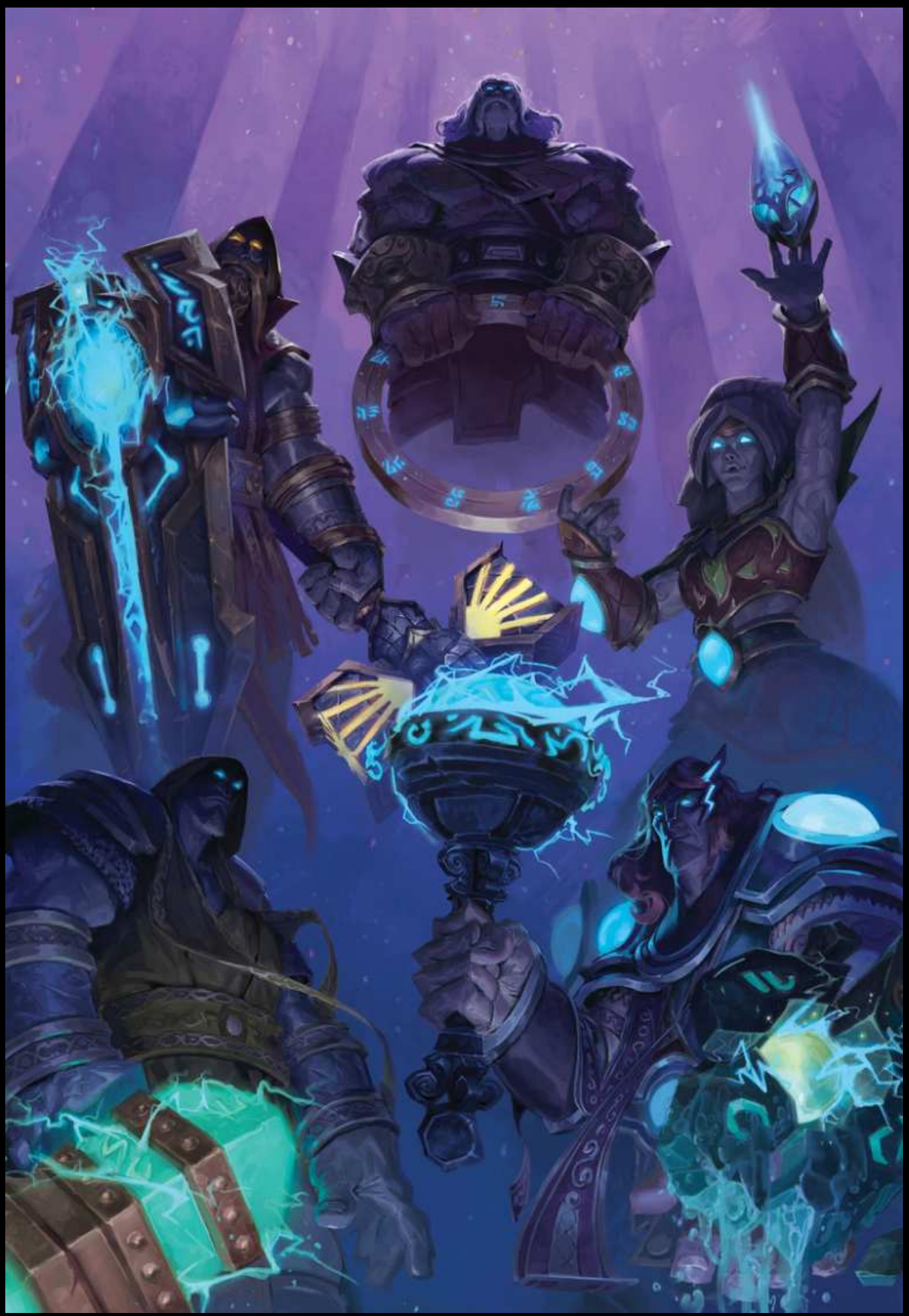


Awaken now, O' Servant of the Titans, your duty and Edict await you. For the next 10 years you will wander the lands of Azeroth, ensuring the plans of your creators come to fruition.

Or perhaps you will forge a path of your own entirely. Nonetheless, take these 1000 Titan Tokens and set forth.

Drawbacks
Time
Location
Races
Edict
General Perks
Warrior Perks
Shaper Perks
Mystic Perks
Leader Perks
Items
Companions/Followers
Scenarios
End Point
Notes

Drawbacks

Supplement Mode
(+0 TT)
Oh, come now, really? As you wish. I will merely sculpt your new form, after which you will continue on your way to another world entirely. Though beware, your burdens will come with you.

Thou Art I
(+0 TT)
If you'd rather be one of the "Canon" characters, I can insert you in their body upon your entry. Though some of the more powerful beings will require you to take certain perks beforehand.

A Different Time
(+0 TT)

Perhaps you would prefer a different timeline? Mayhaps the genders of all people have been flipped; perhaps instead of Sargeras, it is Eonar who now leads the Burning Legion, or something else entirely.

Drop-In Scenario

(+0 / +100 TT)

Ah, want to go about things without any extra baggage? Alright. I will drop you in the world with no connections or new memories. You will instinctively know how to move about in your new body and how to use the most basic of your powers. Everything else, you will have to discover yourself. In return for gaining **100 Tokens**, I can also wipe your memories completely so you may have a truly fresh start, wherever you wake up. You will be guided by instinct until someone wiser and more patient finds and teaches you.

Time Extension

(+100 / +200 / +300 TT)

Let's be real, ten years to a Titanforged, beings that in general have no lifespan and can live for as long as their bodies remain mostly intact, is little more than a blink of an eye. So by buying this, you extend the time you spend in this little corner of the multiverse by 10 years for each purchase. Should this not be enough for you, you may then increase your stay time by 100 years for **200 TT** for each purchase. And if even this isn't enough for you, then for **300 TT** your time is extended by 1000 years for each purchase. I will give you tokens up to 10 times; after that, you merely extend it for your own leisure.

Lost Warehouse

(+200 TT)

Were you expecting to sweep through the world with your artifacts? Unfortunately, that won't happen. Your connection to your warehouse has been severed for the duration of your stay here, cutting you off from all items and artifacts you may have collected over your journey.

Strange Magic

(+200 TT)

You were created by the Titans to be perfect; there is no need for any other powers except those they granted you. You lose access to all outside powers, magic, and any perks that can be understood as supernatural. You must learn the local ways if you wish to thrive here.

Looking For Group

(+200 TT)
Perhaps you were hoping to swarm your enemies with the army of companions and followers you've amassed? Unfortunately, it would seem they have been sent elsewhere for the duration of your stay. You may recruit locals, but those from the outside will not gaze upon Azeroth on this journey.

No Sensation
(+200 TT)
Your body is made out of an inorganic material, which naturally makes it so you do not truly feel sensations. You feel only resistance when petting a cat, not the softness or the warmth of its fur. Food and drink have no flavor to them; you cannot smell the flowers or the fresh perfume of your lover. And sex? Forget it; it brings you no pleasure at all. This will overwrite your sensations, even if you were to gain a body of flesh and blood.

Thieves! Fire! Murder!
(+200 TT)
Mortals like to collect things. They like to explore even more. Unfortunately the two largest groups specialising in both, that is the Explorers' League and the Reliquary, have gained a keen interest in entering your homes and grabbing your things. They will be in general easy to repel, but they will not cease their attempts until the end of your Jump. Why they do it is a bit murky, each one seems to have a different motivation for this home intrusion.

Muted Emotions
(+200/ +400 TT)
Many of the Titanforged have a hard time processing the emotions of others and that of themselves. You have a hard time empathizing with others, to the point where you come off as awkward, weird, or just plain rude. For an additional **200 Tokens,** you do not feel any emotions, nor do you care for the lives of others. Everything is disposable should your Edict require it.

A Rogue Keeper
(+400 TT)
Oh no. You have come to trust one of the Keepers that remain free of corruption. Well, remained. Now, like Loken, they too have become corrupted and are plotting to betray and even kill you. Unfortunately, you are unable to see through their deception, though others can convince you of the truth. You forget about taking this until the end of your Jump.

Broken Down

(+600 TT)

Perhaps you and Yotnar should exchange notes? Just like the guardian of the Vault of Aggramar, you too have been broken down, leaving you as but a living head while the rest of your body has been scattered across whatever region you began in. Though you can just about sense where your body parts are, you will need someone else to retrieve them and to then put you back together.

Locked In With Them

(+600 TT)

The security protocols have been activated within one of the prisons of the Old Gods, sealing the facility from the inside. The problem is that you have been sealed within as well. You will have to await until some unfortunate soul stumbles upon the prison in question and opens it from the outside. Depending on your prison, you may have other Titanforged to converse with, but best to keep your wits about in case the actual inmate tries to manipulate it into releasing it.

The Curse of Flesh

(+600 TT)

So you too have fallen to the Curse, I see. Whatever form you previously had has changed. Stone and metal have given way to flesh and bone, leaving you weaker in all regards. Your lifespan is still measured in hundreds of years, but it is a cold comfort in all honesty, especially as you are only half as strong as before the Curse took hold, even if you were one of the already Curseborn species like the humans, dwarves, or gnomes.

Helheim Bound

(+600 TT)

You have died, or merely angered Helya, for you have ended up in her realm of Helheim. You must escape before you are broken and reduced into another Kvaldir in service to Helya. Though even if you manage to escape, Helya will not let you go so easily. She will send groups of Kvaldir after you, with their numbers and power growing each time you defeat them. And should you actually die, then you will find yourself back in Helheim, and the cycle begins anew. You cannot remain in Helheim when your time here ends, for Helya will not let you go.

Of Hordes and Alliances

(+600 / 300 TT)
Azeroth has witnessed much war in the last few years thanks to the ongoing conflict between the Horde and the Alliance. Said war has brought chaos and disorder to Azeroth and it has disrupted many of your kinds plans and duties. It is up to you to put an end to this by joining either side and ensuring total victory for them by the end of your time here. Should you have taken **Incompetent Saviors** then you will only receive **300 Tokens** on the account of the Adventurers on both sides being far less threatening.

Lei-Shenned
(+600 / 1000 TT)
A major reason for Lei Shen's success was his theft of Ra-Den's power, granting the Mogu some of the Keeper's control over the elements. Unfortunately someone has done a similar thing to you. For **600 Tokens**, someone morally opposed to you has stolen all of your powers gained here and will prove themselves a major threat to you and yours. For **1000 Tokens** they have also stolen any powers gained from outside this Jump, potentially making them a threat on par with Sargeras or Dimensius. You will have to rely on the help of others, as you cannot regain your former strength except by slaying the thief in question.

Incompetent Saviors
(+1000 TT)
Azeroth has been saved time after time by various Adventurers, either through skill or sheer luck. Unfortunately, you seem to have found yourself in a timeline where the quality of Adventurers is, poor, to put it politely. All of the Raids and Dungeons you have heard of? In this timeline, the Adventurer's will fail if you do not personally intervene. Not doing so will guarantee large parts of the world becoming desolate, and the destruction of Azeroth is all but assured.

As Foretold by Metzen...
(+1000 TT)
The future is uncertain, but Azeroth is balancing on the brink, and even a single grain of sand can make it finally plummet to its ultimate demise. The sole Timeline that was foretold to us was the path of blood and sacrifice that led through perils and tragedies towards survival. But now it is threatened by the presence of one unstable Element, *the one who should not exist*, the Jumper..., *you*. Based upon your previous actions, Champions from the future that you can never reach or even glimpse will come alongside Adventurers most brave and skilled to restore order to the Timeline. For each change that

altered the path of History in a meaningful way, a new Champion, *whose future you either changed or stole*, and his Thirty-Nine Comrades will appear and will not yield until the end of your stay here. Always coming back, learning, and adapting to your tactics and means that you used to repel them before. Almost as if they're trying to... *defeat a Raid Boss, and their death is only a minor inconvenience for them*…

Corrupted

(+1000 TT)

An unfortunate trend, especially among the Watchers and even the Keepers, is to be corrupted by another higher power, driven insane, and turned against both the Titans and Azeroth as a whole. Unfortunately, you seem to continue this trend. Like Skaradyn, the Maiden of Vigilance and Ra-Den himself, you have been twisted by a Cosmic Force, be it the Fel, Void, or perhaps even the Light. Your new purpose is to corrupt all life on Azeroth and destroy the plans of the Titans. There are moments where this corruption wavers, and you become lucid enough for a few minutes to do something, however. You must break free from this Corruption before the end of your Jump. Otherwise your Chain will end here.

Time

The War Against The Black Empire - (+100 TT)

It is the days of the Black Empire, when the Old Gods ruled over Azeroth. You and many others of your kind have been created for the sole purpose of destroying the Old Gods and their forces. You will need all of your wits if you wish to see the end of this in one piece.

The Ordering - +150,000 BDP

The Old Gods have been sealed away, and now your masters have begun to shape Azeroth into a more peaceful place. Your Edict will be to assist the Titans in this endeavor; the how depends upon your chosen form.

Dawn Of the Aspects - 20,300 BDP

Galakrond has begun his rampage across the lands, devouring and reanimating proto-dragons as he goes. While the five future Aspects, along with the Keeper Tyr, will eventually defeat the mad dragon, they would surely appreciate the help if you offer it.

The Betrayal - 20,055 BDP

A veritable powder keg will explode around this time. Not only will Sargeras defeat and slay the Pantheon, but the Keeper Loken will betray the other Keepers, resulting in Archaedas and Tyr fleeing south and Tyr subsequently dying in the process.

The Aqir and Troll War - 16,000 BDP

An old enemy has awoken in the form of the C'Thrax Kith'ix and his Aqir servants. While the Trolls will unite and eventually defeat these foes, a core part of your imperative is to fight against the Old Gods and their servants, and perhaps you could spare Azeroth from some of the damage the Aqir will inflict upon it.

The Age of a Hundred Kings - 15,000 BDP

The Mogu have succumbed to the Curse of Flesh and have turned to tyranny and oppression. Within a few years time, Lei Shen will begin his journey, imprisoning and stealing the power of Highkeeper Ra-Den and finally unifying the Mogu under his rule. At the same time, the Dragonflayer clan of Vrykul has come under the effects of the Curse as well, and from these Vrykul are the ancestors of the Humans born.

The Scouring of Uldum - 12,200 BDP

Lei Shen's lust for power will doom him and many others as he attempts to seize the Forge of Origination for his empire, forcing the Tol'vir guarding it to activate said device. Not only are Lei Shen and his forces destroyed, but the lush jungles of Uldum are all burnt into the harsh desert you know it as today.

Pandaren Revolution - 12,000 BDP

The Mogu Empire is long past its prime, to the point where the Pandaren Kang, with the help of his recently discovered Path of the Monk, successfully manages to incite a slave revolt, which will lead to the collapse of the Empire as a whole.

War of the Ancients - 10,000 BDP

The Betrayer has come knocking, and with him comes his foul Legion. The Well of Eternity has been turned into a demonic portal, with the forces of the Burning Legion swarming the lands. If there ever was a time to follow your imperative, it is now.

The Lost Gnomes - 3,000 BDP

A comparatively quiet moment in time, it is around this time that the Mechagnomes of Uldaman succumb to the Curse of Flesh and the newly born Gnomes head on to Dun Morogh, forgetting their heritage and purpose.

The Dwarves Awakening - 2,500 BDP

The Dwarves awaken in Uldaman and wander out into the world, eventually finding Khaz Modan and building the city of Ironforge within a mountain.

The Last King - 400 BDP

The last Gnome king, Mechagon, will soon depart with many of his followers in search of a mystical land of technology, where he hopes to find a way to revert the effects of the Curse of Flesh.

The War of the Three Hammer - 230 BDP

After the death of High King Modimus Anvilmar, the Dwarven people enter a civil war between the Bronzebeards, Wildhammers, and Dark Irons. The conflict eventually ends with the Bronzebeards ruling over Ironforge, the Wildhammers relocating to Grim Batol, and the Dark Irons being enslaved by the Fire Lord Ragnaros.

The First War - 0 ADP

Ah yes, now we are in familiar territory. Brought forth by the Sargeras-possessed Medivh, the Orcish Horde has invaded Azeroth and will prove itself quite the pest in the years to come.

The Second War - 4 ADP

Now led by Orgrim Doomhammer, the Horde continues its advancement across the Eastern Kingdoms, while at the same time the Alliance of Lordaeron forms to combat the Orcs, culminating in the Horde's defeat and the closure of the Dark Portal.

The Third War - 20 ADP

A mere stone's throw away from current times from a temporal point of view, this is the time when the Orc Thrall gathers his Horde on an exodus to Kalimdor, while Prince Arthas Menethil falls to the corruption of the Lich King and ends up slaughtering most of his former people. It will all culminate in another invasion by the Burning Legion and the destruction of Nordrassil.

The World of Warcraft - 25 ADP

And here we are, at the end of the beginning. While amongst mortals a lot has already happened, for the Titanforged things are going to escalate. The discovery of Uldaman, the death of Loken, the release and later defilement of Ra-Den, the defeat of Sargeras, and the return of the Pantheon. So much to see, so much to do.

Location

Dornogal

The capital of the Earthen of Khaz Algar, Dornogal is the only major city above ground on the Isle of Dorn and holds the Coreway, a massive tunnel that leads to the deep caverns below the Isle.

Ulduar

The largest of the Titan facilities on Azeroth, Ulduar serves both as a major city and perhaps even the capital amongst the Titanforged, but also as the prison for the Old God Yogg-Saron, though his imprisonment is incomplete, allowing his blood to spread across Northrend and for him to begin Whispering into the minds of others. The city will be taken over by the mad Keeper Loken, who will attempt to free Yogg-Saron from his prison.

Ramkahen

The capital of the Tol'vir tribe bearing the same name, Ramkahen is built on the fork of the vast Vir'knall River. Traders from far and wide make landfall here, and in the coming days it will prove a bastion of hope against the Neferset tribe.

Stormheim

Located on the Broken Shores in the shadow of the Highmountain, Stormheim gets its name from the frequent thunderstorms that appear in its skies. A large population of Vrykul resides here, as do the Vault of Aggramar and an entrance to the Halls of Valor. It will become one of the many theaters of war during the Burning Legion's Third Invasion.

Mogu'shan Palace

The former seat of power for the Mogu Empire, the Mogu'shan palace is vast in scope, carved into the side of one of the mountains that surround the Vale of Eternal Blossoms. It hides many treasures deep within, though the terracotta soldiers and scavenging Saurok may prove a threat.

Halls of Valor

The home and prison of Prime Designate Odyn, the Halls of Valor float above the skies of Stormheim, and it is here where the Val'kyr bring the spirits of worthy warriors to rest and join the Valajar.

Un'Goro Crater

One of the three experimentation sites designated by the Keeper Freya, Un'Goro houses several exotic plants and creatures not found anywhere else on Azeroth. Rumor holds that a lost city of the Tortollans may stand within the immense volcano at the very center of the crater.

Races

Earthen

Sculpted from stone and the very earth itself, the Earthen were tasked with shaping the many mountains, caves, and other subterranean locations of Azeroth. Alternatively, you may begin as either an Iron Dwarf, a being of metal with a talent for sculpting metals of all kinds along with a knowledge of runes, or as a Dwarf, one of the deformed offspring of those who succumbed to the Curse of Flesh.





Mechagnome

Created by the Titan Keeper Mimiron, the Mechagnomes are the smallest of the Titanforged in size, but some argue they are the smartest of the lot. Your main imperative is to act as servants and helpers for Mimiron, along with

helping to maintain the many Titan facilities of Azeroth. Alternatively, you may start as a Gnome, the lesser and fleshy descendant of the Mechagnomes.



Mogu

The former servants of the Keeper Ra-Den, your kind were originally meant to shape and protect the land, but have over time become corrupted by the Curse of Flesh and for the most part forsaken your former duty to become petty tyrants and warlords.



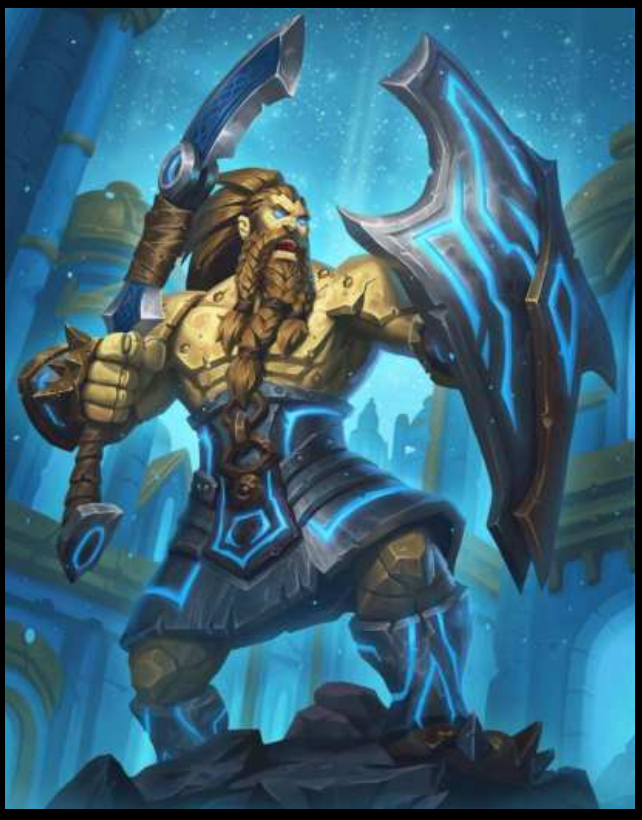
Tol’vir

Created to maintain lore repositories and the various machines of both the region of Uldum and the city of Ulduar, most of your kind have long since succumbed to the Curse of Flesh and are found almost exclusively in the deserts of Uldum.



Iron Vrykul

Taller than most Ogres, the Vrykul were created to act as warriors and protectors of the various Titan holdings and facilities of the world. Though many have succumbed to the Curse of Flesh, Iron Vrykul yet continue in their ancient duties. Alternatively, you may start as a Human, one of the deformed descendants of the Vrykul.



Unknown
You are not in the archives or the plans of the Titans, yet you bear some of their designs. You may take on the appearance of one of the myriad of races found on Azeroth, only carved from stone or cast from metal.

Edict

All Titanforged hold an Edict, a set of programming that defines their base function. Though you do not need to let it define your path forward, it does define what you already know.

Warrior
You are the sword that strikes at the enemy and the shield that protects your comrades. You were made for war, and you are good at it.

Shaper
To you fall the Edicts of Khaz'goroth, to shape the land and create wonders beyond mortal minds.

Mystic
Not only do you chase the secrets of the Arcane, but also those of the other branches of Magic as well, while also archiving as you go.

Leader
You are the brains that direct the impulses, the loudest of voices to direct the hordes. You lead, and others follow.

General Perks

Titanforged
(Free)
You are not an organic being, but one forged or carved by the Keepers to perform a duty. You are far tougher and stronger than beings of flesh and blood, and you are, by all accounts, ageless for as long as you can maintain your body.

Strong yet Pliable

(Free)

Mortals, as you've come to find out, are squishy. And now, so can you. Be you made of metal or stone, you can decide how your body reacts and feels. Perhaps in combat it is just as tough and rigid as it appears, while at peace it may be just as soft and warm as the skin of mortals.

Patience of the Eons

(100 TT)

It can get quite tedious and boring, performing the same task for thousands of years at a time. Not so for you, however. Your patience and attention span are limitless, able to stand watch in a spot for hundreds of years at a time and to look at the world with the same interest as before.

Well Sculpted

(100 TT)

Despite being carved from non-organic materials, quite many of the Titanforged are rather pleasing to the eye. Why would you be any different? Your features are well done, as if the life's work of a master craftsman. You are, to use a human term, at least a 9 out of 10.

My Edict, My Purpose

(200 TT)

Most Titanforged are defined by their Edicts, their mission and purpose in life as commanded by the Titans. You may declare an Edict for yourself, be it something as simple and broad as protecting people from harm, or something very specific such as maintaining the structural integrity of a certain building. When you are working towards fulfilling this Edict, you receive a boost to your capabilities, which remains until you have either fulfilled your Edict, or are no longer pursuing it. And to ensure you remain steadfast in your duty, you receive a form of mental defense. You are perfectly aware of what your Edict is; you will not and cannot be manipulated by mortals, nor can your mind be corrupted by these beings. The Old Gods can corrupt you, at least for now, but even then it will take them thousands of years of slowly chipping away at your mind.

An End To The Curse

(200 TT)

Through the power of the Jumpchain is the curse of Yogg-Saron cast aside. You are now able to shift between your original Titan-Forged form and your

more fleshy alternate form. You may also give this to other Titan-Forged and even other constructs in the future. Should you have taken **The Curse of Flesh** then this is only cosmetic for you until the end of your jump.

The Spark of Aman'thul

(400 TT)

A spark of the Highfather's power lingers within your vessel. You appear and sound wise to others, with your words and counsel often heeded by others. But you also hold mastery and control over temporal magic, able to gaze into the timeline, travel through it, and so on. You are no Nozdormu, but you give many of the normal Bronze's a run for their money.

The Spark of Eonar

(400 TT)

A spark of the Life-Binder's power lingers within your vessel. You have a gentle air about you; wildlife leaves you in peace and might even treat you warmly. Nurturing life and children becomes second nature to you. You possess control over Nature magic, able to revitalize entire forests in hours. And finally, you hold a connection to the Emerald Dream, able to manipulate it and traverse to and from there at will. Should you ever meet lost souls, you could always send them to the Dream to heal and move on.

The Spark of Norgannon

(400 TT)

A spark of the Dreamweaver's power lingers within your vessel. You are an expert teacher, especially in the magical arts, able to turn even the dumbest of Gnolls into a wizard rivaling Medivh in his prime. Just as well, your actual control over Arcane magic is beyond most mortals, with the aforementioned Medivh and Malygos still your equal and superior, respectfully.

The Spark of Golganneth

(400 TT)

A spark of the Thunderer's power lingers within your vessel. You are a jolly person, able to find enjoyment in things big and small. It will take a lot to make you angry, but when it does happen, it will be a horrifying experience for your foes. You command control over the skies and seas, able to create massive thunderstorms and raging whirlpools, though Thorim will still beat you in a contest of power.

The Spark of Khaz'goroth

(400 TT)
A spark of the Shaper's power lingers within your vessel. You are a master craftsman, able to craft wonders of both magic and technology with sufficient ease, though Artifacts such as the Pillars of Creation are for now still out of your grasp. You also hold some dominion over the earth and the fire, able to shape hills and caves with little difficulty and bringing about massive firestorms and keeping all forges as hot as can be.

The Spark of Aggramar
(400 TT)
A spark of the Avenger's power lingers within your vessel. Your tactical knowledge boggles the mind, able to plan out strategies that leave most enemies baffled at the fact they not only worked, but also left them absolutely devastated. And as a warrior, you have few peers and fewer superiors. You have an instinctual understanding of any weapon you wield, and should you dedicate yourself to one in particular, you could become a proper menace indeed. And to complement your skill, your body is far tougher than your brethren, able to take hits that would put even a Keeper down and still be mostly fine.

The Spark of Amitus
(400 TT)
A spark of the Peacekeeper's power lingers within your vessel. You are a defender and a peacekeeper, lifting up those who lack a voice of their own and defending them from harm, both physical and spiritual. To complement this, you wield mastery over the Light exceeded only by Amitus and the various Naaru.

Thraegar
(400 TT)
It would seem you have come into contact with the very core of Azeroth, which has changed you. Your form is now covered in diamond, increasing your durability along with improving your abilities by half. Not only that, but this also raises your standing among the Earthen. Not to the level of a Keeper, but you could be chosen as a king amongst the Earthen people with little complaints.

The Spark of Greatness
(600 TT, Capstone Booster)
What separates the Titan Keepers from the Watchers? All nine were imbued with the power of the Titans and hold a fragment of their creator's soul within

them. And now, so do you. In stature you stand two heads taller than your brethren, while also bearing the strength of ten of your kind. Any mystical abilities you have are increased in a similar manner, and you gain one of the **Spark** perks listed earlier for free. Your position amongst your kind rises to a similar height as the Keepers, and even they will treat you with some respect. But beware, even now you can be waylaid and twisted. You need only ask Ra-Den and Loken.

Warrior Perks

Discounted for **Warriors**, with 100 TT Perks being free

Built Tough
(100 TT)
Even amongst other Titanforged, you are something else in your physicality. You are twice as durable and twice as strong as the rest of your brethren, able to withstand injuries that would see others crumble with little pain or hindrance.

How To Fight
(100 TT)
A warrior who cannot wield a weapon is a dead and humiliated one. While you know in general how to fight competently with most common weapons, there is one that you have mastered to the level of someone with decades of experience.

Dragon Rider
(200 TT)
Taking a page from the Vrykul's playbook, you know how to domesticate bestial dragons, that is to say, ones without sapience, such as the proto-dragons. And to sweeten the pot, you are always in sync while riding your dragon mount; all commands are followed on immediately, and all of your attacks just seem to hit twice as hard. You may alternatively switch this with Gryphons and the Stormrooks, Gryphons infused with Elemental Lightning.

The Loudest One
(200 TT)
You are the toughest on the block, the one that can take a hit, and the one behind whom the squishy ones stand. To deal with those who'd rather go after the people behind you, you can now shout at them, taunting them into

focusing on you instead. The stronger the target's willpower is, the lesser the effect is. A common bandit will forget all about their previous target, while Sargeras will not even register your taunt.

Weaponmaster

(400 TT)

Such is your skill of arms that you no longer need weapons to wield them. You may bond with weapons, allowing you to control them with your mind and directing them to attack targets. This also increases your stamina during battle, ensuring exhaustion is a thing of the past.

Val'kyr

(600 TT)

You are bound to get some raised eyebrows and alarmed looks with this. You are a Val'kyr, an ethereal being tasked with transporting worthy souls into the Halls of Valor, or unworthy souls into Helheim, depending on your alignment. You possess a set of ethereal, feathered wings that you can manifest at will. You can transport the souls of the dead to a specific afterlife, or shove them back into their bodies and resurrect them. For now you can only do this with a single soul at a time, with the resurrection aspect only usable once per hour for each soul, and even then, they need a mostly intact body to return to.

[Boosted]: You rival Eyir in splendor and might with this. Not only can you now transport multiple souls at the same time and resurrect entire groups from chunks of flesh, but you can now also ascend mortals and lesser Titanforged into Val'kyr loyal only to you.

Shaper Perks

Discounted for **Shaper**, with 100 TT Perks being free

A Maker's Hands

(100 TT)

If a crafter can't even swing a simple hammer, then they are completely useless. Thankfully, you are nowhere near that bad. You know how to work the forge, how to temper mundane materials, how to build basic buildings, and so on. You also know how to maintain Titan constructs superficially, though the more complex systems and creations still leave you scratching your head.

Quality Guarantee

(100 TT)

But knowing how to work materials is not the same as producing acceptable products. Whatever you craft or build is considered good quality, not to the level of, say, Khaz'goroth, but any mundane smith will look at your work with appreciation.

Stubborn Goat

(200 TT)

There are few beings more stubborn than mountain goats and their stone-covered relatives, the ramoliths. Which is why, in part, the Earthen and Dwarves have domesticated these creatures for countless years. Not only do you know how to domesticate these creatures, but you also exhibit some of their traits. Mainly a stubborn nature allowing you to endure a lot of punishment in pursuit of your goals and the infamous ability to walk steep cliffs.

Forger of Vessels

(200 TT)

Not quite on the level of a proper Titanforged, Golems are artificial creations programmed with a set of commands and with no free will to grow or adapt. You know how to create Golems of different kinds, be it those of the Dark Iron Dwarves, the fabled Stoneborn of the Mogu, the wicker-constructs of the Drust, or something else entirely. Should you possess the skill and knowledge, you may infuse a soul into one of these creations, not only increasing its power but granting it a true mind as well.

Mad Genius

(400 TT)

In aptitude, if not in actual personality. You are the one they call when Mimiron is off doing insane experiments again, perfectly aware and able to both construct and maintain the myriad of Titan creations found on Azeroth, to say nothing of your skill with far less complex things. A common iron sword is likely to be near-unbreakable and never dulling compared to the things made by mundane people.

Nalak'sha's Teachings

(600 TT)

The Engine of Nalak'sha was one of the many Titan facilities built across Azeroth, and it was from it that the Mogu learned to mold flesh and stone like

wet clay. And now you are another inheritor of this knowledge, able to shape statues into masterworks of art, or people into grotesque horrors within a few minutes. You also bear some knowledge over the manipulation of Anima, the Life energy of others condensed into a red liquid, which can be used to mold new races altogether or to empower constructs designed for holding it.

[Boosted]: Buck that then, huh? Forget minutes; you could reshape a blue whale into something different in less than a minute, the same for statues of a similar size. As for Anima, you can simply drain it from others, or reduce others into Anima sludge; it is rather hazy how the process truly works. And where once it took hours to simply craft a singular being, you can now forge an entire race within the same amount of time. What traits they exhibit is entirely up to you.

Mystic Perks

Discounted for **Mystics**, with 100 TT Perks being free

Keeping Record
(100 TT)
Your edict is not just about wielding cosmic power; it is to record its various uses and also the events around you. Your penmanship leaves just about any professional author looking like a fumbling beginner by comparison. And your memory has been enhanced, able to remember things clearly even thousands of years after the fact.

The Very Basics
(100 TT)
Mastering magic begins from the basics. You have a basic understanding of how to manipulate mana and are aware of basic spells for a single branch of magic, which by default is Arcane, but you may choose another one. This can be repurchased, though **Mystics** receive the first one for free.

Rune Magic
(200 TT)
Though some mortals practice Rune Magic, it originated with the Titans, even if it sees most use amongst the Vrykul and some of the Earthen. You have a rudimentary understanding of this less popular form of Magic, holding knowledge for several Runes of Enchantment, which you can tattoo on the

flesh of others and yourself, but you can also carve them into objects, granting them different effects based on the Runes used. With time and effort, your knowledge and mastery of Runes will increase.

Potions, Poisons, and Medicine

(200 TT)

Nature offers a lot of useful information when it comes to brewing all manner of things. From pain relievers, to healing potions, even poisons that disguise themselves as mere heart attacks. And now, you not only have a good grasp on alchemy and medicine, but you also know how to put most organic beings back together and how to take them apart.

The Wonders of Magic

(400 TT)

Are truly endless. Your comprehension over a branch of Magic rivals that of the likes of Jaina Proudmoore, able to cast spells that usually require minutes within the blink of an eye, while only requiring the fraction of the mana for them. If you have taken **The Very Basics,** then this is applied to one of the Magics purchased with it. This can be repurchased, each time gaining a similar level of mastery over a different branch of Magic.

Spirit Binding

(600 TT)

A form of Necromancy discovered by the Mogu, Spiritbinding involves the manipulation of the spirits, both of the dead and the living. You now know of this morbid art, able to summon the spirits of the dead from their afterlife and either enslave them to your will as wraiths, binding them within host bodies, either living or a construct such as the Stoneborn, or merely absorb them and their strength into yourself.

[Boosted]: Well, now you don't have to summon spirits from the afterlife. No, now you can simply rip them out from their yet living bodies, though those with stronger wills or access to magic may resist for a time. More than that, you have managed to create a small afterlife of your own, in a similar vein to Odyn, Helya, and even Gorak Tul. Not only can you bring and send souls of the dead there, but should you meet your demise, you may go there yourself and resurrect within a year. It should be mentioned that you will have to be on the material plane when your jump ends; otherwise, you remain here permanently.

Leader Perks

Discounted for **Leaders**, with 100 TT Perks being free

A Word For Every Occasion

(100 TT)

A leader should always speak with a clear voice, never sound unsure, or have something like a stutter. Now you have no need for any of these, always having a voice that is both heard and oftentimes heeded. You can always come up with things to say, or know when remaining quiet is the better option.

Tactical Thinking

(100 TT)

A **Warrior** must know where to strike their weapon. A **Leader** must know where to send those **Warriors** with minimal losses. You have the tactical knowledge of a seasoned general, able to make quick decisions based on what little info you have along with your intuition.

Strong Enough

(200 TT)

To Be Kind. You have a strong yet gentle air about you, giving people the impression of you being willing to listen to their woes without worry. To complement this, you have gained a heightened sense of empathy, able to understand and read people far better than before. You are strong, but you do not need to boast about it.

A Mentor Figure

(200 TT)

Say you end up finding a young prince in need of guidance and a proper mentor. With this, you can become at least the latter. You are a competent teacher, not only able to pace out your lessons to maximize both the comfort and learning of your pupil, but also, as you are teaching your pupil, they are in turn teaching you, allowing you to glean some of their own expertise in a field you are lacking currently.

What We Leave Behind

(400 TT)

Tyr is a legend amongst both humans and dragons alike, his deeds and words remembered fondly and often inspiring those who came later. You have a similar effect, always leaving a strong impression, mostly a positive one, on

people. Your teachings, your deeds, and your imagery are often adopted and adapted by others, finding them extremely inspiring. Were you to save a kingdom from ruin, then you would be lauded as its savior thousands of years later, with statues bearing your likeness spread across the land. Or sacrifice yourself to protect your friends and inspire an entire order of Paladins to not only take up your sigil, but to also adopt a similar mentality.

A Future Worth Dying For

(600 TT)

One need only look at Tyr and his own willingness to sacrifice his life to protect Azeroth and his friends. You have taken a lesson or two from this. When you are close to death, your strikes gain more strength the closer you get. And when you know it is your time to die, you may overload your body and take your remaining foes with you in an explosion of epic proportions. If you have no way of resurrection, then you will instead end this jump and continue on to the next world.

[Boosted]: Did you perhaps store memory discs somewhere, like Tyr did before his demise? Well, after your demise, one of your allies will begin to look for ways to bring you back. Be it either through resurrection spells, or by constructing a new body for your mind to inhabit. There is no guarantee how fast they are able to do this, but they will succeed before the end of your jump. At least the first time.

Items

You will need gear to fulfill your duty, take these extra **300 Tokens** and use them here.

A Warrior's Kit

(100 TT, Free for **Warrior** Edict)

Any good warrior needs proper armor and a weapon at their side. Perfectly fitted and in the style of your choice, this suit of armor shifts to always fit you to a T and offers more protection than any armor made by mortals. You also receive a weapon of your choice, which will not break nor dull, unless used against something powerful, such as one of the Keepers.

A Builder's Kit

(100 TT, Free for **Shaper** Edict)

Being a crafter requires proper tools, of which you now have these. This large toolbox holds all the tools needed for the construction and maintenance of all manner of things, from simple swords, to somewhat complex golems, all the way to the proper Titan facilities.

A Scribe's Kit

(100 TT, Free for **Mystic** Edict)

Even Titanforged can have trouble with memory after a millennia or two, so it is good to put things on paper, or stone slabs. This series of blank tomes seems to have infinite pages, with a new page forming after a previous one was filled, without the tome bloating up, of course. To complement this, you gain a calligraphy set including ink needles, pens, quills, and chalk pieces, each one perfect for writing or carving.

A Leader's Kit

(100 TT, Free for **Leader** Edict)

To lead a group, you need to be heard, seen, and also to know the current situation. Before you are three items: a horn, a flag, and a map. When blown, the Horn delivers your plans to your allies, with them understanding your intent even if no words are exchanged. The Flag can be carried or strapped to your back. Not only does it show your position to your troops, but it also raises the morale of your forces significantly. And the Map can show whatever territory you are in, along with both friendly and hostile forces as small miniatures that move in real time, though you need to know of their presence to first see hostile forces.

The Training Yard

(200 TT, Discounted for **Warrior** Edict)

Even beings of stone and steel must train in the usage of weapons, if only to get used to the weight of their new gear. This area holds everything you need to train a regiment to their very best. A shooting range for both bows and guns, practice dummies for melee weapons, and even a small arena where your forces may spar against one another.

The Workshop

(200 TT, Discounted for **Shaper** Edict)

How is one supposed to craft something without a proper workshop?! No worries, this building here has you covered. Equipped with forges hot enough to work even adamantium, while also housing the essential tools needed to

actually produce something worthwhile. You can forge just about anything here, from nails to your doors, all the way to advanced firearms.

The Librarium

(200 TT, Discounted for **Mystic** Edict)

Someone had a field day with this. This three-story building only has the first floor above ground, with the other two stationed below it. Here you find endless bookcases, with their contents always shuffling to fit an order you find logical, along with offering whatever book you need at that moment. Also included is a small workshop where you can enchant objects in peace.

The Command Room

(200 TT, Discounted for **Leader** Edict)

A leader should have a bird's-eye view on things. Resembling a blocky bunker, this building offers a 360 view to those on the inside via the usage of cameras and large screens, along with being installed with a set of speakers, allowing you to relay commands from the safety of your walls. As a final boon, this building can actually take controlled flight, able to stay in the sky for hours on end before needing to land for a recharge. It will kill mortals if you land on them.

Mechsuit

(200 TT, Discounted for **Earthen**, **Mechagnome**, **Gnome**)

Oh yes, now this is a fun one. What you have here is a mechanical construct shaped like a humanoid, but instead of a head, it has a cockpit for a pilot to sit in. Mechsuits come in various configurations, some having various cannons, flamethrowers, hammers, or chainsaws installed. You can switch the weapon loadout at will. It also comes equipped with a jetpack, allowing for short periods of flight before needing a second to recover.

The Blueprints of Doom

(400 TT, Discounted for **Shaper** Edict)

The Forge of Wills, the Forge of Origination, and the various other Titan facilities. Each one a wonder of technology and a testament to the might and intelligence of the Titans. Though you may already possess the knowledge to design facilities of your own, these can serve as a starting-off point. These blueprints detail the construction and maintenance of the myriad of Titan facilities and technology observed on Azeroth, though you will need to source the materials from somewhere on your own.

The Archive

(400 TT)

The Archive is integral for the Earthen of Dornogal, allowing them to store memories and then access them later after their new rotation begins. This archive serves a similar purpose, allowing you to store the memories of both yourself, that of other Titan-Forged and even those of other sentient constructs here and then uploading them back when needed. If you tinker with the process, you could alter it so this also works for organics, though how the process would work is a mystery. Nothing is stopping you from tampering with the memories, though people will realise if the changes are too sudden.

Titanstrike

(600 TT, Discounted for **Shaper** Edict)

Born out of the mad genius of Mimiron, Titanstrike is the first firearm created on Azeroth. Instead of firing mere bullets, it instead unleashes bolts of pure lightning. Not only is it a devastating weapon, allowing you to channel lightning spells through it, but it also houses the spirit of the wolf Hati, who will appear at your side and fight your foes.

Warswords of the Valajar

(600 TT, Discounted for **Warrior** Edict)

These twin swords were originally forged by Odyn for one of his mightiest champions, before Helya stole and infused them with some of her malice. Perpetually on fire, the flames cleave through most armor like through butter and not only set their targets on fire, but these flames can be channeled and unleashed upon foes around you as well.

The Fist of Ra-Den

(600 TT, Discounted for **Mystic** Edict)

Once wielded by the Keeper Ra-Den against the Black Empire, it has since been lost to time, at least until now. Able to command the very Elements themselves, it is infused with the fury of the storms and therefore commands lightning the best, able to release bolts of lightning rivaling those of Thorim in his prime.

The Silver Hand

(600 TT, Discounted for **Leader** Edict)

The legendary hammer of the Keeper Tyr, the Silver Hand has held much influence over the various Paladin orders of the world, and for a good reason. The hammer is infused with the Light, just as capable of unleashing burning

flames that obliterate your foes, as it is of releasing soothing rays that mend the wounds and other injuries of your allies.

Worldcore

(600 TT, Discounted with **The Spark of Greatness**)

As it turns out, Azeroth's World Soul is being forcefully changed to align with Order instead of allowing it to grow naturally. What you have here is a facility that can appear deep within a planet, where it then covers the possible World Soul of said planet. This allows you to alter said World Soul and how it develops to suit your needs and desires. Should the world in question lack a World Soul and you have no way of bringing about the awakening of one, then this is merely a subterranean facility filled with scientific gear far more advanced compared to mortals.

The Halls of Awakening

(600 TT, Discounted with **The Spark of Greatness**)

You will need your fellow Titanforged to truly build or achieve anything at a large scale, which is where the Awakening Machine component of the Halls comes in. This machine has 500,000 of your own species, or one of the other Titanforged, in stasis and ready to be awakened at your leisure. You may tamper with their settings beforehand, such as with their personalities, talents, or even their physical forms if you wish, though each one awakened is already by default loyal to you. The rest of the Halls serve as both training grounds for any awakened, but it also has several chambers to analyse, recalibrate and even reprogram constructs of all kinds, though with tampering this could perhaps also be made to include organics as well. The Awakening Machine can be used to store people already awakened, which will put them in stasis within one of the pods, where their biological functions are put on hold until awakened once more.

Holding Facility AR-T7-96

(600 TT, Discounted with **The Spark of Greatness**)

In a similar vein to Uldir, Ahn'Qiraj, and Ulduar, this sprawling Titan complex serves the triple purpose of a city, research complex, and prison. It is well enough equipped to produce a small amount of Iron Dwarves, or similar Titanforged, a day. Unlike the aforementioned facilities, any being sealed here is done so in a way that prevents them from communing with the outside world, while also draining them of strength, ensuring they cannot corrupt the bodies and minds of others, nor grow stronger due to the passage of time.

Companions/Followers

Import Companion
(50 TT)
Each purchase allows you to import a companion. They get 600 TT to use for perks and items.

Canon Meet-Up
(Free)
Purchasing this guarantees you will meet up with one canon character under good terms. If you can convince them to join up, you can take them with you as a companion.

Loyal Friend
(100 TT, One Free w/ **Dragon Rider**, **Stubborn Goat**)
Even Titanforged can bond with animals. Be it the Earthen with the Stormrooks and Ramoliths, the Vrykul with Proto-dragons, Thorim with Hati, and some others. You have bonded with a beast of your choice, with their intelligence rivaling a person's, even if they cannot actually talk, unless you go about messing with their genetics or physical being.

The Val'kyr Squad
(100 TT)
Depending on your allegiance, these 10 beautiful Val'kyr served either Odyn, or Helya before running into you. Each one is an excellent combatant, putting most mortals to shame in comparison. Best of all, they retain their ability to resurrect the dead, though they can only do so for those who have died within the day, a side-effect of leaving the service of their former master. Each one would be glad to help you "de-stress" were you interested in such, and any children that follow will retain some of their mother's resurrection ability. You may purchase this multiple times, each time gaining another set of 10 Val'kyr, each one just as loyal as the previous ones.

Artificial Army
(100 TT)
Titanforged are hard to make, and it often takes a long time to construct one, which is why many use creations such as Golems or Stoneborn to deal with simple tasks, or as disposable soldiers. What you have here are 100 constructs of a design of your choosing, with each purchase granting you

another 100. They are all mindless, and you are able to give them simple commands, such as “Guard This Place” or “Attack These Foes”.

The Maiden of Liberty

(Free)

You are not quite sure if this Watcher is quite alright in the head. Seemingly made of verdigris and keeping both a torch and book on hand, she keeps spouting about the pursuit of Freedom, Liberty and Happiness as if they were a divine mandate. Worst of all, she has attached herself to you and refuses to abandon you. Perhaps you should have left her buried in the ground…

Pholari, The Watcher In The Dark

(100 TT)

The Constellar are a curious lot. Seemingly humanoid constellations, they observe the cosmos at large, often at the behest of the Titans. Pholari is little different, finding it comforting to simply observe the goings-on of mortals, especially if you are somehow involved. Rarely speaking and having a fondness for small cakes, Pholari is a quiet yet constant presence, even if you do not always see her. She often takes on the form of a longhaired humanoid, her hair braided and much of her face covered by a hood. Taking her people-watching can count as both bonding and a date of sorts.

Thelek, The Acolyte of Sands

(100 TT)

Anubisath were never the most numerous to begin with, which is why you will often only see them as the unwilling slaves of the Old Gods. Such a fate would have fallen upon Thelek, had you not intervened. Though Titanforged for the most part do not feel emotions to the same extent as mortals, something close to admiration beats within Thelek’s circuits. Her body sculpted to appear extremely curvy and muscular, it is her ability to manipulate the sands that truly sets her apart from her brethren, able to cover entire regions in raging sandstorms in hours. Of course as you journey together, you come to notice how her admiration begins to fall more towards devotion, with her sometimes pondering what being under the Curse of Flesh would feel like.

Traggt, The Hunter of the Shiny

(100 TT)

Stone Troggs were the first attempt by the Keepers to create the second generation of Titanforged, but they ended up as mere failed prototypes and were cast away. Traggt is nothing impressive, truly, just as slow and ugly as

the rest of her kind, but she is a curious soul with a fascination about anything shiny, be it metals, glass, or gems. She has followed you around ever since you gave her a pair of kaleidoscopic glasses, which she wears on her face every day and takes surprisingly good care of. While she hoards most of her shinies in a small hovel, you do receive random gifts every now and then.

Argath, The Terror In Iron

(100 TT)

You hold faint images of serving alongside Argath against the Black Empire, with it somewhat uncertain if they are actually your memories or those of another. Nonetheless, it broke your spirit to see her slumped, shut down, and covered in moss. Though you have since cleaned her up and even reactivated her, she is still not truly fine. A lot of her personality has been wiped, leaving behind a monotone killing machine, still trying to learn and find herself. Though she reacts to most threats with imminent violence, the Iron Giant treats you like a treasured parent, quietly asking about all manner of things, even if her inflections are as flat as some bread.

Urel Stoneheart, The First ~~King~~ Queen

(100 TT, Free for **Earthen**)

The ancient Earthen king, now returned in a… Well, that's awkward. It would seem Urel has been brought back within a female Dwarf body, instead of an Earthen one. That hasn't stopped the king-turned- queen however, still just as valiant and mighty as before, even if she tends to lose her breath after a time and her heart begins to beat whenever you protect her during these moments. "Stupid Organic Body", she often mutters to herself.

Bara Ironmound, The Iron Seducer

(100 TT, Free for **Iron Dwarves**)

Named so for her rather impressive Iron Mounds, Bara knows she has been forged into a very attractive frame and will take every chance to pose and flirt. As for if she actually does it with anyone, well, her hands are very skilled and her mouth very flexible for something made of iron. With you, though, she tends to tone it all down, content to merely sit next to you and converse about all manner of things, from the quality of tailored clothes, to the skill needed to juggle ten axes at the same time and perhaps on where she could come into contact with the Curse of Flesh.

Jaxxle, The Auctioneer

(100 TT, Free for **Mechagnomes**)

Mechagnomes were created to be assistants and helpers for Mimiron in his various tasks. A lot of these tasks require levels of math that will kill most mortals even trying to understand it. Jaxxle likes math, likes it a lot. She likes to see numbers go up, especially if it happens during a sale. Which is why she has set up a small auction site for herself, where she peddles and auctions whatever items she, or you, have on hand. You receive a cut of the earnings naturally, her way of remaining in your good graces. Why has she joined you? Because you travel the very multiverse itself of course! Which means more exotic wares and even more customers.

Indus Manacoil, The Dalaran Inventor

(100 TT, Free for **Gnomes**)

Well now, how'd she get here? Indus was a member of the Council of Tirisfall around 2,600 years before the First War and was one of the members who empowered the first Guardian of Azeroth, the half-elven orphan Alodi. Now she has found herself here, with you, and is rather fascinated by the entire thing. Possessing a talent for Arcane magic and the affinity for tinkering so common for Gnomes, you will find Indus a rather refreshing intellectual equal, or a good mentor, should the Arcane call to you.

Yrda Steelwrought, The New Blade

(100 TT, Free for **Iron Vrykul**)

It is rather rare to see any new Iron Vrykul forged, yet Yrda is one of those rare cases. Recently awoken, lost, and confused, Yrda has latched onto you as her mentor and parental figure. Quite skilled with a blade yet unsure of her own worth and place in the world, she soaks up all attention and any lessons you grant her like a dry sponge.

Sif, The Once Slain

(100 TT, Free for **Iron Vrykul**)

Best hope Thorim never hears of this, for before you stands his once-dead wife, Sif. Confused as to how she has returned to life, she has determined that the safest place for her currently is by your side. Whatever feelings she had for either Thorim or Loken have long since turned sour, and if her long looks your way whenever you turn your back are any indication, she might have found a new husband in you.

Tekahn, The Dark Pharaoh

(100 TT, Free for **Tol'vir**)

Her body once more of stone and bearing a pair of mighty wings upon her back, Tekahn casts an impressive if ominous figure. Desiring to see her people brought to new heights, she has deemed you the best way to achieve this. With you as her consort, she aims to bring about a new reign of the Titanforged, with you, her, and the Neferset tribe at the very top.

Phaoris, The Ramkahen Queen
(100 TT, Free for **Tol'vir**)
Her body covered in soft fur and with an ample chest, is it any wonder why Phaoris is considered an icon of fertility among her people? Wise beyond her years, she has glimpsed that you are the key to the salvation of her people. And as of late, she has come to ponder if you would be willing to help her with a more, delicate, issue. For you see, her line of succession is still not completely secured. She requires a child, preferably several, and would very much like you to be the father and even her husband.

Xin, The Weaponmaster
(100 TT, Free for **Mogu**)
For the longest of times, Xin thought herself the pinnacle of mastery over weapons. Then you came and soundly beat her, shattering many of her weapons, her crown, and even her pride. Since then she has begged to be your student, wishing to learn all you have to offer, even if she has to give her body for you to accept.

Monara, The Last Queen
(100 TT, Free for **Mogu**)
She still cries, you know, even after getting her body back and another chance at life. Goes to show that thousands of years of torment do not go away quickly. You seem to anchor her, enough to get her out of her despair and constant plans to ruin Lei Shen's legacy. She wasn't a saint before her murder, nor does she try to be one now, but she certainly wishes to be kinder. Would you mind helping her?

Scenarios

The Broken Queen And Her Pilot

On one particularly clear and starry night, you were watching the stars, pondering the deepest of mysteries, when all of a sudden you witnessed a meteorite crash not far from your location.

Upon investigating, you discovered it was not a meteorite at all, but a construct of all things! Looking like a Devilsaur with several dorsal spines and distractingly thick thighs, it was larger than even the Keepers, from the looks of it.

Soon you discovered its pilot, a human woman named Akane Yashiro. And then, in a rather monotone voice, she regales a tale speaking of a world of humans and giant monsters. Her construct, Kiryu, had been badly damaged in battle when they had appeared over the skies of Azeroth, and it was impossible for her to fix it.

So your tasks are two. Help Akane fix Kiryu into an operational state. And secondly, as you interact with the human, you come to realise how down in the gutter her sense of self-worth is. See if you can't give the woman a reason to live beyond operating Kiryu, hmm?

For helping a woman find some worth in her life and for fixing her giant mecha, you receive the following:

[Akane Yashiro, The Pilot of Stars]
She's certainly smiling a lot more than before. With eyes all but shining with light, Akane has begun a journey of self-discovery, thanks in large part to you and your deeds. And one of the steps on that journey, is to stay by your side, so do not expect to leave her behind for long.

[Kiryu, The God Engine]
Apparently there was a ghost in the machine! Due in large part thanks to the Titantech used in fixing her, Kiryu has regained full cognition and control over her metal body, which has for various reasons become a lot more feminine in design. Even more curiously, she can take on a far smaller form, one of a woman with lizard-like features, glowing yellow eyes, and metal-like scales. She spends a lot of her time in this form, wishing to reward her savior very thoroughly. And also because she has faint visions of a child in her distant past and wishes to experience these visions in real life.

The Three Queens

(Requires either you or your follower to be a **Tol'vir**)

The political landscape in Uldum has shifted. The Ramkahen, Neferset, and Orsis tribes have had a change in leadership, a rather shocking one at that. Three human women have all taken over one of the tribes, and from the sounds of it, they are all related.

The Ramkahen have been taken over by the young Opala. A dutiful soul, she tries to maintain peace and is rather reluctant to push offensively at the Neferset tribe, especially as it is led by her sister.

The Neferset have fallen under the dominion of Osira, who is actively pushing for more aggressive conquest of the two other tribes, with an active bounty for anyone willing to present her mother and sister in chains and humiliated before her.

The Orsis have chosen Farah as their new leader, with the matronly woman taking a more passive role in ruling her tribe, though with the increasing tensions between her daughters' tribes, she has elected to discipline her children for this foolishness.

You will have a part to play in the coming conflict as well. It is up to you to help one of these queens and their tribe reach total victory over the remaining two. Of course your goal is not to destroy them, merely to subjugate them.

For siding with Opala and the Ramkahen, you receive the following:

[Opala, The Queen of Ramkahen]

Glad to see the end of this war, Opala felt it was only right to take you as her consort, as a reward for your services. Though at first she will prioritise her duty over any marital duties, you need only to corner her in her office and pound her into a puddle to convince her to actually show you the affection she has felt for quite some time now.

[Farah and Osira, The Servants of Opala]

As punishment for plunging Uldum into war, Opala had both her mother and sister declared your personal servants, with the implication you may "discipline" them however you desire in order to make them repent for their actions. Farah seems to deliberately do things that have you pounding her into a satisfied puddle, while Osira often glares at you when doing work, though these glares melt after you pound her unconscious for the twentieth time.

[The Ramkahen]
With the other two tribes absorbed into the Ramkahen, they have become the ultimate rulers and peacekeepers of Uldum. With you and Opala as their beloved monarchs, the Tol'vir believe a new golden age awaits them.

For siding with Osira and the Neferset, you receive the following:

[Osira, The Queen of Neferset]
Cackling with glee, your new queen has made it a point to reward you thoroughly, both by fucking you as roughly as possible, and by gifting you women to defile and break-in as servants. She expects to see many of your children spread across her ever growing empire.

[Farah and Opala, The Slaves of Osira]
The crown jewels of your collection of slaves. Based on your observations and the words of Osira, you do not trust either to do any actual work competently, so they serve as your sex slaves instead. You've made it a point to keep Farah pregnant at all times, something the former queen-mother absolutely adores. Opala, on the other hand, is inexperienced, and it shows. It will take some time still, but you will make her a good bedslave eventually.

[The Neferset]
With the other two tribes enslaved and the Neferset ruling supreme over Uldum, their fervor has only grown at the thought of further conquests. You and Osira rule over them with an iron fist, but it is only your right as the strongest of them, something the rest of the world will come to learn in time.

For siding with Farah and the Orsis, you receive the following:

[Farah, The Queen of Orsis]
Aged like fine wine, your queen lounges on a chair, clad in nothing but a crown and an inviting smile. She will leave the day-to-day matters to you,

more content to relieve your stress through vigorous fucking. She expects far more children than her previous husband was able to grant her.

[Opala and Osira, The Daughters of Farah]
Attributing their defiance to a lack of a father figure, Farah has asked you to give them just that. Opala, ever the dutiful one, obediently follows whatever instructions you have, with a single head pat leaving her a blushing, stuttering, and thoroughly satisfied mess. Osira is far more disobedient, however, often insulting you to the high heavens and making a mess of things when possible, forcing you to discipline her. If her shouts of Daddy are anything to go by, this might have been her true goal from the start.

[The Orsis]
With the Ramkahen and Neferset subdued, the Orsis have taken over as the caretakers and custodians of Uldum. Though mostly hands off in emulation of their beloved queen, you have noticed how the clothing standards have loosened with your subjects, some going completely naked altogether.

For conquering Uldum, you receive this:

[Uldum, The Desert of Titans]
Though the lush jungles have been ground to glass and sand, there is still a beauty to this place, especially around the Vir'naal River, where life blooms in abundance. You will find Tol'vir settlements scattered about, and the Halls of Origination loom amidst the sands, awaiting those brave, or foolish enough to enter.

The Coming Thunder

(Requires either you or your follower to be a **Mogu**)
Amongst the Mogu, one name is spoken in awe by all: Lei-Shen, The Thunder King. The one who led the Mogu into their golden age and the one whose death began the end of their empire.

And now, he has returned, resurrected by the Zandalari in honor of their ancient pact. His call echoes across the lands, beckoning the Mogu to return and swear their loyalties to him once more.

Path 1: Renewed Lightning

You are a loyal Mogu and so you will answer your King's call in earnest. Though Lei-Shen is rather arrogant and will not tolerate insolence, he does value you and the value you bring to his armies and will treat you slightly better.

Granted a sizable army, your King commands that you conquer the lands of Pandaria in his name.

When all of Pandaria is under Mogu control, your King laughs and rewards you handsomely:

[Lei-Shen, The Thunder Queen]
Your talks of other worlds beyond Azeroth have intrigued her, and so your Queen has decreed that she will follow you along, not only in order to conquer further lands and to grow stronger in power, but also because she has grown just slightly fond of you and would be rather sad to see you go as such.

[The August Celestials]
It wasn't the first time Lei-Shen defeated the four August Celestials, but it certainly was the first time she twisted them into attractive humanoid forms and then offered them to you as concubines. Feeling humiliated, each one will try to resist your advances, though you will find them powerless to do anything beyond hurling angry words, which will lessen in intensity and number as they grow more comfortable under you.

Chi-Ji the Red Crane is known to keep Hope close to her heart, and in time this Hope will twist into a desire to see a world under your flag. **Niuzao** the Black Ox, holds a mind filled with Fortitude and took the longest to break, now protecting your people with a calm fervor. **Xuen** the White Tiger, was the Strongest of them and fought back the hardest. Now this strength only surfaces when you are threatened; otherwise, she serves as your eager pet. **Yu'lon** the Jade Serpent, valued Wisdom and did not resist. She now brings laughter to your children and advice to you.

[A Slice of Pandaria]
Your Queen has magnanimously gifted you an estate within a region of your choosing in Pandaria. Large enough to house a massive plot of farmland and a castle, with room to spare, it is the height of luxury and a fitting home for a decorated war hero. It is staffed by attractive slaves taken from the myriad of

races conquered during your campaign, and you may add any of your previous slaves to the workforce if you wish.

Path 2: A Broken Crown

Many speak of Lei-Shen's glory, his victories. None speak of his defeat, of how his hubris led to the deaths of not only himself, but his vast armies as well. No, you will not follow a fool like that.

Instead you will ally with the myriad of forces seeking his destruction, be it the Pandaren, the Horde, or the Alliance. All the same, really, you just need the bodies to assault the Throne of Thunder and slay the Thunder King, this time for good.

When Lei-Shen lies dead and his Mogu armies are scattered to the four winds, you receive the following:

[Thunder King]

And so the mantle passes on to you. Your power is greater than most mortals, near-rivaling a Keeper in strength. You can summon continent-spanning thunderstorms, empower others with your lightning, and do so much more. I wonder, will you be kinder than your predecessor?

[Suen and Lu'lin, The Twin Consorts]

To the Victor go the spoils, including the consorts of his enemies. Suen is passionate and fiery-tempered like the sun; her resistance is the harder to break, though combat and after-combat sex are a good way to win her over. Lu'lin, in comparison, is as cool and aloof as the moon, preferring to remain in quiet and solitude. You will not win her by being loud; no, you will do so by remaining quiet and truly listening. She wishes for kindness and tender love; perhaps you will give her at least one of them?

[Throne of Thunder]

The seat of power and fortress of Lei-Shen, the Throne of Thunder stands on an island covered in a permanent thunderstorm. It holds several facilities, including a gladiatorial arena, a graveyard, several hidden laboratories, and the grounds themselves, not to mention the caves below the actual fortress, are all full of deadly beasts.

An End To “Explorers”

Mortals as a rule have a bad habit of poking their noses in places best left alone, all in the name of discovery and science. This is best seen in the so-called “Explorers’ League”, which has excavation sites and expeditions all over Azeroth.

To this effect, they have played a part in unleashing several horrors upon Azeroth, often accidentally, and have desecrated many Titan facilities in their curiosity, along with the death of Archaedas and the Watchers of the Forge of Origination.

This must come to an end, before these mortal fools go and unleash something far more dangerous, such as an Old God or a being equal in danger.

Of course they will not accept peaceful requests for the cessation of their operations, either due to greed, stubbornness, or curiosity, so you will have to get rather, heavy handed, shall we say?

You will have to start hindering their efforts: Destroy their supply lines, damage their equipment, cause several injuries to individual members, and bolster the defenses of all Titan holdings.

It may even come down to you being forced to slay at least parts of the League’s leadership, though this is sure to bring down the wrath of outsiders, especially from the Dwarves of Khaz Modan, should you slay Brann Bronzebeard, one of the founders of the League.

Whether you limit yourself to destroying their equipment, or turn this into a proper bloodbath, you will until the end of your time here to force the Explorers’ League to cease operations permanently.

When the League has been disbanded, you receive the following:

[Get Thee Gone]

Now you do not need to worry about intruders or “Explorers” defiling your property. You are able to bar entry for certain individuals, with them hitting an invisible wall if they attempt to do so. Any who are banned while inside said property will find themselves teleported out.

[Hidden For A Reason]
Explorers are not known for heeding warnings, except if they come from you. You can now designate certain areas and objects as off-limits, with most people listening and letting them be. Those few foolhardy idiots who ignore you will meet a painful end, thankfully without the item/entity in question wreaking further havoc.

[Elise Starseeker, The Cartographer]
For the longest of times, Elise’s passion had been the creation of maps and the discovery of ancient artifacts of all kinds. When you shut down the Explorers’ League, she felt despondent. until she realized there was a safer way to find these artifacts. She has sworn herself to your service, offering her cartography skills, experience, and even her body should you desire it. All she asks in exchange is for a chance to see the many Titan sites and the secrets they hold.

The End Of The Four

For the longest of times, Azeroth has been gnawed on by the Old Gods, parasitic beings created by the Void. Though each one has been imprisoned, their jails have begun to fail over time.

And now, it is time to put an end to these parasites. You will have to traverse all across Azeroth to reach the cells of these so-called “Gods” and then slay them. Though severely weakened by their imprisonment, each one is still a dangerous foe, so be careful.

C’Thun is the easiest to find. Held within Ahn’Qiraj, the Titan facility has fallen under the control of the insectoid Qiraji, with the Anubisath there enslaved. You will have to fight through these Qiraji if you wish to slay C’Thun, with the insect-folk zealously throwing themselves at you in order to protect their god.

Yogg-Saron lurks beneath the complex of Ulduar, where he has taken over by corrupting the Keepers, with Loken acting as his chiefmost servant. Needless to say, you will have to face most of them to reach the Old God, who will attempt to manipulate you through illusions, so keep your wits about you.

N'Zoth will be the hardest to reach, for his prison lies deep beneath the waves off the coast of the Eastern Kingdoms. Not only will he try to corrupt your mind, but the Naga will try to defend to the best of their abilities as well.

Y'Shaarj was destroyed a long time ago, torn apart by Aman'thul himself. Yet his heart remains, protected by the Watcher Norushen beneath the Vale of Eternal Blossoms. The challenge comes in convincing Norushen that you can indeed destroy it, but it is by no means impossible.

Finally, as a final task, you will have to travel to Nazmir, into the somewhat decrepit Titan facility of Uldir. There, aided by M.O.T.H.E.R., you will have to slay G'huun, an infant Old God born from the experiments of the Keepers.

For bringing an end to the Old Gods, you receive the following:

[Sealed Shut]
Clearly the Titans should have allowed you to design their prisons if they wished to keep the parasites contained. Whatever you imprison, or seal off, will remain imprisoned, unable to either escape or influence the outside world.

For slaying C'Thun, you receive the following:

[Ahn'Qiraj]
Now free of Qiraji corruption, this Titan facility stands ready to serve whatever purpose you need it for, be it another prison (This time guaranteed to perfectly contain whatever is sealed here), a fortress city for you and your forces, or perhaps a research complex?

[The Anubisath Reclaimers]

Thankfully not all of the Anubisath fell during your assault. Unfortunately, the Curse of Flesh seems to have taken hold on these remaining few, taking away their stony skin and the durability it offered. In exchange, however, these women yet retain their size and physical power. Something else new seems to be their horniness, which they hope you will help alleviate whenever you have the time. Best to invest in a calendar and a clock.

For slaying Yogg-Saron, you receive the following:

[Ulduar]
You have taken over the main complex of this massive Titan facility, ignoring the grumblings and protests of its former Keeper occupants. Truly massive in size, Ulduar holds many things unknown even to the Keepers, only waiting for a brave soul to find them.

[The Iron Army]
The defeat of Loken and the death of Yogg-Saron have left this army of Iron Dwarves, Giants, and Vrykul lost and confused. Perhaps in a last-ditch effort to find relevancy, they have sworn themselves to you. It is truly an impressive force that now serves you, able to squash most mortal armies with no effort at all.

For slaying N'Zoth, you receive the following:

[The Last Prison]
Most of the facility was destroyed when the Sundering occurred, leaving behind only N'Zoth's cell. If you ever wish to doom someone to a fate of isolation, you need only to place them here. Located at the bottom of an ocean, it is capable of keeping those imprisoned alive even if they were not made to live underwater. Alone and forgotten, none will think to look for them, except for you.

[The Naga Defectors]
Witnessing your defeat of N'Zoth seems to have convinced many Naga, mostly women, to defect to your side and abandon their old allegiances. Consisting of both warriors and sea witches, these ladies make it a point to dress as scantily as possible, as apparently the feeling of your eyes on them causes a sense of euphoria in them.

For destroying the Heart of Y'Shaarj, you receive the following:

[The Vault]
The underground complex that used to hold the Heart has now been repurposed as a prison complex, able to hold 100 average sized humans with room to spare. It is secured tightly, ensuring none of the inmates can escape. The Chamber of Purification stands before the doors, able to purify all who pass through it from any corruption or disease.

[Norushen, The Warden]
Though the Heart may have been destroyed, the Vault yet stands, and Norushen trusts no other to guard it, so she stands stoically as the Warden, only perking up when you visit. Joining her are a contingent of Mogu, who serve as your loyal guards, be it at the Vault, or in another location entirely. You point, they go, simple as that. Though both Norushen and her Mogu have also come to see you as another important thing to protect, so they are willing to depart their Vault if it means protecting you from any threats.

For slaying G'huun, you receive the following:

[Uldir]
After a thorough purification, Uldir appears homely, almost. The site of many of the experiments committed by the Titans to discern the true nature of the Old Gods, Uldir houses much knowledge of things unheard of by mortals. And now, it is all in your grasp. Hopefully you do not repeat your creator's mistakes and bring about another Old God.

[Taloc and MOTHER, The Guardians of Uldir]
The Matron of Tenacity, Herald of Endless Research and Taloc guarded Uldir for a long time, with MOTHER ensuring the facility itself was running properly, while Taloc took care of purging experiments and intruders. Their directives have shifted to now prioritising your orders and safety over anything else, and you will find them both frighteningly good and competent in their chosen tasks.

The Fall of One
(Requires the completion of **The End Of The Four**)

The sky bleeds green over the Broken Isles as the Burning Legion invades once more, the Fel servants of the traitorous Titan Sargeras seeking the destruction of Azeroth.

It is time for the Titanforged to uphold their Edicts and protect Azeroth. Only, they are scattered and broken, the vaunted Keepers either sealed away, slain, or unwilling to act.

It is up to you to not only rally your fellow Forged, but to also rouse the Keepers into action, or if you deem them too incompetent to serve in their roles, you must convince each one to step down and choose a more competent replacement.

Perhaps the worthiest of the Keepers was Tyr, who unfortunately has long since been slain. Fortunately, he left many memory discs behind, and should you not only collect these discs and bring them into Tyr Hold within the Dragon Isles, you will be able to reforge a new body for Tyr. You should rouse the other Titanforged on the Isles while you are there, along with activating the myriad of dormant facilities.

Next you should deal with Archaedas, the Keeper of Uldaman and the guardian of the Discs of Norgannon. Having remained in isolation for over 10,000 years, Archaedas is unaware of the events that have transpired since his arrival in Uldaman. He may be the easiest to rouse into action.

Then you will have to rouse the Keepers of Uldaman from their slumps. By default including Freya, Hodir, Mimiron, and Thorim, though Loken can also be included, should you have managed to purify him from corruption. Each one is rather intent on ignoring the world outside of Storm Peaks, so you may have to beat them into submission first.

Then it is time to head all the way down to Pandaria, where Ra-Den remains in a depressed slump, convinced everything is lost after Sargeras slew the Pantheon. The best way to rouse him will probably be by leaning into his desire for revenge against Sargeras and his betrayal.

And finally, you must see about freeing Odyn from the Halls of Valor, an act that will require you to defeat Helya and break the curse binding Odyn within his halls. On the other hand, if you feel Odyn is unworthy of reclaiming his former position, you could always defeat him and grant Helya his position instead.

When the Nine have been gathered, you will have to mobilise your forces and gather those still disconnected. And when the entire might of the Titanforged stands behind you, the time for all out war is upon you.

You must destroy all Legion forces, from the invading forces on the Broken Isles, to even the most hidden of infiltrators within the Kirin Tor; leave no dog of Sargeras alive.

After Azeroth has been mostly scoured of Legion influence, it is time to start the offensive off world. Utilising the Tomb of Sargeras, along with the Genedar, you will have to not only slay Kil'jaeden, but to also lay to rest the tortured World Soul of Argus, free Aggramar from corruption, and save the souls of the Titans from being corrupted by Sargeras.

Sensing your intervention, Sargeras himself will appear and attempt to slay you. By the influence of the newly freed Titan souls, the two of you will be transported to the Seat of the Pantheon, where you will have to defeat the Fallen Titan and rid the world of the Burning Legion for good.

For going above and beyond in defeating Sargeras, you receive the following:

[The Prime Designate]
Odyn has long since lost the right to the title, and in lieu of your own achievements during the Fall of the Legion, you have received the prestigious title instead. You receive the **Spark of Greatness** perk for free, with any points used refunded in full. Additionally, you receive a second **Spark** perk for free.

[The Spark of Sargeras]
A spark of the Betrayer's power lingers within your vessel. Your skill with a sword has reached new heights, surpassing even **The Spark of Aggramar** in

potency. In addition, you have gained control of the Fel, rivaling most demons in both potency and control. You may manifest a smaller version of the Sword of Sargeras, which rends through any mundane material, along with most magical ones.

[The Titanforged Army]
If you ever get the desire to conquer the entire world, then you at least have the numbers and the firepower for it. Encompassing each Titan facility found on Azeroth, along with all Titanforged currently active, your foes will pale at the mountains of stone and iron approaching.

[The Nine Keepers]
As the king of the Titanforged, it is only natural to have advisors. Which is where the Keepers come into play. Be it the original nine, or another group entirely, each Keeper has sworn themselves to you and will loyally follow any command you give. And in a twist of irony, each one has been twisted into the form of a woman, and all of them are able to take on a flesh and blood form. They are as much your advisors, as they are your consorts, and all kings need heirs.

A Cousin In Need

Lament now for Grond, a mountain brought to life and made to fight the Sporemounds of Draenor. Upon his death, his body fell and formed many of the landmarks famous on Draenor.

Little is remembered of him, bar some distorted legends told by Ogres and Orcs, his creator Aggramar either uncaring or unable to ascertain the fate of his creation.

It is time to rewrite a page of history and ensure your cousin succeeds in his fight against the Sporemounds and their Evergrowth. Additionally, you will have to ensure not only does Grond survive this war, but that Draenor itself is able to remain alive, despite it lacking a World Soul to keep it so.

Grond faced four Sporemounds in total. The first of them remains nameless and the weakest, which he simply tore from the planet with a single heave and destroyed single-handedly.

Then he will face Zang, mighty and covered in swamps and mushroom thickets. It is by far the weakest of the three named Sporemounds, and Grond will tear it in half, the Sporemounds' remains scattering across the lands and in time forming the Zangar Sea.

The third Sporemound was Naanu, stronger and mightier than Zang; it wears a fleece of dense jungles upon its form. Despite putting up a better fight compared to Zang, Naanu will be crushed by the hands of Grond, and from its remains will form the massive Tanaan Jungle.

It will be the last of the Sporemounds, Botaan, that you will have to seriously intervene. Covered with primal forestlands, Botaan will attempt to feed upon the remains of its fellow Sporemounds to grow into a size rivaling Grond, before attacking the now wounded and tired mountain.

It is up to you to ensure Botaan falls instead of Grond. With its death, the Evergrowth will have exhausted most of its energy and influence, making it easy for you, Grond, and the Colossals that formed from Grond to contain the Evergrowth, while also ensuring Draenor will not begin to decline and wither away.

For aiding Grond in his task and defeating the Sporemounds, you receive the following:

[Grond, The Mountain-That-Walks]
Your cousin is rather grateful for all of the help you gave. So now she follows you to future worlds, eager to experience more than just her duty. Curiously, she seems to have reacted to the Sporemounds and the Life magic innate to them. Her form is now very curvaceous and very fertile, with any children she will bear being born as Colossals.

[Draenor, The Primordial Land]
This is Draenor before the Orcs and Draenei, before the Arakkoa and Ogres. It is Draenor when the land was yet forming, when life was yet sorting itself

out. The Colossals born from Grond wander the lands, ensuring the Evergrowth is kept in check. Here you could create a civilization of your own, if you wish.

Refining the Curse

The Curse of Flesh was meant to be the ultimate weapon against the Titanforged, denying them the immortality, strength, and certainty of stone and metal, reducing them to shorter lived and weaker fleshlings.

It is by all rights a Curse, but what if it need not be so? What if it could be turned from a Curse, into something of a Blessing? What if you made the Titanforged organic and horny?

… The jig is up. We both know why you really want the Curse to be spread and to be changed. It is the thought of an entire harem of Watchers worshipping you, the sight of a blushing Freya in a sling bikini.

You have stumbled upon a small Titan facility, abandoned for goodness knows how long. It contains a set of living quarters large enough for even a Watcher to lay down and stand up. The most important thing, however, is the small laboratory and various samples of the Curse of Flesh.

Your mission is rather simple to say, but very complex to achieve. You must refine a strain of the Curse that does not weaken those infected, with them keeping their previous strength and toughness, though immortality is optional, with a long lifespan being just as acceptable.

On top of that, you may decide how the Curse affects each Titanforged. Perhaps it warps all of the infected into horny women? Perhaps it causes the growth of animal features? Perhaps it affects the personalities of the infected?

Whatever manner of infection you end up creating, when it is fully stable and ready to be spread, well, that is where the second challenge comes in.

You must find a way to distribute the improved “Blessing” of Flesh to all remaining Titanforged, including the Keepers and even those who remain inactive. When all Titanforged have become infected, you may consider this complete and enjoy the fruits of your labor.

For corrupting the Titanforged with your newest creation, you receive the following:

[The Blessing of Flesh]
Well, it wouldn’t do to leave this just lying about; you might need to use it again. The Blessing can now infect other constructs, such as robots or androids, and were you to tinker with it some more, it could be made to even work on organic beings. You may decide if this only affects certain individuals, or if it becomes null and can’t infect anyone else.

[The Flesh Labs]
Where the Blessing was made and probably became at least your temporary home while working on your project. The machinery is specialised for working on biological matter, with the best results appearing when working on bioweapons or diseases.

Healing Souls

(1000 TT, **Requires The Spark of Greatness** and one of the **Spark** perks bought earlier)
One of the main tasks for the Titanforged is the protection and nurturing of the World Soul of Azeroth, in order to ensure she is formed into another Titan.

When Sargeras destroyed the Pantheon, their souls hid in the bodies of the Keepers they had left on Azeroth, believing their hosts would protect them and Azeroth.

Upon witnessing your error, you took over your vessel and decided to do it yourself. You are no Keeper, but one of the original members of the Pantheon, master of Arcane beyond any other being.

You are a shadow of your former glory, far from your once cosmic might, lacking access to the near infinite well of Arcane energies you once wielded. Yet only a free Old God or the mightiest Demon Lords could defeat you in single combat.

But you remain weak in your Keeper body. Just as Sargeras' avatar was defeated by the Guardian of Tirisfal, "lesser" beings can overpower you with the right preparations. And Fel is still your racial weakness, allowing demonic creatures of equal power to overpower you.

Not only must you protect Azeroth from forces seeking to corrupt her, but you will also need to help two other World Souls that have suffered massive damage.

The World Soul of Argus, has been tortured and twisted by the Burning Legion, turned into a source of energy through which the demons are able to regenerate infinitely within the Twisting Nether. Even worse, the corruption of the Nathrezims has opened Argus to true death, making him mortal. Saving him will require beating him into submission without destroying his body.

The World Soul of K’aresh was mostly destroyed and devoured by Dimensius the All-Devouring when its world was destroyed, but a fragment of the Soul still remains within the Void Lord’s belly. It is unknown which of the All-Devouring's shards scattered across the cosmos holds the World Soul, but as the Shadowguard gathers them to resurrect their god, an opportunity could be found before his return.

Most claim that Argus has been tortured beyond recovery and redemption. They claim K’aresh can never recover from the damage inflicted by Dimensius.

To the pit with that! you shout to the heavens. It is time to play the hero and defy the odds. Not only must you free both Argus and K’aresh from their torment, but you must also protect them, along with Azeroth, from forces attempting to corrupt them, or take control over them.

You do not need to slay either Sargeras or Dimensius for this, only free the World Souls from their grasp and ensure neither can recapture them.

For protecting not one, but three World Souls from further harm, you receive the following:

[The Awakener]
Your essence seems to resonate with the world as you walk. When arriving on a world that lacks any sort of sentience, you may start a process that causes it to develop a World Soul of its own, one that sees you rather favorably, like a beloved parent.

[Titan Form]
As a reward for saving them, the World Souls have combined their power to restore you to your original body. Made from pure Arcane energy and the primordial matter from which the universe was made from, you are once again one of the mightiest entities in the cosmos, although it will take time for you to regain full mastery of your abilities, and Sargeras was, and remains, strong enough to fight the entire Pantheon at once. Your form is malleable; you can shrink and grow as you will, along with appearing as a humanoid, a sentient cloud, a constellation, and any other form your imagination can think of. You are a being of Arcane bigger than a planet and with Arcane reserves to match, able to create beings like the Keepers and other such beings at will.

[The Three Souls]
Did you truly think you could simply leave them behind? Though each one has been marked by their experiences, Argus, K'aresh and Azeroth have decided to follow you along. Argus remains the most solemn, the echo of Death, a weight on her soul that will never quite fade away. K'aresh is able to manifest in several smaller bodies, a result of her shattering and the Void that touched her. And Azeroth stands as the bringer of joy and energy, her very presence as Radiant as the rising sun. Though their worlds remain behind, you have still gained the loyalty and affection of three powerful Titanesses, whom would be quite interested in trying to birth Titans in the more "traditional" way.

End Point

The Time has come for you to say your goodbyes and continue on your adventure in other realms.

● Another Quest / Move On: You continue on your chain, the luster of adventure still fresh in your mind.
● You Feel Rested / Stay: You've fought and bled for this world, and you wish to enjoy the fruits of your labor. You stay here, and your chain ends.
● Homecoming / Return Home: This has been enough excitement for you, and you wish to go home. Your chain ends, and you return home with all you have gained so far.

Notes

- **All companions can have their genders flipped if you prefer, and all backstories given are more as a narrative idea and can be changed at your leisure.**
- **You may skip the time requirement for the Scenarios if you are Ageless/Immortal and have taken the Time Extender enough times to stay past the original time of the event(s). Or maybe the Bronze Dragons helped you?**
- **You may skip the race requirement for the Scenarios if you have a shapeshifting ability or have taken "Greater Visage" from the Dragonflight Jump.**
- **Scenarios that create conflicting, or alternative timelines can be taken, either because you can travel through time and space yourself, or because you have a Bronze/Infinite companion or friend who'll give you a ride to where you are needed.**