

Ah, found yourself here in the Twisting Nether, did you? Poor you, I suppose. Tell me, what is your opinion on Dragons? Magnificent aren't they, with their large wings and innate connection to magics of all sorts.

Say, you seem to be in need of a new body and let us be real, the previous one wasn't all that impressive to begin with. So, why not upgrade it?

What do you say, want to soar the skies of Azeroth for, let's say, the next Ten Years or so?

Interested? Alright, let's start designing then.

Drawbacks
Flight
Time
Location
General Perks
-Elemental Dragon Perks-
-Proto-Dragon Perks-
-Black Dragon Perks-

-Blue Dragon Perks-
-Bronze / Infinite Dragon Perks-
-Green / Nightmare Dragon Perks-
-Red Dragon Perks-
-Chromatic Dragon Perks-
-Netherwing Dragon Perks-
-Storm Dragon Perks-
-Twilight Dragon Perks-
-Cloud Serpent Perks-
-Unknown Dragon Perks-
Items
Companions
Scenarios

I'll give you 1000 Dragon Tokens to make your choices. Though, I can increase your budget in exchange for some difficulties. Speaking of.

Drawbacks

Take as many as you think you can handle, and I will compensate you accordingly for your trials. I shall mark any that you can take repeatedly.

Supplement Mode

(+0 DT)

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 DT)

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.

Drop-In Scenario

(+0 / +100 DT)

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 instinctually 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 more wise and patient finds and teaches you.

Time Extension

(+100 DT)

Let's be real, ten years to a dragon, a species that can on average live for thousands of years, 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. I will give you tokens up to 10 times, after that you merely extend it for your own leisure.

Arrogance

(+100 DT)

Well… It didn't take long for the piss to go to your head, huh? You are fully convinced that you're the best, the greatest, the smartest, etc. You expected everyone to show respect and deference to you and should someone disrespect you, intentionally or by accident (you smeghead) you'll be hard-pressed to keep back your indignation and will retaliate in a very disproportionate way. Be it through claw or word, you will show these ignorant fools their place, under you.

Kobold Trouble

(+100 DT)

Ah yes, the Kobolds. A race of natural cowards, who worship candles, for they keep the dark at bay (the scariest thing of them all) as they toil in the mines digging for all manner of things. For reasons that escape both you and I, you seem to have gained the anger of the entire race. Expect to be ambushed regularly by the little rat-folk. Why only 100 tokens? Because despite their shockingly high numbers, they are still Kobolds and you, a Dragon. Do feel free to do the math.

Anger Troubles

(+100 / 300 DT)

So a funny thing about young dragons, many have issues controlling their tempers (the hormones are crazy I suppose) and though they usually grow out of it as they age, by taking this you won't be so lucky. Your control over your temper is fragile at best. Hear a ticking clock that annoys you? The clock (and the wall it was hanging from) is now pulp. A mortal keeps asking stupid questions about you and your flight? Dead.

That's for 100 Tokens. If you want more tokens and don't care for other people or the collateral damage, then I can make it, so your aggressive instincts are dialed to the point where even Khorne will pause in shock. Is it really worth it, though?

Loot Goblins

(+200 / 300 DT)

Oh no, seems like the goblins of the Loot Goblins LLC. Have stolen the key to your warehouse, meaning you cannot access any out-of-jump items for the duration of this jump. For an extra 100 tokens they will randomly send agents to steal some of your things. This is bound to get annoying fast and really the only way to make sure this tops is by bringing down the entire group. You unfortunately won't find the key to your warehouse amongst their remains.

Twisting Turbulence

(+200 DT)

Apparently your arrival through the Twisting Nether caused some damage to your soul, disconnecting you from all powers not gained from this jump for the duration of your time here.

The Jailer's Joke

(+200 DT)

Just a bit of inside humor with the naming. Your companions and followers cannot leave your warehouse for the duration of the jump, though they can still receive the import benefits. Suppose this is a form of delayed gratification.

Why Bother?

(+200 / 300 DT)

Well, aren't you a downer? Either you went through a great amount of tragedy like Veritistrasz or the ages have worn you down. Either way, you find it hard to do anything due to a feeling of doubt and a general sense that nothing matters. You can live with these feelings, but it'll be a mental struggle all the while. You are, put bluntly, Crestfallen.

If you want 100 extra tokens, I can make it so you are actively trying to kill yourself when you are not simply laying down doing nothing. Maybe you will emulate Yi-Mo Longbrow and try to coax the local wildlife to feed on you (Better hope a friendly adventurer with sense and a lot of muscle is there to bail you out) or maybe you will just try and do a swan dive off a mountain or something. The problem is, if you actually succeed in killing yourself, it's off to the Maw for you and your chain (no matter how massive or meager) will end.

Murloc Mania

(+200 DT)

Murlocs, one of the species native to Azeroth. General pests, terrors of divers and beach goers alike. They also do not share a comprehensible language with most other life on Azeroth. Unfortunately for you, either due to a visage accident, or the interference of a higher power. You now only talk and think in Nerglish, the language of Murlocs, Makrura and some other aquatic races. Useful should you wish to become the God-Emperor of Murlock-kind. But communicating with any other intelligent being will be a pain and a half. Especially as you can't seem to comprehend any other language during your time here. Hope you like fish and sharks.

Encased in Metal

(+300 DT)

You know of Deathwing, yes? How he was once Neltharion the Earth-Warder, before the Old Gods drove him mad. Eventually, he would be encased in a suit of armor so powerful that few weapons could actually pierce it. Well, I hate to tell you this, but something similar has been done to you. You are now encased in a suit of armor as durable as your original scales. The Problem? Whoever donned you in that armor was sloppy. You are in constant pain and will do almost anything to alleviate it. Was it truly worth the agony?

The Dragonmaw Attacks

(+300 DT)

You and Alexstraza are going to have a lot in common if you are not careful. The Dragonmaw Clan are orcs who specialise in hunting and capturing dragons. And now they, or should they not exist yet, some other group (perhaps the Djardin?) have set their eyes upon capturing you.

They will do their best to capture you and with every defeat and setback, they will adapt and become better. Should the group be destroyed, another will form within the next year and the cycle will begin again. Should you end the jump enslaved to the clan, your chain will end as you suffer in bondage for the rest of your life.

The Whispers

(+500 DT)

The Old Gods. Parasites from the Void. It was they who drove the Black Dragonflight to madness, who corrupted Deathwing and the Infinite Dragonflight. And now, they seek to do the same to you. It will begin as quiet Whispers, where you can miss them by being in a noisy room. But eventually, they will grow in intensity, until they are all you can hear.

Notably, the Whispers increase the closer you are to one of the many facilities holding the Old Gods. I would also avoid the lands of Pandaria, where Y'shaarj's remains fell long ago. The only way to get rid of the Whispers, is by killing the ones muttering them. No easy feat, especially as the closer you get to one of the Old Gods, the stronger they get.

Perhaps you should invest in an army of Mortals? Seemed to do the trick last time. Suffice to say, if you succumb to the Whispers and become a slave of the Old Gods, your chain ends as the Void devours you.

Galakrond's Return

(+600 DT)

Oh dear. This one's going to get ugly. Galakrond, often rumored to be the progenitor of dragonkind (a dubious claim at best really) has returned. Why is this a bad thing? Well, as the result of some Old God meddling (a lot of that going about) he was driven insane and began to consume the life force of his fellow proto-dragons in a desperate attempt to quell a never-ending hunger.

On top of growing larger and slowly mutating, he oftentimes vomited out the corpses of those he devoured. Said corpses reanimate in a rather haunting comparison to the Scourge of later times. And now, he has returned. Just as monstrous and voracious as ever. He will attack Wyrmrest Temple and devour all who reside there. Then, accompanied by the Un-Living Dragons, he will begin his journey. For he has been told that his hunger shall abate if he devours a specific dragon. You. He knows where you are and though he may be slow, his influence spreads wider with each dragon eaten and raised.

The only way to be free is by destroying Galakrond once and for all. Last time he was suffocated with a rock. This time around, you will need something else. Perhaps the Aspects will be roused to action upon learning of the return of their old enemy. Suffice to say, if Galakrond devours you, your chain will come to a rather painful end.

The Cataclysm Awakens

(+600 DT)

Speaking of Deathwing, here he is now. And he is as enraged and mad as ever. He is here to destroy the world, but will prioritise destroying you. Oh yes, he will send his agents, his brood, and even the very elements. And should they fail, he shall personally deal with you. The only way to be at peace is by defeating Deathwing and ensuring he stays down.

Not an easy feat, considering the Aspects at their prime couldn't destroy him. But it is not impossible, merely painstakingly difficult. And should you think to avoid him by being on another world other than Azeroth, he will breach through the earth, not resting until either you or him is dead.

The Fury Of The Aspects

(+600 DT)

Now you've gone and done it. Somehow, you got all of the four (or five, depending on the time) Aspects angry with you. And they want you dead, if it wasn't obvious. They will send their flights and servants to disrupt your plans and to stop you. If things look dire enough, they will join the fray themselves. Calming them down will be very difficult, but not impossible. Yet, fate seems to try and find ways to stop any attempts at peace. Be careful.

The Twilight Hour

(+1000 DT)

So it is, as Ysera saw. The Aspects and Deathwing lay dead, the Old Gods are nearly awake and preparing to burst from their prisons to bring for the Hour of Twilight, where the void shall consume Azeroth. It is not too late yet, however. While far more powerful than before, the Old Gods may still be slain if enough power is used. Find replacements for the fallen Aspects, gather all who follow the Light. Hurry, for the Hour draws near. Should the Prophecy be fulfilled and Azeroth be consumed, your Chain ends as your soul and Azeroth herself is consumed.

Fel Legion Comes

(+1000 DT)

Oh boy, this lot. The Burning Legion is a well known group of world killers consisting of demons, mortals and what have you. And they have invaded unexpectedly, catching everyone (including you) off guard. The first time around, the invasion ended with the world sundering. The second time thankfully wasn't nearly as bad, but it still left permanent scars on the world. This time? Who can truly say. Muster your allies, make new ones and FIGHT. For the full might of the Legion is here (including its fel master) and they will not back down.

With that unpleasant part dealt with, how about we get to the good part. Now, which Flight will you be a part of?

Flight

Elemental Dragon

The actual ancestors of dragonkind, you are the manifestation of an element. Choose Air, Fire, Earth, or Water. This decides which Elemental Plane you are bound to and what your breath attack is.



Proto-Dragon

The official starting point of dragonkind. It would be from these that the Aspects and Dragonflights in general would ascend from. You may choose your color and breath attack freely.



Black Dragon

This is a sad bunch. Tasked by the titan Khaz'goroth with warding the earth and protecting the deep places of the world, neither the titans nor the dragons themselves knew that this would spell doom for many a dragon.

You are of black scale, have a connection to the earth and breathe magma instead of normal fire, though should you dabble with the Void (seriously?) you may in time learn to breathe Shadowflame instead.

As you are a Black Dragon, you must take the Whispers drawback (though you may keep the tokens, you are going to need them). Alternatively you may forgo the tokens in exchange for the effect to lessen to where it will remain a constant back of the head thing whispering, but will not amplify unless you are standing in front of an Old God, at which point you have more pressing problems anyway.



Blue Dragon

Ah yes, the supposed guardians of the arcane. Tasked by the titan Norgannon with power over the arcane and the duty of ensuring it would never be abused by mortal hands. The flight took a severe beating when Deathwing betrayed everyone, leading to Malygos the Blue Aspect secluding himself in a depressed stupor and eventual insanity.

Your scales are a shade of blue, you may breathe either a beam of pure arcane energy, or a cone of freezing ice. In addition, you are far more talented with Arcane and magics tied to intellect and can sense these energies far more easily.



Bronze / Infinite Dragon

(100 DT)

Well, it seems we have ourselves a small paradox here. See, the Bronze dragons were blessed by Aman'thul with powers over time and the duty of guarding the "True" timeline. The Infinite dragons are Bronze dragons supposedly corrupted by the Old Gods (see a theme?) and who intend to bring about the Hour of Twilight, though some supposedly only wish to prevent their own demise.

Depending on which flight you choose, your scales will be either a shade of yellow, or black with glowing white lines crossing them. You can breathe either lightning or superheated sand. On top of that, you can travel in time, though be prepared for the Bronze to try and stop you should you try to change the course of events.





Red Dragon:
Of all the flights, it is the Reds whose claim to their title is the most questionable. Eonar charged the Red Dragonflight with protecting all life and though many possess a heightened sense of empathy and a fondness for life, they have, or will develop, a rather questionable track record over time. Especially after their queen, Alexstraza the Red Aspect, is captured by the Dragonmaw clan of orcs to breed them an army of dragons.

You have scales in some shade of red, and you breathe a ruby colored fire that can both destroy and heal, with the latter often causing plant life to bloom around the targeted area. On top of that, you have an enhanced sense of empathy, making it easier to care for others, especially children.



Green Dragon / Nightmare Dragon

Ah yes, the Gardeners. Tasked by the titan Eonar to protect the natural world and the Emerald Dream, a dream realm that reflects Azeroth should it have remained untouched by mortal hands. That is, until the Old Gods once again came along.

Through some Night Elven shenanigans, the Old God Yogg-saron managed to corrupt a part of the Emerald Dream into the Emerald Nightmare. Over the years, many of the Greens will fall under the thrall of the Nightmare, including Ysera the Green Aspect herself.

Your scales once more depend on if you are a Green or a Nightmare dragon. Green's have, well, scales of a shade of green, while Nightmare dragons have grey or black scales with red growths littered across their forms. Both breathe fire, the Green's have green, while the Nightmare's have red.

On top of that, both can breathe several nature-based attacks, including acid and a type of sleep-inducing gas, The Green's send you to the Emerald Dream, while the Nightmare's send you to the Emerald Nightmare. And finally, both have a degree of control over nature and can at will travel to their respective dream realm.





Chromatic Dragon
(200 DT)
Deathwing schemed to create superior dragons twice. The first among them were the Chromatics. By combining the different flights together, the Chromatics would often be stillborn, malformed, sterile, or insane.

Now, since it would be a bummer to have you randomly explode because your organs were in the wrong order, you will have a stable enough body that you won't randomly combust, though you will have to figure out the rest yourself.

On top of that, your breath can be a blend of the main Flights, which you can alter at will, though you must wait a moment before attacking if doing so. Your scales are a mixture of the other flights, and you can in time manifest the innate abilities of the other dragons as well.



Netherwing Dragon

(100 DT)

Well, you took the long road, huh? The Netherwing started out as Black dragon eggs in Draenor, before it exploded into Outland. The exposure to the energies of the Twisting Nether mutated the eggs. The Netherwing were separated from their parent flight, have a fairly short lifespan of about sixty or so years, and can no longer breathe the magma of their previous flight.

But in exchange, they gained some useful mutations as well. They have smooth glowing skin instead of scales, with some even appearing as see-through. They breathe the very energies of the Nether in a devastating beam and can become both invisible and intangible.



Storm Dragon

Well, well, don’t see your kind that often. As a result of Odyn being an arrogant lout, your kind were uplifted as soldiers and mounts for his Valajar Vryjul to ride on. Your scales can be of a number of different colors, harkening back to your proto-dragon ancestors. You breathe bolts of lightning, perhaps even turning it into plasma if you live long enough. But most importantly is your connection to storms. You can create storms wherever you go, the size of which increases as you age. You are, in essence, the Coming Storm.



Twilight Dragon

(100 DT)

Well, we've gone off the deep end now. The second time Deathwing tried to create a master dragon race, your lot wasn't that better compared to your Chromatic cousins. You were fertile, yes, and you had a better lifespan. But you were made to be nothing but expendable soldiers. But in exchange, you received some rather deadly boons.

Your scales are some shade of purple, while your entire body is covered in a glowing layer of the void, betraying your deep connection to it. You breathe a flame of shadow, bringing forth the fury of the void. You may turn incorporeal by traversing to the Twilight Realm for a time, being able to take others with you as you age. But perhaps the most deadly of abilities you have, is leeching off magical energy. Indeed, you may leech from others to make yourself stronger. While you do not produce any of the consumed magic yourself, it remains indefinitely with you until used.



Unknown Dragon

(100 DT)

I… Err… What? You wish to tread your own path entirely? Very well. You are a wholly unique type of dragon, not bound to any type of higher power (yet) but holding the potential to be something great. Choose your scale color, that shall be the color of your entire flight. Then, choose morphology, will you be like the classic dragon with four legs and a pair of wings? Perhaps a more serpent-like form? Maybe something aquatic?

Whatever you choose will be shared by your flight. And finally, choose an element. It can be one of the four classic ones, or one of the more esoteric ones. Wish to breathe beams of pure Light? Go for it. Wish to spread the foul miasma of Death? Let ‘er rip. Your flight will carry your blessing (or curse). But a word of warning, you and yours will truly be a unique existence. Not foreseen or accounted for. So beware, for all eyes shall be on you.

Cloud Serpent

(100 DT)

You are going to be an exotic sight, should the mists yet remain. Cloud Serpents are not directly related to dragons, perhaps a case of divergent evolution. What is known is that your kind rivals the Storm Dragons for their mastery of the storm.

Your scales can range from a myriad of colors, most common being Azure, Crimson, Gold, Jade and Onyx, with some even glowing. Your breath is a

magically enhanced breath which, while nothing to scoff at, is a sidenote compared to your mastery of the Storm. Indeed, only in the Storm Dragons is your mastery rivaled. Though curiously, your kind also seems to hold an affinity for the manipulation of Chi. Perhaps Yu'lon the Jade Serpent has some answers?



The vessel has been chosen. Now, When and Where will you appear?

Time

The Black Empire

(+500 DT)

Are you, by chance, a masochist? The Old Gods rule over Azeroth, their roots dug deep. This is a time of danger, a time before dragons. Though the titans are forging their armies ready to defeat the Old Gods, it is no guarantee that you will survive the events to come. Take these tokens as compensation, goodness knows you are going to need them.

The Ordering

The Black Empire lay in ruins, its masters all either dead or imprisoned underground. The Titans are uplifting, cultivating, Ordering, the scarred world into a more healthy form. Now is the time when the only natural dragons are that of the Elemental variety, though from them shall the Proto-dragons eventually evolve from.

The Uplift 20,000 BD

It has been at least 130,000 years since the Titans defeated the Black Empire. It is a time before the Troll Empire, where the proto-dragons flew across the skies. Soon, Galakrond shall drink from the Yogg-saron corrupted Wellspring of Eternity and begin his descent into the mindless monster. And it is soon the time for the Dragonflights to form. Though beware, soon enough the War of the Scaleborn will erupt, causing the fall of Neltharion in his desperation for a solution.

Aqir and Troll War 16,000 BD

The golden age of Trolls and Mogu, the Dragonflights have been well established, the Primals have remained imprisoned, and the titans have been defeated by Sargeras and his Burning Legion. It is in the midst of this, that the insectoid servants of the Old Gods, the Aqir, appear. And it is up to the trolls and their Empire of Zul, to defeat them. Will you change the course of history?

War of the Ancients 10,000 BD

Alas, all things must come to an end. The Burning Legion has invaded and is seeking to destroy Azeroth and her world soul. Should things go as previously, the continent of Kalimdor will shatter, the Quel’dorai shall sink beneath the waves and become Naga, Deathwing shall betray the Dragonflights and all but cripple the Blues. This and many more tragedies await. Will you let things remain as they will, or will the wheel turn on a different axis?

War of the Shifting Sands 975 BD

The Sundering was a long time ago. The Aqir-Troll War, even longer still. Yet, a whisper from the past has manifested. One of the Aqir offshoots, the Qiraji, have surfaced and threaten to consume all of Kalimdor. They will be pushed back and imprisoned in Ahn’qiraj. But they will be back, should events not go differently.

The First War 0 BD

So it has come to then. The Horde has invaded Azeroth, seeking the destruction of the Eastern Kingdoms. It shall be as it would be in the future, the Alliance versus the Horde. But these are not the same factions as the ones you know of. Now is the time of heroes, of destruction and of tragedy.

The Second War 4 AD

Blackhand has been slain and Orgrim Doomhammer now leads as Warchief. Go'el, better known as Thrall, has just been born and will soon become an orphan. The Dragonmaw shall shortly capture Alexstraza by using the Dragon Soul, and she will remain imprisoned until the Battle of Grim Batol in 10 AD. Should events remain as is, the Horde will face defeat, with most of the orcs either fleeing back to Draenor or imprisoned in camps.

The Third War 20 AD

Draenor has been destroyed, transformed into the slowly crumbling Outland. In Northrend the Lich King is slowly turning the local peoples into undead minions, while plotting his revenge against the Burning Legion. If things remain as is, then Lordaeron will fall, the Scourge will spread like wildfire, the Horde remnants shall make their trek across the ocean to Kalimdor. Indeed, this is perhaps the time of most known events, will you follow the script?

The World Of Warcraft 25 AD

And here we are, we end as we began. The Horde has settled in Durotar and the Alliance is recovering slowly. But beware, plots both big and small are spread no matter the side. Now more than ever, Azeroth needs a hero.

Location

So many places to visit, let me show you a few examples.

Blackrock Mountain

About as close you will get to a home for the Black Dragons, at least until the Dragon Isles have been reclaimed. It is a large volcano, surrounded by desolate land. You will most likely have to contend with Nefarian, the son of Deathwing, Blackrock Orcs, Dark Iron Dwarves and maybe even Ragnaros himself.

The Nexus

An ancient fortress of the Blue Dragonflight located in Northrend, The Nexus is a place of much magic and where Malygos has secluded himself after the death of his consort and much of his flight. If you are not a Blue yourself, I'd advise vacating quickly, Malygos is not the most gracious of hosts these days.

The Caverns of Time

The home of the Bronze Dragonflight, The Caverns are well, a set of underground caverns, littered with objects from across time and full of portals to different points in time. Once again, if you are not a Bronze and were not expected, I'd start legging it.

The Emerald Dream

Well, you are not in Azeroth anymore. Welcome to the Emerald Dream, a near paradise where Green Dragons, Druids and Wild Gods live. Cause no problems and you should be fine. Though beware the black and red thorns, for those are a sign of the Emerald Nightmare and the corruption it brings with it.

Vermillion Redoubt

An outpost of the Red Dragonflight located near Khaz Modan. It is rather peaceful, though the Reds will probably look at you warily if you aren't a Red yourself. It is near the fortress of Grim Batol, where Alexstraza was held captive and the Dragonmaw, though severely weakened, are still running about. Least you've got the Wildhammer dwarves running about, there are way worse neighbors to have.

Windward Isle

One of the two known nesting grounds for the Cloud Serpents, this small isle is located off the coast of Jade Forest in Pandaria. While you won't be leaving the continent anytime soon, not until the Mists fall, there are far worse places to hang out. If you ignore the rather ravenous Saurok running about stealing Cloud Serpent eggs. Defeating them would net you some renown among the Pandaren living nearby.

Netherwing Ledge

The former home of the Netherwings, this floating island in Outland is currently overrun by Dragonmaw fel orcs and some of their enslaved Netherwing drakes. It is a rather desolate place covered in crystals. Maybe you can help the Netherwings get one of their homes back, or maybe lead them somewhere safer?

Stormheim

Welcome to the Broken Isles. Stormheim is a region of rugged landscapes, high hills and mountains, large storms and Vrykul. Yes indeed, here you will find both Storm Dragons and Vrykul who hunt and tame them. In a few years' time the Legion will invade and Stormheim is going to be a major theater in the coming war. Better prepare and be careful, for Helya and Odyn have their eyes firmly locked here and won't hesitate to either have you killed or get you mixed up in their schemes.

Shadowmoon Valley

Okay, we have strayed rather far from Azeroth now. To another timeline entirely, in fact. Welcome to Draenor, more specifically Shadowmoon Valley, the home of both the Draenei and the Shadowmoon clan of orcs. At the moment things are peaceful, but in a few years time Garrosh Hellscream shall bring with him plans of conquest and foil Gul'dan's demonic plot. But for now, relax with the Elekk, try your luck with the local populace and maybe warn the Draenei of the Void-corrupted Naaru slumbering nearby.

Krokuun

(+100 DT)

You are not beating the Masochist allegations. This is one of the regions of Argus, a planet ravaged and corrupted by the Burning Legion and the former home of the Draenei. Nothing grows here, most of the wild life still kicking is heavily corrupted and what remains of the Draenei here have devolved into the Broken, and they are not particularly trusting of strangers. Argus will remain in isolation until the invasion of the Burning Legion, but until then you are stuck here. Still not too late to change your mind, you know?

Oribos

Oh for—No. This is Oribos, the place where all souls go to be judged. Not a place for the living to be hanging about, especially not with all of the tomfoolery about to happen here. Pick something else.

Dragon Isles

Ah yes, what is arguably the home of all dragons. Here you will find Valdrakken, the capital of the isles. And the five main flights have made their homes across the different regions. Though, while for the most part the isles are rather peaceful, there are still some dangers to be found. Djardin, the half-giant race with a connection to fire and a skill for dragon hunting.

The Dracthyr, creations of Neltharion, locked away and who will in a decade wake up lost and confused in a time where they may not be wanted. And finally, locked within four different vaults, are the Primal Incarnates, proto-dragons who refused the Titans in their entirety and instead embraced the elements and started the War of the Scaleborn. Soon they will be released and though one of them will eventually see reason, it will be a chaotic time. But hey, just a normal day for you, hmm?

Well, I think we've set up all the groundwork. Now then, let's get to the actual designing part, hmm?

General Perks

Draconic Form

[Free]

Let's set up the standard. You are a dragon. A reptile-like species, with all known members capable of flight through either wings or magic. All have a breath weapon of some description, usually some type of fire. Your lifespan in most cases is counted in millennia, with the aspects being at least twenty-thousand-years-old. Though unless something changes, the Netherwing and Chromatic dragons only live to about 60 years thanks to their rather unstable genome.

Your senses are, in a word, superior to mortals. Your eyes see sharper, your nose smells better, you hear further and your mind processes things faster. You are the apex predator, and all will show you respect.

The Long Eternity

[Free]

To be a dragon is to see kingdoms rise and fall, to see mortals live and die in the blink of an eye. To a dragon, a hundred years is a heartbeat. Maybe it is nice for a time, but eventually, it all begins to blur and lose meaning. Then it is a good thing you have this, eh? You will never grow bored of life, of fulfilling your duty. Your memory is so good that even thousands of years later, you can remember how each brick on a ruin was placed. And though people you cared for may have died ages ago, you know in your heart that as long as you still yet live, they are not gone. For their memory now lives on with you.

The "Visage"

[Free]

Despite their majesty, a bus-sized dragon isn't exactly the most subtle of things. Sometimes you need a more delicate hand, or need to disappear into a crowd or a city. That is where the Visage comes in. Each dragon may take on the form of a mortal. Each Visage is unique, often reflecting how a dragon wants others to see them. And now, you too can take on a Visage. Design a Visage form, you may change into and out of it with but a thought. Good to also note, should you die while in a Visage, you will transform back into your true form. Whatever it may be at the time.

Stable Existence

[100 DT]

Let's be real, getting mutations is like playing Russian Roulette. You never know what you might get, and there's the ever present danger of agony and death. The Chromatics and Netherwings know this very well. But no more. With this perk, your body will remain stable and won't allow any mutations that you yourself do not desire. No more tentacles when you anger Slaanesh or things like that. On top of that, your genome stays stable and "pure" as it were. You do not have to worry about being born inbred because your parents decided to play Targaryen… I should also note, your descendants can inherit this… *Looks down the list*… Shit.

A Dragon's Heart

[100 DT]

We knew this was coming. Admit it. *Sigh* In a different timeline, upon the destruction of the Dragon Soul all dragons were rendered infertile, and there was much doubt about the future of dragonkind. If you were around in that timeline, then they wouldn't have had to worry. You are skilled in the matters of love, both the emotional and the physical. It won't take you long to seduce even the coldest of hearts, then melting their bodies. As for your fertility. Well, if you were infertile previously, now you are "merely" as fertile as a normal human.

And if you were already as fertile as a human, then you can basically impregnate anything now. Yes, you can release your frustration against those Fel Reavers, I don't wanna hear about it further. Well, as a bonus, anything that does the "deed" with you also gains your level or fertility. Makes it a lot easier to rebuild a Dragonflight. Ah, and your descendants also inherit this (what do you mean about doing it with your kids?!)

How To Dragon 101

[100 DT]

Say you've entered a new form with a different set of limbs, or an additional organ or a different morphology entirely. You have little idea how anything works, and you'll flounder about like a freshborn seal. With this perk, that is a worry of the past. You instinctively know how to use your forms' basic functions. In this case, you know how to fly, walk, breathe fire and even tap into the innate magic possessed by all dragons.

Power Of Age

[200 DT]

A dragon becomes stronger as they age. Their breath becomes hotter, their magic flows smoother. But what if you are not in dragon form? Well with this you do not need to wonder. For you dragon form the improvement you get from aging is doubled, ensuring you will surpass your contemporaries. And for your non-dragon forms you still retain the betterment through age. An older gnome will be far more intelligent and creative and an elf would be athletic enough to appear as little more than a blur to their younger counterparts.

Lord of the Skies

[200 DT]

To be a dragon is to soar across the sky like a bird, unbothered by gravity and free to go where you like. Well, you make the common dragon look like a snail by comparison. You can easily fly circles around your fellow flightmates, swooshing up and down with wild abandon. If you train hard enough and use a little wind magic, you could even reach subsonic speeds.

Pepper Breath

[200 DT]

This is for cases when your normal breath is simply not powerful enough. You can now charge up your breath and unleash a devastating attack. It takes a lot out of you, however, so don't use it all willy-nilly, less you want to empty the tank so to speak and become defenseless for a time as you recharge.

I Deny Your Will

[400 DT]

For all the power you have, and will gain during your adventurers, there is always the looming threat of some cosmic wacko or an angry god either sealing or stealing all of your might. No longer. Your power is your own, no

god or eldritch cooker can take it from you. Though beings that alter reality itself can seal them away for a time, it will eventually come undone and then, there will be hell to pay. It is good to note that this does not work when entering Gauntlets or in taking certain Drawbacks.

Blessed Be The Peace Makers

[400 DT]

Dragons are known to employ specific mortal races as servants and slaves, be it the Kobolds of Forgotten Realms, or the Drakonids, Dragonspawn or Refti on Azeroth. While the exact methods used in creating them are still a small mystery, you can now create similar beings.

Be it through alchemy, selective breeding, golemancy or by uplifting certain individuals, you can create beings that are above all else loyal to you and your flight. I wonder, what manner of army will you build? A force for good, to protect? Or do the fires of conquest burn in your chest?

To Be Forged Anew

[600 DT]

As has been seen with some cases in the past, a being of large enough power can saturate another in a type of power, be it the Lightforged Draenei, or the Elemental infused servants of the Primal Incarnates. Now you can do so as well. As long as you use enough power and have the intent to do so, you may infuse another being with whatever power you are using.

Maybe you wish to create your own army of Lightforged, or maybe you want a bunch of Wind-infused birds that zoom about like missiles? The stronger and more numerous the targets are, the more taxing it is for you, and trying to infuse someone far stronger or too large in numbers will kill you. So think carefully, before you bestow your gift.

The Aspect

[600 DT | Capstone Booster]

Well, well, you've hit the Big Leagues now. If you are a part of one of the Five, then you stand as an equal (though initially without any of the responsibilities) of that Aspect. You can wank it however you want: maybe you're mates (lewd Alexstraza, you know you want to), maybe you're siblings, maybe you're the one in a trillion, whatever goes.

If you are part of a flight that doesn't have an Aspect, then you ascend to that role, gain the [Dragonflight] companion for free and your own Domain. Choose a concept that fits with your element, like; Light and Hope, Death and Spirit / Soul, Void and Silence, Order and Law, Chaos and Defiance, Life and Rebirth etc. that is now your Domain. Magics, powers, items and other stuff related to your chosen concept is more efficient and comes easier to you.

The perk boosts your stats across the board. If before you were the size of a bus, now you are the size of a Boeing plane. If before your punches could shatter metal, now you cause minor earthquakes. If before your breath could melt down a castle in a minute, now it reduces one into ash in half the time.

Not to mention the increase to your magical abilities, which are once again boosted. As a nice bonus, you no longer age and will remain in your prime until you are slain. You are now the Apex among Apexes. Fly high and Proud.

Elemental Dragon Perks:

Discounted for Elemental Dragons, 100 DT perks are free

Elemental Being

[100 DT, free for Elemental Dragons]

Unlike the rest of the dragons, you are not a being of flesh. You are an elemental in the shape of a dragon. You breathe your element: A fire elemental breathes fire or lava, an earth elemental sand or rock shards, an air elemental can breathe lightning or release large gusts of wind and a water elemental may breathe either a cone of freezing cold or superheated water.

On top of this, you are enhanced by your element. A fire elemental will prefer volcanic areas or large forest fires, an earth elemental will prefer mines and other underground locations, an air elemental is at home in the sky and on mountain tops and a water elemental will be a stable figure at wetlands, beaches, and the ocean itself.

Finally, as you are a being of elements, you do not age like the other dragons do. Though you age to a point, you need not fear old age claiming you. You can still be killed, though if done so outside your home Plane, you will instead be brought there to recuperate and heal.

One With The World

[100 DT]

It goes to reason that if you are of the elements, then you have some control over said elements. You can control your element to a limited degree. Make a fire burn hotter, the earth becomes jagged, the winds go faster and water can become bullets. With this alone you are not the top of the elemental hierarchy, the Elemental Lords will kill you without even twitching, but you have far more control than some of the normal elementals. In addition, you can heal yourself while submerged in your element and can feed on it to gain nourishment.

The First Step

[200 DT, Discounted For Elemental Dragons]

Though it has been a long time since your kind were first spawned, even the most distant of your descendants still bears a passing resemblance to you, even if they have traded their elemental natures to that of flesh and blood. You will not be forgotten. Though you yourself may pass on or travel to lands unknown, what you leave behind, what you have created, shall remind all of you. Your descendants will bear a likeness to you, your creations will bear marks that indicate your handiwork. And when one gazes upon that which you have wrought, they will know it was you. Your Name A Legend, Your Deeds A Manifesto.

Shape the Realms

[200 DT]

An elemental can amass more power by controlling more of their element. You are no different. You are able to enter into a contest of wills with other elementals over an area. Should you win, you may start to slowly terraform it to include your own element.

Perhaps a dry desert becomes a lush marsh, or a fiery volcano becomes a simple mountain. Any area gained this way can be taken with you to other worlds, provided you still hold dominion over it, that is.

One With Yourself

[400 DT]

The annoying thing about being an elemental, is that all manner of Shamans will try and ask you for your favor. While you can always refuse, some will not take a no for an answer and will try to corrupt you and force you to serve. You will not allow this.

You are resistant to attempts of mind control and forcibly changing your form and nature. While a large coven of Shaman or Warlocks can still corrupt you, even then it will take them days or even weeks to make even the slightest of dents in your mental faculties.

Echo of Genesis

[600 DT]

Your kind flew the skies of Azeroth long before the titans, perhaps before even the Old Gods. That was a more primordial time, where only the strong truly survived and thrived, and the dragons of today are perhaps an inferior remnant. You yourself may not have been born in these primal days, but you bear an echo of the power once held. An echo you can manifest, at a cost. You may assume a form far larger, as large as a mountain, and unleash a breath so powerful it could quite easily shatter one of the modern continents into small fragments. However, this process is so draining that you are banished to your native Elemental Plane, where you will recuperate for a year and upon your return you may not use this ability for another year still as the elements of the world are yet recovering from your mighty act of violence.

[Boosted]: You can now assume the form once a month, after which you will not be banished to your native Plane, but will be half as weak as usual for the following few weeks as you recover. Your mere presence bolsters the elements, letting them recover from this strain in a month's time. As for the power of your breath, were you to ever go back to the olden days of the Well of Eternity and unleash your fury upon it, you would shatter the continent of Kalimdor into small islands, if not outright blowing everything to kingdom come.

The Elemental Lord

[600 DT]

Choose among one of the four elements of Earth, Fire, Water or Wind. So it is that you have reached a point where your only superiors are the Elemental Lords themselves and even then, your clash would leave them in a severely weakened state.

Your breath has far more kick to it, your mere presence starts the terraforming of the land around you, though as things stand, it will take about a year to transform an area about the size of Stormwind. That is, if you do not actively try to change things. Indeed, your control over your element is a thing to behold. Truly, you will be the envy of all Shamans and lesser elementals.

[Boosted]: And now, you can quite easily usurp your Elemental Lord and take their place. You command the respect of all other elements of your type, bar your former superiors, who will no doubt be feeling stricken and mad about

this. In a month's time you terraform the land around you into a prime area for your element and in two months can decide to transport this area into your Elemental Plane, expanding its size. And should you ever be slain, there is a good chance your essence will slowly pull itself back together; weaker yes, but you'll no doubt recover your full might in no time at all.

Proto-Dragon Perks:

Discounted for Proto-Dragons, 100 DT perks are free

To Endure

[100 DT, Free for Proto-Dragons]

One would think with the creation of the Dragonflights, the calamities and mass death that has happened over the millennia that your kind would have passed on into extinction by now. But no, you have endured. You have survived.

No matter what is thrown at you, you can endure it. Be it torture or a possible extinction, you can endure it. This doesn't mean you will come out completely unscathed, but you will always have a chance to survive.

To Change One's Scales

[100 DT]

As we come to learn upon the return to the Dragon Isles, Proto-dragons are very diverse in looks. Some have beaks, some snouts. Some have club tails and some spikes. So on and so forth. Now you can do the same with your forms. You can, in the span of a few seconds, alter your forms with naturally occurring features.

No growing wings on a human, but changing facial structures, eye colors and hair growth are all very easily done. Suppose you can also change your physical gender, though you would mentally still remain as you were. So it would possibly lead to an identity crisis and possible gender dysmorphia. Experiment with care.

Primal Core

[200 DT]

Modern people look upon your kind and scoff, deeming you and yours as primitive and inferior to the modern dragons. What these people miss is that you have something those dragons don't have: Power.

In a contest of might, be it physical or of breath, you will outpace dragons of similar age from other flights. Your breath burns just a bit hotter, your muscles are just slightly more powerful. You are a hammer to the multitools that are the Dragonflights.
And while going against the Aspects is still a pipe dream with this alone, other dragons will have to treat you with respect for your potential if nothing else.

An Old Hunger
[200 DT]
A Proto-Dragon whelp can eat twice its weight in meat per day and grow rather quickly. This often requires one to have a far stronger stomach than what the mortals have. You can eat just about anything organic, be it fresh meat or a rotting carcass. While the taste might not be the most salivating, you gain nourishment from whatever you eat.
As a bonus, you seem to grow just a bit stronger each time you feed on a kill. Nothing major, but it slowly begins to stack up. Of course, you can only benefit once per target, so no tearing off chunks from a large target and expecting it to work. Additionally, you need time between feedings to acclimate your body to the strength gained. Still, it is a curious ability, one that might be hinting at something darker within…

Adaptive Form
[400 DT]
While the Chromatics mutate based on certain stimuli, you don't do that. You adapt. Your body and breath adapts to the elements and perhaps even energies around you. Spend long enough in a frozen tundra and your body will become fuzzy and adapt to the cold, while your breath will become a cone of freezing cold. Similarly, if you spend enough time in an area infested with Fel energies, you will gain sickly green parts and your breath becomes a corruptive flame, or perhaps like the Netherwings a pure force of the Twisting Nether's energies.

To Be Incarnate
[600 DT]
So you have walked the same path as the Primal Incarnates. Tell me, did you side with them in their defiance against the titans and the newly formed Dragonflights? Or are you merely copying their methods? In any case, you have become closer to your elemental roots, becoming a mixture of both flesh and elemental energy. Your form now sprouts features related to your element, and your aging has halted.

In raw power you can give even the Aspects and fellow Incarnates pause, though with this alone you won't be their even match. Your breath attack has gone up in power, and you have a crude and limited control over your chosen element. Indeed, there was a reason why your kind held their own against the Dragonflights. It is time to remind them of this fact, I think.

[Boosted]: Now you will lead them. The Primals, the Prime Incarnates. For you are mighty. It is hard to tell where your flesh begins, and your element ends, such is the unity you possess. Your physical might is more than equal to that of an Aspect, and your breath will overpower them even at your lowest. Your presence changes the weather, alters the land and forces elementals to submit.

Galakrond's Legacy

[600 DT]

I see. So you seek to emulate Galakrond the Monstrous. A pit of endless hunger has sprouted within you, but it has granted you a foul ability indeed. You can consume the corpses of dragons to drain them of their life force, after which you will vomit these corpses back out.

Then, they will rise again as Un-Living dragons, mindless and ravenous. Perfect puppets and shock troops for you to use. Their bites induce in other dragons the same hunger that rages inside you, and should you find no other sources of food, you may always consume these Un-Living. With each feeding you will grow and mutate, eventually growing as large as a mountain and will continue growing still.

But beware. With each feeding the hunger will grow and should you lack the mental strength to restrain it, you will undoubtedly grow as mad as Galakrond himself. Not to mention the physical mutations you will develop as you grow. Sprouting tentacles, eyes, and spikes along your body.
Truly, is the potential power worth so much potential danger?

[Boosted]: Your presence is death. Around you there is an aura of Death that drains the life force of all living beings, nourishing you and upon death they too shall rise as Un-Living. Indeed, even a glance from your breath is enough to begin the transformation, and in your presence even the long since dead will rise to serve you.

While the hunger remains, your mind is far more at peace, the threat of insanity never again threatening you. And though you will still mutate, you have some influence over what the change will be. Truly, you are what Galakrond could have perhaps one day become, and the world trembles at your coming.

Black Dragon Perks:

Discounted for Black Dragons, 100 DT perks are free

Molder of Earth

[100 DT]

Being a Black dragon, you naturally have a connection to the earth and can indeed mold it to a degree. While you will not be reshaping the landscape with just this, you can make smaller changes far more easily. And should you ever feel like picking up the ways of a Shaman, you will find the spirits of Fire and Earth far more willing to heed your call, for they know who protects their dwellings.

Cave Hog

[100 DT]

Black dragons are at home in the deep places of the world, why would you be any different? You have an innate understanding of any underground locations you are in. You will not get lost even in the most labyrinthine of cave systems, your claws and breath are excellent tools for carving caverns, tunnels, and other such things. Finally, you seem to have a sixth sense for sensing mineral and earthen metals, almost like a form of truffle hog.

Mind of Steel

[200 DT]

For all their power, the Black Dragons were the first Dragonflight to be corrupted by the Old Gods, their innate connection to the deep earth betraying them. While this alone will not make you immune to the Whispers, it will make you far more resistant to them. And should you ever fall under mind control, you can snap out of it. At least for a time, before your mind is once again taken over.

Lord of Puppets

[200 DT]

Well, you've certainly embraced your inner Machiavelli. You are a schemer. The kind that can just as easily cause the downfall of an enemy kingdom from

an unexpected rebellion, as you are making a successful campaign for a political office. Though you have been forced to hide, that does not mean you are helpless. Now, doesn't that prince look so vulnerable and easily influenceable?

Madness of Neltharion
[400 DT]
Even before his fall, Neltharion was known to conduct experiments on all manner of things. From creating new ores to bringing about the Dracthyr as a whole. And upon falling to corruption, he created such horrors as the Dragon Soul and would plan several times to create a new form of dragon.

You now are heir to this form of creativity, finding it easy to create artifacts that make anything the mortals create pale in comparison. And though currently creating new life is beyond you, if you were to find Deathwing's notes, who knows what you could create?

Like A Weed, As A Matter of Course
[600 DT]
If there is anything you can compliment the Black dragons about, it's their resilience. When you think you've wiped them all out, more seem to always pop up from somewhere. Now you and yours share in this resilience. Hunted and hated though you might be, as long as you keep a low profile and don't start anything, people hunting you will face near-impossible odds to discover you. And should any of you be slain, there will always be enough time to hide a few eggs somewhere safe, always enough info left for a ritual of resurrection that any mortal can perform to bring one of you back. For as long as the world keeps turning, you will not go into the Night. Not without a fight.

[Boosted]: Well, it's like trying to find a needle in a planet size haystack. Unless you wish to be found, people simply cannot find you, attempts to track you will lead to cold trails or deathtraps, information to your locations just happen to get destroyed by an accidental spillage of ink. And you possess a mighty ability: Reincarnation. Specifically, reincarnating among your descendants. And should your entire bloodline and race be wiped out, then you will reincarnate in something else, your soul slowly transforming the body to resemble the one you had before.

The Earth-Warder
[600 DT]

In a few years time Sabellion and Wrathion will come to blows about the inheritance of the Earthwarder title, before both decide that their brother Ebyssian would make a far better fit. With this, you are just as much of a fitting inheritor for the Aspect.

The earth shivers at your mere presence, your ability to control the earth has improved to the point where you can shift the landscape to a large degree, though not quite to the same extent that Neltharion did in his prime. The elements that before were only favorable to you are now more than willing to just throw themselves at you. While you are not quite on the level of an Aspect, you are damn close to it and more than worthy of becoming one.

[Boosted]: You feel as the world shifts beneath your feet, you bear its weight with little effort. You just as easily pull mountains out of the ground as you flatten them into deep lakes. You could, with some effort, shatter a continent into fragments. You could beat Deathwing in a physical fight with little effort, and withstand his breath as if nothing. You are the Earth and may as well take the title for yourself, your supposed “competitors” being distant seconds at the very best.

Blue Dragon Perks:

Discounted for Blue Dragons, 100 DT perks are free

Arcane Might

[100 DT]

As a Blue dragon, it is only natural that you have a far deeper connection to the Arcane compared to other beings, even your fellow dragons. You learn and master Arcane magic, and other schools of magic relying on intellect, far quicker. It wouldn’t be out of the question for you to master the basics of a new magic system in a few weeks, compared to the months it would take mere mortals.

Bookwyrm

[100 DT]

Ah, but what is doing research without the intellect to actually comprehend it? You are, by human standards at least, an intellectual prodigy. Able to memorise the contents of a large library, have room enough for another one and perhaps most importantly, having the understanding on how to utilise the knowledge learned.

Mana Leech

[200 DT]

Hmm, it would seem you have a peculiar ability. When hit by hostile spells, you actually absorb some of the mana and add it to your reserves until they are used up. Useful, especially in a world where magic seems to become more and more commonplace by the day.

Steward's Wisdom

[200 DT]

Your kind are the guardians of Arcane magic, tasked to ensure it is not misused. Unfortunately, most mortal races tend to use Arcane for rather foolish things. Some do so out of maliciousness and should be dealt with accordingly, but others are merely misguided and can be taught otherwise.

Which is where this perk comes in. You are a great teacher, able to wrangle even the unruliest to learn things they'd normally resist even thinking about. While you can use this to teach martial skills, this perk truly shines when you are teaching magic.

Under you, even the dullest of bluntstones can become an Archmage capable of rivaling the Guardians of the past. This works even on people from worlds where no magic exists, allowing you to grant this gift and burden.

Arcane Smith

[400 DT]

Now we are getting into the meat and potatoes of the matter. You now have the knowledge to create magical constructs, anything from permanent teleportation circles or portals to golems that rival the ones made by the Dark Iron Dwarves. You also have a knack for creating and modifying spells, being able to see how different spell components react to one another.

Spell-Eater

[600 DT]

You are the bane of all mages. Your fire consumes magic as it burns, remaining alight until the magic has been consumed entirely. Especially devastating against beings purely made of magic and spellcasters. Curiously, your very presence seems to weaken the magic of those hostile to you. Woe be upon your foes, for you can render their greatest weapon a weakness.

[Boosted]: You project an aura that nullifies all magic you have not allowed. With but a touch you can permanently remove someone's ability to use magic and any magics that do land on you bounce harmlessly off, be it a simple fireball or a curse specifically made to bring maximum pain. And finally, you may eat any spells that are cast at you, then spit them back out at opponents.

The Spell-Weaver

[600 DT]

Malygos never recovered from the near-destruction of his flight, nor the death of his consort. When the Lich King is slain, so too shall Malygos meet his demise. Though usually the Aspect of Magic would be inherited by Kalecgos, with this you can be a just as worthy candidate.

Your understanding of magic is surpassed only by the likes of Malygos in his prime, or the titan Aman'thul. With a flick of a tail, you cast a chain of spells faster than a mortal can even begin to cast one of their own. You feel the flow of the ley lines and can encourage or hinder their growth. Be your deeds good or evil, they will be great indeed.

[Boosted]: Your scales crackle with Arcane magic, your sense for it so great you feel it being cast halfway across the world, though you can thankfully shut this off if you wish to have a moment of quiet. You can now redirect, create or even destroy leylines simply by being near them and connecting to them. You are magic, none can match you with it. Even Aman'thul would think twice before facing you.

Bronze / Infinite Dragon Perks:

Discounted for Bronze / Infinite Dragons, 100 DT perks are free

Always On Time

[100 DT]

You are a Bronze, responsible for guiding and protecting the timeline. Or maybe you are an Infinite, seeking to disrupt said timeline. In either case, you can always tell what time and year you are in. Additionally, you can always feel when someone disrupts the timeline, where they originated from and as long as they will remain in your time have a feel for their general location. What you do with this knowledge is up to you.

Turning The Wheel

[100 DT]

You have taken the first steps on the path of Chronomancy. You can manipulate the flow of time to a limited degree and even freeze it for a few seconds. With time and practice your mastery of this school of magic will increase, though with this alone you will never reach the levels of Nozdormu / Murozond and until you reach your peak any of the older dragons can overpower whatever alterations you have done.

Prophet's Eye

[200 DT]

Your connection with time allows you to gaze into the flow of events that were, are and will. In addition, you can see how a certain course of action affects future events. First you can only see a few weeks ahead, but with time and training you can see hundreds if not thousands of years ahead. Using a medium such as a glass orb can help you see further. So, why don't you go and ponder on that orb?

Eye For Detail

[200 DT]

Even for a dragon, your eyesight is extraordinary. You could count the individual scales on a turtle from up in the clouds. But sharp eyes are not all you have. You can gaze at an enemy or structure, and through gut feelings and good deduction, figure out their weaknesses. If you have the power to exploit them is another matter entirely, but this is a good first step.

Broaden Your Horizons

[400 DT]

Have you ever wished that you could just walk through a door and be half a continent away five minutes ago? Now you can. You know how to create portals in both time AND space. So now you can indeed depart from modern day Orgrimmar and visit the former super continent Kalimdor during the time of the Highborne Empire. Or you could simply make it so your door leads from your door to a rather quiet tavern in Silvermoon City and back, that works too.

When The Dragon Breaks

[600 DT]

This is a powerful thing. This, is the power of choice. Upon traveling back in time and altering something, you can decide if that overwrites the events in the main timeline, or if it splits into its own timeline.

A powerful ability yes, but also something that will have every Bronze, Infinite and every other time-sensitive entity on your tail trying to either eliminate you and fix your mess, or aid you in your meddling. Be careful.

[Boosted]: Well, this ability was quite powerful already, now you've just fine-tuned it. Whatever changes you make in the timeline can no longer be reversed or even really detected until it is far too late to even react. Though, there is one thing that you can do now. You can cause time to shatter, in a way. You can specify a certain choice or action, that when done has all of the possibilities related to it happen at the same time.

It can be something as simple as you eating a bread and an apple on the way to work, or something like you shooting an arrow at a king with the arrow both hitting him, his bodyguard and missing all at the same time. Regardless, many Bronzes will die trying to comprehend the insanity of this power.

The Timeless

[600 DT]

Oh my, this is interesting. Should it ever come to it, you could quite easily become the new Aspect of Time, or usurp the Infinite Dragonflight for your own gain. Your ability to gaze into the timeline has increased to the point where you can see all the way back to the days of the Black Empire and to the future days yet unknown to most.

The only ones hidden from your sight are the Titans, the Void Lords and for now, Nozdormu / Murozond. In addition, your ability to control time has increased to the point where you can throw mortals and weaker dragons around the timeline as you like and even freeze time in areas for days at a time. Finally, you can infuse your breath with temporal effects. Breathe lightning that accelerates the personal time of the target, breathe sand that ages a foe and their armor to dust.

[Boosted]: Your mind has expanded. Your ability to gaze into the timeline is unparalleled, you could quite easily see into the very beginning of time and witness the end of everything. You can erase mortals with but a thought, and Chronomancers and others with some effort. You can permanently freeze time in a location, either making it so no one moves, or perhaps it will always be 13:09 of the second Thursday of May. Finally, just like Nozdormu did to the Night Elves, you can bless individuals or an entire race with immortality.

Green / Nightmare Dragon Perks:
Discounted for Green / Nightmare Dragons, 100 DT perks are free

Be At Rest
[100 DT]
By default, you can breathe fire or several types of natural phenomena. With this, you can also breathe a type of gas that induces sleep in targets. Upon falling asleep and depending on your flight, the target(s) will find themselves in either the soothing Emerald Dream, or the horrifying Emerald Nightmare.

It should be noted that the target's mental strength and energy levels will determine how long it takes for them to fall asleep. A murloc will be out the moment they are in the gas, a berserking troll will take minutes.

Whispers of Nature
[100 DT, Excluded to Nightmare Dragons]
You are in tune with nature. You understand the creaking of trees, the movement of flowers, the chirping of birds and the barking of dogs. Your steps are surprisingly light, not leaving a dent in grass as you move.
Should you ever take up the path of Druidism, you could quickly rise to be a respected member of the Cenarion Circle in no time at all. It also goes without saying, but Dryads and other Nature-aligned beings just adore you.

The Terror of All Things Beautiful
[100 DT, Excluded to Green Dragons]
Maybe once you were like described in **Whispers of Nature**, but now you are a twisted thing. Animals cower at your passing, feeling your now corrupted nature. You slowly spread this corruption to the land around you, turning both flora and fauna into twisted mockeries who shall attack all who try to stop the Nightmare or hinder your progress.

You can also use this corruption aggressively, attacking and damaging your opponents in a not too dissimilar manner to what a Shadow user might do. Those you trap in the Emerald Nightmare, you may start to torment and corrupt, eventually turning them into loyal servants eager to spread the corruption further. Woe Be Upon All, for you have arisen.

Beacon of Life

[200 DT]

Your presence encourages plant life to grow, be it either the normal kind or the corrupted variety. Spend a few months in a land full of saplings and watch as a mighty forest sprouts upwards. Green dragons can also purify water of corruption, while Nightmare dragons can corrupt said water, causing all who drink from it to fall into grief and violent madness.

Walk Like Them

[200 DT]

The Green Dragonflight most often works with the Night Elves, to the point where seeing one or two flying about is not completely unheard of. It is the Children of Elune who also seem to hold the Flight's favor the most, with even their Goddess lifting Ysera to the stars upon her unfortunate demise.

Pick a race. For the duration of the jump, you are considered their ally and are honored by them. In this jump, this applies to the Night Elves for the Greens, while the Nightmares will have to choose a race that either already serves the Nightmare or is unaware of their foul nature.

Nurture and Growth

[400 DT]

When the demigod Cenarius was born, Ysera the Dreamer took an immediate interest in him and took him under her wing. Their bond grew so strong and close that they are often mistaken for a mother and child. It is in part thanks to this bond that the Night Elves hold the Green Dragons and the Dreamer especially in high regard.

You are a good mentor, capable of raising a demigod and helping them reach their full potential. In addition, anyone you mentor and/or raise in this way will view you fondly and will come to your aid should you ever need it. Curiously, at least once every jump, including this one, an opportunity for such a meeting makes itself known to you, as if destiny itself beckons you.

The Dreamer

[600 DT, Excluded to Nightmare Dragons]

Perhaps another from Ysera's clutch survived, or maybe you're merely a one in a trillion. Whatever the case may be, you easily rival Eranikus, the former consort of Ysera and a dragon said to be second only to her.

Your presence boosts the growth and healing of nature, returning a burnt down forest into a healthy green in a week, or causing the local wildlife to grow far larger and healthier than elsewhere. Your grasp on Nature magic is rivaled by few, surpassed by even fewer. Call upon the Light of Elune to strike at your foes, will the roots of the trees to tangle your enemies.

But beyond all that, is your ability to purify. Be it the radiation born from the Exodar's crash or the corruption of the Emerald Nightmare, your mere presence starts to remove them. Tread lightly, for Xavius will not let such a threat roam freely.

[Boosted]: You are nature personified. At will, you may awaken plants to sapience, cause seedlings to sprout into giant trees in mere moments and calm animals by being in the same area. Your ability to purify has increased as well, removing natural hazards in the matter of hours and Nightmare corruption in the matter of a week. Finally, your mere presence can force others to sleep, should you wish it so. You are the bulwark of nature, and none may tarnish it without facing your wrath.

The Nightmare

[600 DT, Excluded to Green Dragons]

And then there is you. You must be one of Xavius' top lieutenants, for such is your power over the Nightmare and the corruption born from it. Your dream inducing gas no longer leaves a visible trace, lacks a scent, and tends to linger in places for a time. A perfect trap to cage potential servants. On top of that, your mere presence corrupts both the physical world and the Emerald Dream.

Though at full strength Ysera can still defeat you, should she be weakened enough you could quite easily corrupt her into another servant of the Nightmare, a fatal strike against her former allies and the Emerald Dream as a whole. Let all cower, for the Nightmare has arrived.

[Boosted]: Hah, Xavius has to step aside for you have, or could, usurp his position as the master of the Nightmare. Unless purified by a force on par with X'era, your gas will linger on in the air, corrupting all who inhale it within the day. Expect to see very few Greens to willingly face you, for they know a mere bite or scratch from you will begin the process of corrupting them.

Even Ysera, or the other Aspects are vulnerable and though they might struggle for a few days, the corruption will win out, and the Nightmare shall have powerful new servants. You may teleport to any location where the Nightmare has laid its roots, letting you travel large distances in an instant. And finally, just like **The Dreamer,** you too can induce sleep in others. But whereas **The Dreamer** sends them into the Emerald Dream, you send them screaming into the Emerald Nightmare.

Red Dragon Perks:

Discounted for Red Dragons, 100 DT perks are free

Follow The Flame

[100 DT]

Alexstraza is oftentimes seen as the leader among the Dragonflights, be it for her experience or demeanor. Whenever there is a leadership position open and no clear inheritor for the job, you will be temporarily offered the job until someone more legitimate can be found, or the crisis is solved. To help you actually do your chosen duty, you also receive a mild boost to your charisma, logical thinking and tactical knowledge.

Empathy For The Weak

[100 DT]

The Red Dragons are guardians of life. Where the greens nurture nature, you nurture life. So it would be a poor guardian if you saw your charge as nothing but insects. With this, that is no longer a concern. Your empathy is enhanced, to the point where you will watch your step even for the smallest of ants. After all, they too deserve to live and prosper.

To Harden Your Heart

[200 DT]

Yet sometimes you must fight and kill. Even your own kind, should they have been twisted and broken. It is in these moments, that you can kill your emotions and do what has to be done. You will fight like a wyrm possessed, and when the fighting is done, this perk will deactivate, and you will have time to process what has happened. Repeat uses of this perk can cause psychological problems, so use it wisely.

Cure For What Ails You

[200 DT]

Red Dragons are known for their ruby fire that can heal even people near death from both disease and injury. With this, your proficiency with said fire increases, to the point where you can project it through your limbs to more accurately channel it. But you also know how to heal living beings in a mundane way. What tonics and medicine to treat any non-magical disease, how to break minor curses and how to treat broken, dislocated or snapped bones. One day, you could become the most premier healer on Azeroth.

To Nurture

[400 DT]

Your paternal / maternal instincts have been honed to perfection. You know how to take care of anything from a baby dinosaur to a gigantic, eons-old Eldritch horror. And if you ever meet creatures you have no idea about, be assured that you will quickly learn their tells, behavior, likes and dislikes. Under you, all have a chance of thriving.

The Immortal

[600 DT]

Well, almost immortal. Perhaps due to a strange mutation, you heal extremely fast. We are talking wounds-close-in-seconds, regrowing-a-limb-within-a-week levels, here. The only way to put you down is to destroy both your heart and your brain almost simultaneously, otherwise you'll be back in a bit and angrier than before. Just, don't try to push your limits too far, yeah? There are still several beings who can incinerate you to ash, and even your healing won't bring you back from that… Yet.

[Boosted]: And now, you have truly earned that name. Your wounds close as fast as they were made, limbs grow back in minutes. And should someone kill you, even reduce you to ash, you will return. For such is the might of your soul that it can bring you to life once every year even if you were reduced to atoms. Of course this will not save you if your soul is destroyed, but even your soul is far more robust as before, often being merely wounded by instant death attacks.

The Life-Binder
[600 DT]
Were Alexstraza ever to step down and pass away, you would be the number one candidate to replace her. Your scarlet fire is strong enough to bring back even those at death's door, while your healing abilities have become so great the list of those better than you can be counted on two hands.

Perhaps more curiously, you can see the strands that make up the bodies of individuals and can nudge them in certain directions. Maybe you'd like for this crokolisk to have tougher armor plating, or maybe to have this human show more definitive muscle with higher body fat. If left alone for a while, these traits will eventually become a dominant feature in whatever population you release the creature in.
But that would take hundreds or thousands of years. Good thing you are a dragon then, huh?

[Boosted]: As long as either the heart or the brain remains, your fire can bring them back fully healed and with a slightly enhanced lifespan to boot. So strong is your healing that you could render the entire Plague of Undeath inert with a flap of your mighty wings. Your ability to edit biology is now at a point where you can induce large scale changes in populations and insure these will become dominant features within the decade.

Give humans feathered wings and make their bones hollow, turn the Broken and Lost Ones back into Draenei, so great is your ability. And finally, you are Fertile. With a capital F. Expect to always have at least twins, though even more are very likely.

Chromatic Dragon Perks:
Discounted for Chromatic Dragons, 100 DT perks are free

The Forsaken Few
[100 DT]
Your kind were considered a failure, then cruelly cast aside. Though tragic, this has given you a much different viewpoint compared to other dragons. You are always able to see things from the perspective of the downtrodden and the outcasts, able to deduce how to lift them up and make them something more. You will also find it a much easier time to recruit from among these groups, for they seem to almost jump at the chance.

We Are

[100 DT]

Being hybrids of the different flights, is it any wonder your kind would exhibit traits from them? Choose two different breaths shown by the Main Five, you now breathe that mixture. Maybe it is hot sand mixed with some ice crystals, or maybe acid laced with Arcane to make it even more devastating. Perhaps with time you may manifest more breaths and combine them as you will, but for now this is enough.

Survival Of The Few

[200 DT]

When most of your clutch mates come out as either stillborn, mentally insane or physically mutated and slowly dying, you really don't have many chances to form any meaningful relationships. Which is why you will fight like a honey badger to protect what little you have, be it a friend, lover, your favorite chair. You care for it, therefore none will take it from you. When defending something precious to you, you are enhanced for the period of the fight. Nowhere near enough to go toe to toe with an Aspect, but you'll make most normal dragons hesitate to even approach.

Give Us A Chance

[200 DT]

Upon seeing Kirygosa, your brother Chromatus expressed an interest in mating with her to produce more stable Chromatics. While it was worded as more of a threat than anything, if he'd had this perk, she might have considered it for a moment.

Maybe it's the way you look or hold yourself, maybe it is the sound of your voice or the choice of words, but people are far more willing to listen to what you have to say. Be it talking down an enemy during a fight, or convincing the pretty drake to join your flight. You have the potential to become a master negotiator, or a manipulator.

From Death Comes Life

[400 DT]

Perhaps you've inherited a spark of the insane brilliance of your creators, or maybe you wish to expand your flight without the need for a broodmother. Whatever the reason, you can do something unthinkable: Take apart dead or

alive dragons, then merge them to create another Chromatic dragon like a Frankenstein's monster.
The parts generally need to be from dragons of similar age and power, so no mixing Whelp and Wyrm parts for example, but other than that you could create a Chromatic Wyrm by simply stitching together different parts. It should be noted that the amount of magic required to breathe life into these beings scales with the power their parts wielded in life.
To return to the analog earlier, you could breathe life into 50 whelps and still have some left in the tank, while a single Wyrm would leave you completely exhausted. But such is the price needed to expand your flight.

To Change
[600 DT]
This is bound to get the Dragonflights after you, should they ever find out. What you possess, is a type of virus that when it comes into contact with a draconic being, starts to change them. Into what? Into more Chromatic dragons. How long it takes for the change to finalise depends on the target's power. A drakonid will change in an hour, while the Aspects are all but immune to this, as you are now. But even then, this is a devastating weapon and tool of reproduction, especially as all infected seem to have a slight compulsion to obey your commands.

[Boosted]: You are the bane of all other Dragons and Draconics. Your virus now spreads through air and can turn drakonids in minutes, and even the Aspects will now have the fear of being infected. It wouldn't be out of the question for you to render all other Dragonflights extinct, as they are all converted into Chromatics.

The Beast Of A Thousand Heads
[600 DT]
Only one dragon like this existed before. He was Chromatus, often considered the only truly successful Chromatic to have ever been created. So powerful was he, that the only way for him to move and live was by siphoning magic from all of the leylines connected to the Nexus, lest he be rendered inanimate. Now you bear his legacy.

Your form grows to be the size of a normal Wyrm and you gain the ability to mix the breaths of all the Main Five. However, you can take this further. Be it through utilizing a surge needle, or by manually tapping into the ley lines, you grow even larger to the size of a mountain. Additionally, your head changes

color to one of the Five main flights, and you sprout four additional heads, all bearing the color of one of the remaining Five.
Each head houses a working brain, which increases your thinking abilities to surpass even the Aspects. As long as you drain the ley lines, you are impervious to most forms of damage and perhaps the most frightening of all, you have access to the powers of the Five flights, though none of the experience but with your additional brains figuring things out won't take too long.

However, should the flow of mana be disrupted for any reason the transformation will begin to revert and upon reaching your original form you will become incapacitated due to the stress of the transformation and the surge of energy. Perhaps with time this toll will lessen, but for now it is a burden you must bear for such terrifying power.

[Boosted]: And now, let the horror commence. The mana requirement has lessened, to the point where only a single leyline is needed to power your massive form. And should the flow of mana be disrupted, it no longer leaves you incapacitated. Additionally, you may change the color of your head to one of the Five and gain access to their powers.

Netherwing Dragon Perks:

Discounted for Netherwing Dragons, 100 DT perks are free

Children of Outland

[100 DT]
When Draenor was destroyed, the energies of the Twisting Nether warped you and yours into what you are now. Your body is covered in shark-like skin and instead of fire, you breathe the chaotic energies of the Twisting Nether itself. Additionally, you are immune to Fel corruption and should you ever pick up Fel magic you will have far greater talent for it than any mortal and even most demons will take second place to you.

Us Against The World

[100 DT]
It was only through banding together that your kind survived in the harsh world of Outland. When you are a part of a group, your power increases. Be in a group of less than ten and you might just defeat Gruul. As the group continues

to grow, your individual power decreases, but strangely the entire whole's coordination and strategic thinking increases.

State Shift
[200 DT]
Your kind has the curious ability to shift between the material and astral realms, both to disappear from sight and to avoid damage. Granted, that means you cannot damage your opponent back, but this perk offers a solution. You can now shift mostly to the astral plane, turning you see-through, making it harder for your opponent to tell where you actually begin and end.

While in this state, you take far less physical damage, to the point where a common steel sword will just pass through you. Unfortunately, you are far more vulnerable to magic, especially Arcane and Light. But it is another tool in your survival kit all the same.

Like A Fish
[200 DT]
Many of your brethren exhibit shark-like features, so it would be a shame if you couldn't leverage that in some way. Whenever you swim, be it in water, mud or a mana current, you move far faster and fluidly. On top of that, you find a pair of gills on your neck that allow you to breathe underwater. Now you may terrorize any ship, fish or murloc without hindrance.

There And Back
[400 DT]
Shifting between the astral and material is fun and all, but we can take it further. Through a burst of Fel energy you may teleport in the direction you are facing and for the next ten seconds you may return to where you were before as your Fel energies start to dissipate. At first, the teleport will move you as far as you can jump, with the distance growing as you grow older and gain experience. Additionally, you may slowly carve permanent teleportation circles using Fel magic.

The Felwing
[600 DT]
Seems you have inherited some of the might of Deathwing. Your physical might is strong enough to go toe to toe with Gruul, and if you have **Us Against The World,** you could easily shatter the Gron with a swipe. Yet, it is your connection to the Fel and Twisting Nether that is the most frightening.

Your breath now leaves the land ravaged, leaving behind destruction similar to what the Hellfire Peninsula looks like. Your potential with Fel magic is such that where others would need ten souls for a ritual, you would need only one to get far better results.

[Boosted]: Gruul is a mere toddler compared to you. **Us Against The World** at its strongest would let you shatter entire armies with a single swing and cause a medium earthquake in the aftermath. You no longer need sacrifices for any possible rituals, your connection to the Fel so strong you can simply use that as fuel for any spell or ritual you cast.

Spell of Conjuration

[600 DT]

I am quite certain this is here by accident. No matter. Named after the spell cast by Ner'zhul that caused the destruction of Draenor, now you too know how to cast this spell and how to connect to other worlds. Be it at the certain hour of a certain year, through astral phenomena or by using specific artefacts, you know how to use them. But a word of warning. As shown by Ner'zhul, should you act too hastily while casting, it can quite easily get out of control. And should you do so while in Outland, there would be nothing left after that.

[Boosted]: I am sure that Sargeras would simply love to have you in his Legion. As long as you know the world and location, you can cast this spell without any other requirements beyond the mana needed to fuel it. And unless you deliberately wish it so, the spell can no longer go haywire.

Storm Dragon Perks:

Discounted for Storm Dragons, 100 DT perks are free

Storm Child

[100 DT]

Your kind is closer to your elemental roots compared to your cousin flights. This manifests in the form of a lightning breath, a sixth sense for sensing weather patterns, a large affinity for lightning magic and a lesser affinity for water magic. If you ever begin to practice Shamanism, you'll have an easier time to convince both Air and Water elementals.

Nimble For His Size

[100 DT]

Compared to your cousins, you are far less bulky and more streamlined. While you will usually lose a contest of strength against them, you will leave them in the dust when it comes to flying, almost appearing as a living bolt of lightning. In addition, you can fit in tighter spaces than any of your cousins.

Rune Carver

[200 DT]

While runes are more of the Vrykul's domain, your kind have been around the titan-created species long enough that something has stuck around. You can carve runes of power upon items, objects or even upon others (Yourself included) then imbue these with magic to generate all manner of near-permanent effects. While currently you know runes that interact with Lightning and Water, by way of studying and learning new schools of magic, so too does your knowledge of runes grow as well.

Call Of The Valajar

[200 DT]

Odyn created your kind as mounts for his Valajar Vrykul. While some of the non-Valajar also ride on your kind and that of your proto-dragon cousins, these are usually of a more non-consensual variety. That being said, if you ever find someone you deem worthy of riding on your back, the coordination between the two of you, be it while riding or on the ground fighting side-by-side, is a thing of beauty to behold. And conversely, should you ever be forced to act as a mount, fate makes it so that you can eventually escape and fly free once more.

Gone In A Flash

[400 DT]

Earlier it was mentioned how with **Nimble For His Size,** you appear almost like a living lightning bolt. With this perk, you can become just that, a living bolt of lightning. By coating yourself in lightning magic, manipulating the wind and flying in a straight line, you can blink to a location. If landing on the ground, the lightning discharge will shock and cause enemies to be blown away at your arrival. Though you may not do this too often, as the entire process is rather tiring.

The Coming Storm

[600 DT]

There are many speculations as to how the storms that give Stormheim its name are born. Some think it is the work of Odyn, while others suspect it is the heavy presence of your kind that is the cause. With this perk, there is no doubt about the answer. You can, with but a thought, generate a thunderstorm. While currently you can only generate one large enough to cover a city the size of Stormwind, it will grow as you age or gather more of your kind. Should you feel like it, you could bring much needed water to places such as Desolace, Vol'dun or Tanaris.

[Boosted]: Your power over storms has increased. In mere days you could cover half of the Eastern Kingdoms and in a month have it stretch to the western side of Northrend. No weather god can wrestle control from you, nor can the storm be dispelled unless you wish it so. With this, you assert dominance over the land walkers.

Stormborne

[600 DT]

Hmm, did Odyn finally get jealous enough to copy the Aspects? If so, he didn't quite get it right. You are on average the size of a bus, with your paws, wings and even eyes outlined with the electric current running through your pseudo-elemental body. Instead of lightning, you can opt to breathe short bursts of destructive plasma, though this tires you out after a few shots, so pace yourself. In addition, your ability to travel as lightning per the **Gone In A Flash** perk has been improved to where you can now fly in the air, curve, flank and then direct the lightning to strike at a target. While it is still tiring, you can do this a lot more than previously.

[Boosted]: By the time they hear the boom, you're already gone. You can now breathe plasma without it tiring you out, same with your ability to move as lightning. In addition, Shamans may form contracts with you in exchange for the ability to wield the Wind and Lightning. A perfect way to gather mortal followers.

Twilight Dragon Perks:

Discounted for Twilight Dragons, 100 DT perks are free

Void-Touched

[100 DT]

The Void is a part of you. You can recover from injuries if covered in shadows, or in the darkness of the void. You may infuse this void into unhatched eggs, turning them into more Twilight Dragons. Any whelps that hatch have an instinctual loyalty to you, for you are their parent and leader. Go, Spread The Void And Its Influence.

Draining Bite

[100 DT]

Your kind holds a rather peculiar and horrifying ability: Draining the mana out of living beings and objects. You can bite on things and begin to drain them. The process is slow, and you have an internal limit for how much magic you can absorb, both of which improve as you age. You can use what you have consumed to either change your breath attack, or to cast spells; both actions consume the energy, and you cannot regenerate it back. Curiously, you seem to consume the Void a lot more efficiently and store it separately from other magics.

The Things Betwixt

[200 DT]

Your kind have the ability to shift between our Realm and the Twilight Realm, a realm of darkness that mirrors our own world. You can shift here with but a thought to recover or to bring in victims to do with as you please. While you can see what happens in the other realm, you cannot interact with it, forcing you to shift if you wish to do so. As you age, your control over this power increases, allowing you to take more people with you to and from.

Mark of Consumption

[200 DT]

Another ability shown by a fellow Twilight, Halion was by far one of the most successful among your kind. Yet one of the more curious abilities he exhibited were the Marks of Consumption, brands he could mark on his enemies that dealt damage to the target as the very Void itself began to harm them.
Of course the Marks didn’t last long before fading away, but each time they did, be they by themselves or by the hands of another, they left behind an explosion of fire.

Now you too can wield this dangerous ability, the duration and strength of which will increase as you age. Halion was cut down before he could reach his apex, but you could be different.

Legacy of Ultraxion

[400 DT, Discounted for Twilight Dragons]

In the future, one of the Twilight Dragons named Ultraxion would unleash powerful blasts of Void and Shadow and in desperation could unleash a blast so powerful it incinerated all in its path, him included. Now you too may wield Void energy in a similarly destructive way. While Ultraxion's power was born from his innate instability, yours is from true control.

The Void will not go out of control for you and though currently the same attack that eventually took Ultraxion's life would also take yours, in time as you master the Void and gain experience you may wield this without dying in the process, merely being worn down from using it.

It goes without saying, but your command over the Shadowflame has gotten to the point where you can manifest it outside your body, creating pillars of fire under your enemies or coating your weapons in the foul fire.

Whispers of Jumper

[600 DT]

Well, ain't you a nasty blighter? Your connection to the Void has opened up an insidious ability, often only seen with the Old Gods: The ability to telepathically Whisper into the minds of others. Thanks to the Void, any such attempts slowly weaken the resolve of your targets as your words chip at their sanity and the void begins to corrupt them internally. Beings with stronger will take a longer time to break, but keep it up long enough and even the Aspects could crumble.

[Boosted]: Well, you're certainly a nasty one. Your mere presence is enough to start driving people mad and if you were to start Whispering, most mortals, even the mightiest and most stubborn, would crumble in days. And the Aspects are no more safe than anyone else. You can, over the span of a week, drive the Aspects to a point, as the Old Gods did with Neltharion. Then, it would only take a tiny nudge to have them take the plunge. Suffice to say, you could quite easily create a Void cult centered around yourself with this.

The Nightbringer

[600 DT]

None of your kin ever reach this level of power. Perhaps that was a good thing considering everything. You are a terror on the battlefield, the master of shadows. Your mere presence extends shadows and begins corrupting the land and people. Your shadowflame now burns twice as hot, and that which is not destroyed begins a slow and agonising transformation into a being of void, a slave to your will.

The amount of magic you can drain is drastically increased, to the point where you could theoretically drain a restrained Naaru of its Light and still have a bit of room for their priests. Yet perhaps the most horrifying part is your ability to consume Void energy. While you still do not regenerate other magics, all of the Void energy you consume is permanently added to your previous reserves.

Though beware, consume too much at once, and you risk exploding in a manner similar to Ultraxion, only writ large. As you are, you can yet be killed by the Aspects and any of the Old Gods should you attempt to consume them in a quest for apotheosis, but any such battle would leave your opponents far weaker. A testament of your growing might, O' Lord of Night.

[Boosted]: Maybe the Gorger of Magic is a more fitting title? Your ability to drain others of magic has increased, to the point where your mere presence drains others, not even mentioning when you are actively feeding. Any type of energy you consume becomes a permanent part of you. While the Light will still burn you, you are more than able to throw it back at your enemies. The Aspects and Old Gods shiver at the mention of your name, for they know their days are numbered as you come closer. Let The Void Consume All.

Cloud Serpent Perks:

Discounted for Cloud Serpents, 100 DT perks are free

Free As Wind

[100 DT]

Unlike dragons, a cloud serpent has no need for such things as wings. Perhaps due to an innate connection to the Elemental Wind, perhaps just a link to Lei Shen, who is rumored to have conjured your kind from a frightening storm. You simply float and fly, perhaps a good thing considering your limbs are rather pathetic size wise.

You are by far the most agile thing flying across Azeroth and while speed wise you will be left in the dust by most Storm Dragons, you could still become a popular contestant in the races conducted by the Order of the Cloud Serpent.

Unbound

[100 DT]

You are not carefree, just well aware that life simply throws unexpected things at you, so why worry over whatever may happen? Instead, one should enjoy life to the fullest, take a moment to smell the flowers. Be it people, wild life or even elementals, your presence calms them all down, as if sensing the inner peace you have found. Indeed, while you could become a Shaman and be well regarded, it is on the Path of the Monk that you would truly shine, molding Ki with far less effort than masters twice your age.

Brewmaster

[200 DT]

It would seem you have taken to Pandaren culture rather strongly. What the Pandaren appreciate are three things: Food, Family and Beer. You can now provide the last of these, being almost as good as Chen Stormstout at brewing all manner of alcohols, though you know beer the best. And should you ever take to the path of the Drunken Fist, you could be a terrifying opponent. Or if violence is not to your taste, you could always make a living brewing beer fought over by the most influential Pandaren families.

Thunder Serpent

[200 DT]

It is most likely that Lei Shen truly did create your kind, for how else can you explain the innate connection to the Storm? While a Storm Dragon will beat you in offensive combat, your storms are far more nourishing, restoring war-torn and dried-up land in a quarter the time it would take on its own. Of course, you can always rile it up to create a storm even Lei Shen would be somewhat impressed with.

Why Do We Fight?

[400 DT]

Yet, perhaps the most dangerous weapon in your arsenal, are your words. You are a philosopher on par with Lorewalker Cho, spending days at a time contemplating the mysteries of life. Yet those ponderings can be used to inspire people.

To make them act, to think and to reflect. You could inspire a nation of downtrodden slaves to pick up arms in hopes of freedom and a better life. Sometimes the pen is indeed far mightier than the sword.

Foul Spirit

[600 DT]

But alas, even Pandaria holds its horrors, as you've come to realise. Perhaps it is your now black and white, almost liquid-like form. Perhaps it is the distortion hidden in your eyes. But you now carry the taint of the Sha in you. You are empowered by negative emotions in general, but one empowers you more than most. Choose one to be connected to: Anger, Despair, Doubt, Fear, Hatred, Pride, Violence.

On top of empowering you, you are also able to infect others with this emotion, causing them to act upon it. Should the corruption reach a certain stage, the target is consumed as a Sha of corresponding emotion rips itself out of their form and corrupts the surrounding land. With each person corrupted, with every new Sha born, you grow stronger. Till all is gone.

[Boosted]: While before there was still a chance for a more willful person to cast off the corruption and for certain techniques to purify others of the taint, now it is no longer possible. When the Sha has corrupted someone, it is now permanently attached.

The speed at which you spread your emotion and the amount of strength you gain from such has been increased, to the point where you could start at the Isle of Giants and have everything between it and the Vale of Eternal Blossom corrupted by the month's end. Finally, should you desire a more subtle approach, you can enchant weapons and armor with Sha-like qualities, making them appear with Sha-like features and housing nasty curses that assault both the body and mind.

To Be Celestial

[600 DT]

Oh my, it would seem Yu'lon now has a friend. You are a fledgling Wild God, with the potential to reach incredible highs. Your form is now a glowing version of your previous self. Your breath, once a rather meager flame, could burn down a forest in an hour. Your connection to the Spirit, and therefore molding of Chi, is something no mortal can hope to reach.

Yet that is not what is the most impressive. Like Yu'lon, you can reincarnate into a statue carved into your likeness. Be it a statue of jade like hers, or of some other mineral or even metal.
As long as there exists a full statue in roughly your current size and should death come for you, you can cheat death. Of course, this does not work if there is no statue, but that is just one more reason to get friendly with the Pandaren and make yourself invaluable to them.

[Boosted]: You have somewhat matured in your role as a Wild God and could petition to be included among the August Celestials if you wished. You can grant minor boons to those who pray to you and major ones in exchange for a sacrifice or bargain of some manner. Your fire can now be infused with Chi, instead of causing destruction, it may instead invigorate the body and spirit of all touched by it, especially useful in combating the Sha.
Finally, you no longer need a full sized statue to reincarnate. As long as it is of the same material as previously and bears an accurate similarity to your current form, you may reincarnate in it. Of course, if done in this way, you are weakened as you must naturally grow back into your original size and power. But sometimes, even this can be useful.

Unknown Dragon Perks:

Discounted for Unknown Dragons, 100 DT perks are free

Contract of Power

[100 / 200 / 400 / 600 DT]
You are not like the other dragons, connected to a set higher power. With this, you can choose some form of esoteric power. Be it one of, if not all the elements, one of the cosmic forces, a god, a titan or even a realm of some manner like the Shadowlands. You now have a minor connection to their domains and can wield some of their power. A death aligned dragon for example may have the ability to see spirits and guide them to the afterlife.

Additionally, you may saturate your breath with this energy. To continue with the death analogue, maybe instead of burning your flame induces rapid necrosis in a target, or only affects the undead and spirits.

You may purchase this up to four times, each time forming a new contract but also using up more of your tokens. Unknown's get the first purchase for free, the other three cannot be discounted.

To Guide

[100 DT]

Dragons often work with mortal races. Wrathion with his Black Talons, the Cloud Serpents and the Order of Cloud Serpents, the Storm Dragons and the Valajar and the Drakonid, Dragonspawn and Refti for the Five Dragonflights. It would make sense that your Flight also has a connection like that.

Pick a mortal race. You now have a sixth sense for understanding them and how to guide them. Should the race not be sapient, you can induce such in a population to bring them to a human level. They will pick up draconic features as they spend time around you and your flight, eventually barely even resembling their original appearance. But this will take generations, thankfully you are a dragon. You have time.

No Mountain Too Tall

[200 DT]

There is a chance that you will be going at this all alone, with no backup, no infrastructure, nothing. But you won't stop because of that. The more obstacles there are before you, the more willful and determined you become. Additionally, the harder the task, the more your luck seems to improve. Need to trek across the continent? There is a friendly-ish caravan just passing by who are happy to let you travel with them in exchange for carrying your weight. Gas running out of a car? You find an abandoned canister with just enough gas to get you to a station for a proper refuel. These will help you on your journey, but you will have to work for it all the same.

Break The Mold

[200 DT]

You chafe under the expectations and rules of others. You will inevitably decide that you're better off alone and upon your departure, some people will decide to follow you as they agree with your views. Your actions inspire people, often making them follow you or begin preaching and advocating for them. Become known as a master swordsman, and you will gain a group of apprentices as interest in swords begins to rise. Do not be fooled, it will take time for whatever your idea or concept is to spread and there will be people who will either not care for it, or even oppose it. But keep going at it and more people will listen.

Reforging

[400 DT]

Perhaps you wish for a shortcut to build your flight, or maybe you are in need of an army ASAP. You can now ascend mortals to become dragons of your Flight. They will start out as drakes, have a basic understanding and control over whatever powers the Flight has, and their mortal form becomes their guise. You can't use this on other dragons, unfortunately, their very nature rejects you. You can still interbreed with them to produce offspring.

Terraforma

[600 DT]

Hmm, now we're entering dangerous territory. You can now stab the earth, be it with a tool, weapon or body part, and saturate the area with your power. It affects the landscape, flora and fauna, transforming them in some ways to reflect the power you used. Though sapient beings will have a resistance to this change, they too will begin to change should they linger in the area for long enough, of a few years at minimum.

While currently, you can only change an area the size of Stormwind before needing a few weeks rest, this range will grow as you age. Though, expect the older orcs to be reminded of the Evergrowth and the Sporemounds.

[Boosted]: Hah! Oh, they're gonna love you. Your range has increased to the point where you can transform the entirety of Durotar and the Echo Isles on its coast, with the range continuing to grow. Sapient beings will have three months to leave before their nature begins to mutate to fit the environment. And the best part? Your rest period has shortened to a day. In a decade or so, you could transform the entirety of Kalimdor in one single go.

The Manifestation

[600 DT]

Such is the way of things. Your size now rivals the Aspects, and your form now radiates the energy of whatever power you wield. Perhaps your feathers have an ethereal glow to them, or maybe your entire body is covered in a layer of Light to oppose the Twilight Dragons? The choice is yours. But the important part is your connection to your power. Your connection to it has increased and with it the control over the abilities it has granted.

You can weave complex spells with little difficulty, grant others lesser blessings and abilities, weave enchantments on objects and much more. While an Aspect is still your superior, the difference is foot-long, and you will one day surpass them. Guide Your Fledgelings, O' Progenitor Of Dragons.

[Boosted]: Just like with the Primal Incarnates, it is hard to tell where your flesh and blood ends and your power begins. Whatever power you wield has infused you completely. If you are contracted to a Plane, beings native to it will subconsciously defer to your words, and you could quite easily become a god to them. Perhaps the best part is, should your contract(s) ever break for whatever reason, your power shall remain with you. The Aspects are no longer a threat, merely competition and should you find any mortals worthy, you can grant them access to your powers in a similar manner to an Elemental.

Items

Abilities are nice, but every dragon deserves some Shinies as well. Have an extra 300 DT to use here.

Your Nest

[Free]

A cozy little nest for you to rest at and maybe take care of an egg or two. Maybe it's a bunch of hay and straws on top of a mountain, or a small grotto in a swamp or maybe a small cave deep within the earth. It will scale to always be big enough for you to move freely in your dragon form, and can be imported into a jump freely.

Tabard

[100 DT]

One way to display your allegiance to a group, guild or Dragonflight is by donning a tabard with the organisation's logo on it. This tabard goes smoothly over any armor you wear, is incredibly soft and seems to always remain in pristine enough condition that the symbol on it can be recognised. And indeed, it displays the symbol of whatever group you are a part of, raising the awareness of outsiders about this group and your actions will influence the perception others will have of it.

Oathstone

[100 DT]

Dragons take oaths and vows seriously, the most important of them signified by erecting an Oathstone like this one. Each time you purchase this, you gain one additional Oathstone.

It towers over a regular human, being about the same size as a Vrykul. When you and another party, be it a person, organisation, kingdom or even species, swear an oath by one of these, the large gem at the top will begin to glow signifying the agreement.
Should either party break the oath, the stone will crack, and the other party will know that the oath has been broken.

Dragonstaff of Nalakos
[300 DT]
You did Nalakos, a young Blue Dragon, a favor and in return he gifted you this. A staff with a swirling design, ending with a silver dragon clutching a gem the same color as your flight. It doubles the power and control of Arcane and Nature magics, while also allowing you to manifest your draconic fire around it to hurl at enemies as fireballs.

Tele-Chromie
[300 DT]
Either a gift from a good friend, or an admission of love depending on who you ask, Chromie has given you this clam-shaped device made of bronze. It can be opened to reveal a small crystal capable of projecting holograms, along with a small keypad with numbers on it. It can always tell the time and if you are in a different timeline and can be used as a phone to reach people anytime as long as you have their number. Strangely, Chromie's number is already inserted in and marked as a favorite contact.

Nesting Grounds
[300 DT]
The Nest is fine for a solitary dragon, but should you ever group up with others, you will need a place where to lay eggs and keep them safe until they hatch. Which is where this comes in. Formless until placed, this item generates burrows themed around whatever location it is placed at.

The nests will be warm enough so the eggs won't freeze, comfortable so the adults taking care of them may rest alongside them, and the area will be covered in a spell that hides it from all who seek harm to you or the eggs. And should someone like that actually find the grounds, all inside will be alerted to the fact, giving them ample time to take the eggs to safety and mount a defense. Mother bear takes another meaning entirely when it is an angry dragon facing you.

Crèche

[300 DT]

You have yourself a Crèche with about a hundred Dracthyr in stasis, ready to be awakened. It has a few chambers and is fully equipped to arm, train and prepare both the Dracthyr in stasis, and any future ones that may be born through one means or the other. The Dracthyr are fully loyal to you above all, their appearances and personalities are fully up to you, and you can import them individually as companions, or group them up as followers.

The Armor of Death

[600 DT, Discounted for Black Dragons]

The armor worn by Deathwing was as much for protection as it was to keep him from coming apart after receiving severe injuries in past battles. For whatever reason, you have gained a similar set, which shifts with you into any form you may take. It is twice as durable as your scales and should you ever use abilities that could destroy you, this armor will keep you alive, if only barely. Every moment it is worn will be the worst of torments, but thankfully you can take it off, unlike Deathwing himself.

Dragon Soul

[600 DT]

That's one way to get the Dragonflights after you. In your paw, you hold a powerful weapon. Any being who sacrifices a portion of their power empowers the destructive capabilities of this item. But they also, knowingly or not, bind themselves to it, making it easy for the wielder to turn them into slaves. It was through this that most of the Blue Dragonflight was destroyed, and with this that the Dragonmaw captured Alexstraza and several other Red Dragons. You hold in your hands one of the foulest weapons Azeroth has ever seen. What will you do with such a horrible thing?

The Emerald Dream / The Emerald Nightmare

[600 DT, Discounted for Green / Nightmare Dragons]

One is a realm that reflects whatever world you are on, had it not been marred by mortal hands. The other is its twisted reflection. Both boost your power, the Dream your druidic and the Nightmare your corruptive. Though you yourself can merely fade in with a thought, you can construct a portal so others may walk into this other realm. And finally, people who are sleeping can be drawn to either plane, especially those who bear the potential to become a druid.

Burning Keep

[600 DT, Discounted for Fire Elemental Dragons]

Either the Firelord granted you this as a gift, or you are a mason at heart. You now own a keep in the Firelands, though it can be imported into whatever setting you are in (Warning, the Keep will transform the land around it into a burning hellscape). It is large enough to fit ten other dragons in addition to you, houses a small contingent of fire elemental guards and an extremely loyal Flamewaker sergeant. If you have any other properties, you may add them to this. Rule well, Lord of Fire.

Tower of Howling Winds

[600 DT, Discounted for Air Elemental Dragons]

The Windlord has seen fit to gift you with a towering spire of your own. It has plenty of places to roost and is easily accessible by flying. It has enough room to house ten dragons, and is always rather cool thanks to the Winds (which you can control the intensity of) constantly blowing through and around it. It has a small group of air elemental guarding it day and night, and the entire group is led by a wise Djinn. Should you import this to a setting, it will appear on a mountain top of your choosing.

The Coral Manor

[600 DT, Discounted for Water Elemental Dragons]

Hope you don't suffer from Thalassaphobia. You have a small manor deep in the depths of Abyssal Maw. While you cannot fly into it, there are several spots where to swim in. It is a rather comfortable place, with thick and strong glass letting you see into the deep ocean, where creatures of all kinds swim by. It is staffed by five water elementals and a Naga seawitch serves as your ever doting steward. The place houses ten dragons in addition to you and when imported it will appear underneath a big body of water at your discretion.

Crystal Fort

[600 DT, Discounted for Earth Elemental Dragons]

It's actually rather peaceful here, if you ignore the stone troggs and the earth elementals lumbering about. This here is your own little corner of Deepholm, seemingly carved into the side of a mountain and with crude crystals glowing and acting as sources of light. The fort houses ten dragons besides you, is manned by Earth elementals and one of the local Earthern has jumped at the opportunity to become your stewards, seems you have a fan.

The Peak of Kun-Lai

[600 DT, Discounted for Cloud Serpents]

Congratulations, you own a mountain. It is covered in snow, has several ledges where one could set up a nest, and there is an extensive tunnel network operated by a clan of Kobolds, who rather like you and yours. On top of that, a friendly Grummle caravan makes regular pit stops nearby, good if you wish to trade with the friendly furfolk. If imported to another jump, the mountain will appear some distance away from all civilization. The Grummles don't mind, they find the expanded chances for trade rather exhilarating.

Obsidian Citadel

[600 DT, Discounted for Black Dragons]

Depending on your choices and actions, this is either the real deal or just a very convincing copy. It is a well fortified fort built into the side of a volcano, has enough room to house a small army's worth of dragons and several nursery chambers for any eggs and whelps that are inevitably going to spawn. The citadel is manned by a full garrison of Drakonids and Dragonspawn, all loyal and ready to serve their lord. And finally, below the Citadel, there are vaults perfect for containing dangerous creatures and artefacts. While most of the chambers are empty, there are a few that seem to have something stored in them. What those are, you will have to discover for yourself. If imported, the Citadel will appear somewhere mountainous, volcano included.

Azure Archives

[600 DT, Discounted for Blue Dragons]

The personal library of Sindragosa, left abandoned after her tragic demise. While this may or may not be that same building, it does bear some interesting features. The Archives are built into the side of a mountain, and you can just feel the Arcane flowing through the air. Inside there are rows upon rows of bookshelves storing books upon all manner of things,

Arcane and otherwise. Included are also several laboratories and test areas and even a small nursery should there be any whelps running about. Any magics or research done while inside the Archives are twice as effective. Compared to other flights, the garrison is barely at quarter strength, but far more fierce and fanatical in their defense of their lord. When imported, the Archives will appear where you wish. And yes, the mountain is included.

Temporal Conflux

[600 DT, Discounted for Bronze / Infinite Dragons]

This is a wonky one. A fort once again built into a mountain with a heavy emphasis on time and sand, it is a Chronomancer's wet dream. More of a series of portals both mundane and temporal than connected hallways, the Conflux holds all manner of rooms a guardian of time would need. From dedicated teleportation rooms, to a vault full of time altering artefacts.

You can choose if the place is garrisoned by the Bronze, or the Infinite Dragonflight. In both cases the garrison is full of Drakonids zealous in their mission to safekeep / disrupt the timeline. If imported, the Conflux will appear in a desert of your choosing with the mountain already attached.

Eye of Ysera

[600 DT, Discounted for Green Dragons]

Looks like a good place to take a rest. It is a tranquil temple overlooking a forest of giant trees. Nature magic flows strongly through the entire structure, ensuring all such magics are far stronger. It holds many places to roost, is very accessible through flying and has all you need to take care of your Flight. The garrison here is perhaps the calmest and most relaxed, though still more than ready to get violent should anyone threaten their home. This item can only be imported into the Emerald Dream item or similar alternate dimensions.

Ruby Lifeshrine

[600 DT, Discounted for Red Dragons]

You look to the valley below you, see the rivers gently flow and hear the water stream through the aqueducts down, this is home. This is perhaps one of, if not the most peaceful place you will ever see. Overlooking a steep valley of flowing rivers and greenery, any Life magic performed here will be twice as powerful.

Additionally, anything, be it a living being or plant, will be guaranteed to grow healthy and strong if raised here. The garrison is full of softies, as long as their charges are not threatened. If imported, the Lifeshrine will appear somewhere near flowing water, for where there is water, there's life.

Nastondir

[600 DT, Discounted for Storm Dragons]

A small piece of Stormheim to go, eh? This is a large mountain, covered in grass and some burrows perfect for nesting. There isn't much life beyond you, any flight members you may have, and some stubborn goats.

Curiously, there always seems to be a storm raging above the entire thing, empowering any weather related magics. If imported, the mountain will appear somewhere near the coast. And before you ask, yes, the goats are a part of the deal.

Your Flight

[600 DT, Discounted if you have **The Aspect**]

What is an Aspect without their Dragonflight? Nothing really. With this item, you gain 500 members of whatever dragon species you are. They vary in size, age and personality, though you can customize them as you like, though no more than 3 may be Wyrms upon purchasing this. You can import this into a jump, where they will appear in an environment most suited to your species. You can also import individual members as companions, upon which they will be replaced by another in a month's time and cannot be imported back.

Companions

It is lonely to be at the top. Here, take some friends with you and *Looks at notes* Why does this mention a fellow named Trouble here?

Import Companion

[50 DT]

Each purchase allows you to import a companion. They get 600 DT 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.

Little Egg

[100 DT, One free [w]/purchase of **Nesting Grounds**]

An egg belonging to your species. The gender and appearance of the whelp are for you to decide, but their personality will depend on how you treat and raise them. Yes, you get to be a parent. Good Luck.

Drakonid Guard

[100 DT]

Feel like leading an army? Well, you'll have to buy this a few times for that. But at baseline this grants you about 500 Drakonids of your own flight (even those who have not shown any before) all extremely loyal and both their appearances and personalities are for you to customize.

Nelthraxia, The Earth-Warder

[100 DT]

Either the Infinite's have messed with the timeline even more than usual, or there's been a portal accident. Whatever the case may be, you now have a female version of Neltharion standing before you. Strong, boisterous and clearly interested in you, she will try to prove herself through feats of strength. Be it by defeating a mighty enemy, reshaping the land to what she thinks you might like or just by creating a powerful artifact as a gift to you.

All she wants in return is your love. If, for some reason, you show her no interest, she might become more desperate. Maybe she will recklessly charge into a fight, or maybe she will start to listen to those whispers that tempt her every so often. Remember, bad communication kills and if you don't set things straight… Well, look down.



(https://www.deviantart.com/geedert/art/Halfbody-Artwork-for-BombowyL-891385321)

Dethraxia / Deathwing, The Destroyer

[100 DT]

Well now you've gone and done it. She has given in to the Whispers and no longer cares to earn your affection. She will have them, even if she must break your body and mind to do so. She desires, above all else, to have you by her side. She looks to break the world and for you two along with your numerous children to rule as gods over the pathetic mortals.

Yet, there are moments where she seems coherent and almost sane. Perhaps the Earth-Warder still exists deep in her madness-ridden psyche? Embrace the madness, or try for redemption. Such are your options.



(https://www.artstation.com/artwork/nPygr)

Malygosa, The Spell-Weaver

[100 DT]

Hmm, it would seem upon his defeat, the Arcane magics of the Nexus turned Malygos into her. She remembers none of her past and seems to have imprinted on you like a duckling, oftentimes asking you for advice and to explain things that confuse her. Yet, there are glimpses of her past self.

She is very passionate about magic, what kind depends on your preference. Yet she seems to look at certain individuals (mostly some of the Blues) with barely held back disgust and is often confused why she does so. Treat her well, after the hell she went through, she deserves some happiness.



(https://www.deviantart.com/tamikaproud/art/Elf-Commission-752233286)

Nozdorma, The Timeless One

[100 DT]

Well… Now I'm just confused. She holds a deadpan look and refuses to elaborate how Nozdormu has become Nozdorma. That being said, she has a deep interest in your well-being. When she isn't stoically sitting in touching distance near you, she will have some of the other Bronze's looking after you (all of whom appear to be female and start to blush and stutter when you talk to them). Clearly, something serious must be going on. Granted, the one time when you fell asleep in your visage form and found her curled up around you like a giant cat has left you feeling rather warm.



(https://www.deviantart.com/winterlavendel/art/Bloodelf-Priest-881425010)

Marozond, The Infinite One

[100 DT]

If Nozdorma was merely aloof, then she's downright stone-cold. She simply appeared one day and told you to not go investigate an old temple, which ended up housing a powerful Man'ari. After that, you catch glimpses of her in the corner of your eye, but you haven't really talked with her.

When she has info she needs you to know, it usually comes from a rather sassy gnome with a sharp tongue (though at times it feels like she's holding back tears when looking at you).

One time you did see her, during a Darkmoon Faire competition, you saw her watching you in the distance, a fond look on her face. When she realized you had seen her, she disappeared immediately. Truly a mystery, that one.



(https://www.deviantart.com/winterlavendel/art/Nightelf-Druid-852171686)

Ysera, The Dreamer

[100 DT]

She came to you in a dream, intrigued by your presence. Then she kept coming back each night, enjoying the conversation. Eventually you received an invitation from a young looking green dragon to visit her mother (for some reason she had trouble meeting your eyes). Curious, you accepted. Then you were brought to Darnassus, where you met a tall Kaldorei with horns.
She introduced herself as Ysera and faster than you could blink she was already kissing you.

Before you could really register what was going on, she had already declared you her consort, granted you a cozy hut near her usual roost in the Emerald Dream and was already introducing her family to their new “Daddy” (she said that with a cheeky tone). Since then, you’ve become a pillar for her, being a shoulder for her to lean on and someone she can unload her frustrations off

to. Yet still you worry, for each report of the Emerald Nightmare spreading seems to make her burden grow heavier still. And the rock in your belly to enlarge with every moment.



(https://www.deviantart.com/sessrumnir-folkvangr/art/Ysera-1212805575)

Nightsera, The Corrupted

[100 DT]

How she became like this is unclear. Maybe she became corrupted, like in the "Canon" timeline. Or maybe, it was you who made her like this. Whatever the case, her world view has changed and expanded. She sees this world as suffering, imperfect. Something the Nightmare, the corruption it wields, can fix. If you were involved in her corruption, she will be endlessly thankful for showing her the truth and will involve you in her plans to enlighten the rest of her family and will become gleeful should you express the desire to rule as king and queen, usurping Xavius as the rulers of the Nightmare.

However, should you be against all of this, she will nod her head, saddened. Then she will leave, vowing to make you see the truth. Each time you fall

asleep, she is there, waiting. She will whisper sweet nothings to you, make grand promises and declarations. Eventually, she may even corrupt her family to help her in seducing you. Either she will weather you down and make you stand with her, or you will find a way to purify her. That is how the coin was tossed, how will it land?



(https://cazarealart.artstation.com/projects/gDnbZ)

Alexstraza, The Life-Binder

[100 DT]

This one is a doozy and a half. One day you woke up in Grim Batol and saw a gigantic red dragon chained up, worn down and looking as if she was crying. Your appearance brought some energy into her frame and returned a spark of life into her eyes.

Quickly, and through a lot of stupid luck, you managed to free her and with her last strength she flew both of you out of the Dwarven city, before crashing into the Wetlands. You nursed her back to some health as the two of you trekked towards Vermillion Redoubt and you began to bond.

By the time you finally reached the Redoubt, she was clinging onto you in a familiar way. Yet, when the two of you met some other Red Dragons, you were tossed back into your time before you could say your goodbyes. Life went back to normal for a few weeks, yet you could always swear someone was shadowing you.

It wasn't until one sunny day that a dragon swooped from the sky, crabbed you in its claws and took you before her. She stood stoically before you, her face a frown and her voice cold. Yet with each step she took towards you her composure broke, her voice becoming heated, anguish clear on her face. By the time she stood in front of you, she was shouting hysterically. And you. You just hugged her, and she broke down in tears and hugged you back. Though your back still creaks from that, your life overall has become a lot happier.

What time isn't spent herding animals or tending to whelplings (you became a main attraction to the little things) is spent just hanging around her when her duties are not keeping her busy (you have a feeling she has a lot more work than she lets you see, yet she always has time for you, no matter the time.)

Both of you know that your relationship is not just a friendly one, yet neither has said anything. Maybe one day, you'll kiss her and tell her how much you love the sight of her scales in the morning sun.



Chromie, The Bronze Emissary
[100 DT]

The ever lovable Bronze has decided to join her favorite adventurer (read into that as much as you wish) on their journey across the multiverse. Expect her to randomly disappear, then refer to events that have yet to happen or happened years ago from your point of view. And for some of your more easily missable things to strangely go missing, then return when least expected.



Morchie, The Infinite Emissary

[100 DT]

Well, if Chromie's a ball of sunshine, the Morchie looks and acts like she smelled or saw something foul. Of course, as you interact more with her, you realise it's more of an act than anything else. Apparently she's seen too many versions of you get killed over her life that she'd rather not get attached if she can help it. Of course, if you hug her unexpectedly, she'll flail around for a bit, before slumping down and accepting your affections. Just, don't hurt her, hmm? She's been through a lot.



Jiang and Lo
[100 DT]
An unexpected duo. It was thanks to Jiang that the Zandalari were defeated during the Zandalari Troll Wars and though the conflict ended with her death, through purchasing this you've given her and her loyal Cloud Serpent friend a second chance at life. Expect to get roped into many adventures and heroics as you try to stop this rather energetic Pandaren from getting herself killed.



(https://www.deviantart.com/shadoca-art/art/Scarred-1215650878)

Yu'lon, The Jade Serpent
[100 DT]

You feel at peace as you gaze upon the glowing jade scales of the Cloud Serpent before you. Yu'lon is wise beyond belief and, while calm and collected, will never say no to a bit of good spirited mischief. When trying to remain hidden, she will take on the form of Fei, a young Pandaren woman, and it was in this form that the two of you met. Though why seems a bit murky, there was no doubt it was a case of her brightening your day with a prank of some sort. Though the years ahead may be long and arduous, it's the simple things in life that make it worth enduring.



(https://www.deviantart.com/lowly-owly/art/Pandaren-shaman-566586960)

Sintharia, The Black Matriarch

[100 DT]

Depending on if you are a Twilight Dragon or not, she is either your actual mother, or someone she has adopted without your say so. Indeed, while the Whispers have quelled, she is far from being completely sane. Your presence makes her mind focused, collected. And seeing as the Black Dragons want little to do with her and the Twilight Dragons are mostly scattered and insane, she has adopted you as her surrogate child (though the way she sometimes acts suggests her love is more than just familiar).

Maybe in time her mind will heal to the point where she no longer panics if she has not seen you within an hour, but until then. Treat her with care and do not mention Neltharion, Deathwing or her other children where she can hear.



Sindragosa, The Azure Queen

[100 DT]

Well, I certainly hope you have a good excuse to give to Malygos as to how his dead mate now walks again. Somewhat confused as to how she is alive after clearly doing so in the cold wastelands of Northrend, but thankful all the same she has decided to stick with you, as your presence makes her not think of the circumstances of her near death (might want to find someone to help her with that).

If you have **Malygosa,** expect a lot of confusion, tears and hugs. And should Malygosa regain her memories and realise you've reunited her with her long-lost mate. Then you've earned the eternal love of at least one powerful dragon.

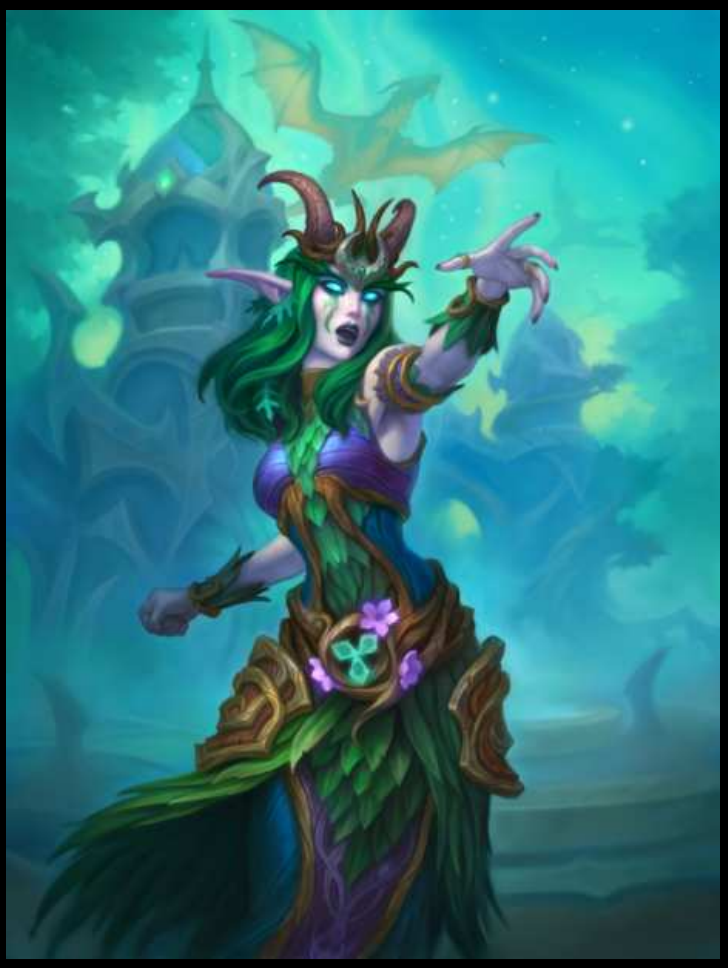


(https://www.deviantart.com/sansemill/art/Sindragosa-1039993622)

Merithra, The Dream-Daughter
[100 DT]
The eldest daughter of Ysera. Why she has joined you is a bit of a mystery. Perhaps she finds you endearing and wishes to see the world with you. Perhaps her dreams are even more peaceful than usual (she's a heavy sleeper) or maybe she has a crush on you and wants to seduce you.

Whatever the case, expect her to spend a lot of time in the **Emerald Dream / Eye of Ysera**. Should you own either and if you have **Ysera** as a companion, Merithra will defer to her mother on most things and your dreams are bound to get rather interesting, shall we say.

Though, should you have Nightsera, then her reaction will be one of horror. Her desire will be to purify her mother of the corruption, while her mother will desire to corrupt her in return. What her fate will be depends entirely on you.



Keristrasza, The Unwilling Consort

[100 DT]

Her body still aches, though the sigils may be gone. Her memories haunt her, though the torment has long since ended. The sight of a Blue Dragon makes her shiver, and only your presence makes her not faint. Expect to see her in her guise most often, the sight of her dragon form disgusts her. And should you ever leave her sight, expect her to go catatonic. She can heal, but you will have to be there for most of it. Be the hero she needs, please.



(https://www.deviantart.com/nat10730/art/Windrunner-456301300)

Sominaku, The Netherwing Princess

[100 DT]

Now, how did she get here? A young Netherwing Drake, Sominaku should technically still be in Outland (and maybe not even exist at this point of time) but here she stands, following after you like an eager puppy and acting as your hype woman.

Indeed, she is your number one fan matching a certain yellow-haired elf from a certain gladiator arena in energy, though thankfully being nowhere near as annoying about it. Whatever you do, she will try to emulate it, so try not to do too many war crimes, hmm? Don’t want to set a bad example, after all.



(https://www.deviantart.com/junejenssen/art/Commission-Jaeyu-634293763)

Carcax, The True Chromatic Dragon

[100 DT]

You found her egg by chance, and it hatched before your very eyes. Now you are responsible for the first fully stable Chromatic whelpling as her older sibling / parent. She doesn't talk yet, but her chirps always brighten your day and the way her eyes light up at the sight of you has you doing a small dance in your mind. Raise her well, the future of her flight might just depend on her.

Raszageth, The Storm-Eater

[100 DT]

I… Have no words. Somehow, you defeated Raszageth. So badly, in fact, that something snapped inside her mind. Now she is convinced that it is your destiny to rule over dragonkind, with her as your loyal wife and the broodmother of your flight. If you are not interested in that, then she is surprisingly content to just help you build up your flight in some peaceful corner of the world. You have tamed the storm, but what will you do now?



(https://www.deviantart.com/nekokawai/art/Raszageth-s-Human-Visage-colored-959561187)

Vyranoth, The Storm Aspect

[100 DT]

Ah yes, the Ice Queen. Another one of the Primal Incarnates, and perhaps the kindest among them. Her priority has always been the freedom of dragonkind from the tyranny of the titans, and she has determined you are the key to this. As long as you aspire to help her with her goals, she shall follow any orders you give her, and should you ever manage to free all dragons from titan influence… Well, you are rather pleasing to the eye.

If you have **Alexstraza** as a companion, the two will reconcile their friendship, and it may evolve into something more, with you eventually getting mixed in as well.



Tyrdottir, The Storm Drake

[100 DT]

Tempestuous as the storms she wields, Tyrdottir has joined you because she finds Odyn and his Valajar to be far too restrictive and being alone is boring. While she won't be giving out any hugs, a more loyal friend is hard to find. Should you need people for a potential suicide mission, expect her to be among the first to volunteer.



(https://www.deviantart.com/soldagarius/art/Commission-273-844241766)

Galakros, The Progenitor’s Descendant

[100 DT]

For a descendant of Galakrond (the only one we know of) she is rather easy going. When she isn’t busy killing enemies, which she treats as more of a chore than actually anything fun, she’s busy either cooking up something experimental in the kitchen or sampling the local food stalls, restaurants, you name it. She has inherited her progenitor's hunger, though thankfully it is somewhat manageable and doesn’t have the urge to cannibalise other dragons. Expect her to drag you on adventures just to sample some of the more exotic foods found in remote corners of the world, and also make your wallet cry from all of the food she can eat (where does it even go?) But when you are worn down, she’ll make some comfort food and go all blushing and mushy over it.



(https://www.deviantart.com/leork-dream/art/Woman-orc-1072652572)

Thrymjaris, The Mother of The Thorignir

[100 DT]

Now how did you manage this? Prideful and stern, Thrymjaris has been around for a long time, perhaps as long as her flight in its entirety. Until you have proven yourself to her, expect very little warmth. Even then, you will have to keep improving yourself, for her pride will not allow her to associate with anyone found lacking.



(https://www.deviantart.com/zorlmaster/art/Anime-Art-Of-Viking-Woman-Warr-1-1162228492)

Halion, The Twilight Destroyer

[100 DT]

It was a bitter defeat that brought her some clarity. Being slain by mere mortal adventurers, after all of the praise heaped at her for being so powerful and stable. As you found her there, dying and upon being saved she learned something new. How hot both the fires of hate and love burn in one's heart. Indeed, she hates her former allies, her “mother” Sinestra for abandoning her and her former master for forgetting her. And now, she loves you. For you did not abandon her, despite her deeds and nature. And so she will fight for you, kill for you. Until her last breath.



(https://www.deviantart.com/ammatice/art/Power-744663392)

Ultraxion, The Abominant

[100 DT]

The Greatest and Most Terrifying Of Calamities□Was what she called herself. Before her utter and absolute defeat atop Wyrmrest Temple. It shattered whatever pride or arrogance she had, as she felt the energies she had so eagerly devoured tear their way out of her.

It was only because of luck and your intervention that she did not perish that day, yet it left a permanent mark on her. She is now little larger than a common drake and spends most of her time in Visage form, both because of shame and for the fear of any hunters looking for her. And indeed, the incident has left her unable to drain any magical energy. Perhaps with you, she can reforge herself into something more worthy?



(https://www.deviantart.com/eepox/art/Night-Elf-Mage-545635815)

Chromatus, The Monstrous

[100 DT]

Aiaiai, how did she get here?! Through luck you have managed to free a part of her, now only bearing her blue head yet no longer requiring ley lines to function. She desires to one day reach her former glory, but in the meantime has decided to reward you for saving her by making you into her mate. If you have [**Kirygosa, The Blue Beauty**] Chromatus will encourage you to mate with her and if you have [**Carcax, The True Chromatic Dragon]** then she will take on the role of a mother for the little whelp. All in the name of building the Chromatic Dragonflight of course.



(https://www.deviantart.com/halchroma/art/Commission-Melrine-Evershield-806927172)

Kirygosa, The Blue Beauty

[100 DT]

The daughter of Malygos and Sindragosa, as well as the victim of Chromatus' affections. Kirygosa values simple things in life and wishes to live a quiet life, somewhere warm and tropical, where there is little snow and the water is not frozen. She wouldn't mind you joining her in this and should you have **[Malygosa]** and **[Sindragosa]** expect her to drown you in hugs and kisses, then drag all four of you to a local festival for some prime family bonding.



Stellagosa and Valtrois, The Suramar Duo

[100 DT]
Stellagosa is the leader of the Azurewing, a brood of Blue Dragons located in Azsuna. While Valtrois is one of the leading Arcanists in Suramar. The two lovers are intrigued by the possibilities of worlds beyond Azeroth and have joined you to see the sights.



Emmigosa, The Small One
[100 DT]
The many times granddaughter of Senegos, the former leader of the Azurewing. You saved her as a little whelpling, then helped her as she grew up. Shy and rather quiet, her cheeks warm up just by being near you and trying to talk to you feels like a rock has been lodged into her throat. Yet she stubbornly remains nearby, for her affections for you are her greatest driving force. It should be noted that you and Senegos had a good relationship before his passing and he asked you to "take care" of Emmi.



(https://www.deviantart.com/tolkarg/art/Emmigosa-964477055)

Rheastrasza, The Nurturing Mother

[100 DT]

Babycrazy in many senses of the word, we can thank (or curse) her for Wrathion's birth. While in "Canon" she would meet her demise at the hands of Deathwing, with this you've managed to avert her death and inadvertently gained her interest, once more in many senses of the word. She will dedicate her life to healing any injuries you and yours may have as well as ensuring you have as many offspring as possible, even offering herself for the task if you are so inclined. She is rather intense, but her heart is in the right place.



Soridormi, The Bronze Consort
[100 DT]

The consort of Nozdormu has followed you because, reasons apparently? She says so while looking to the side and blushing very faintly. As expected of the mate of an Aspect, she is very wise and more of a stoic type (random emotional outbursts aside). Though strangely, should you have fluffy fur she will get a strange glint in her eye and giddily ask to pet you.



Idirsmoro, The Infinite Consort

[100 DT]

Apparently, Old God corruption can shatter the composure of even the most stoic of dragons. That is the only explanation as to how Idirsmoro (or Iri) is so different from her uncorrupted counterpart. Bright, constantly smiling and petting anything even remotely fluffy. Should you have [**Marozond, The Infinite One**] then Iri will deem you both too serious and drag you to smell the flowers and pet the extremely fluffy sheep. Just because you've seen the end of everything does not mean you have to be a complete downer about it.

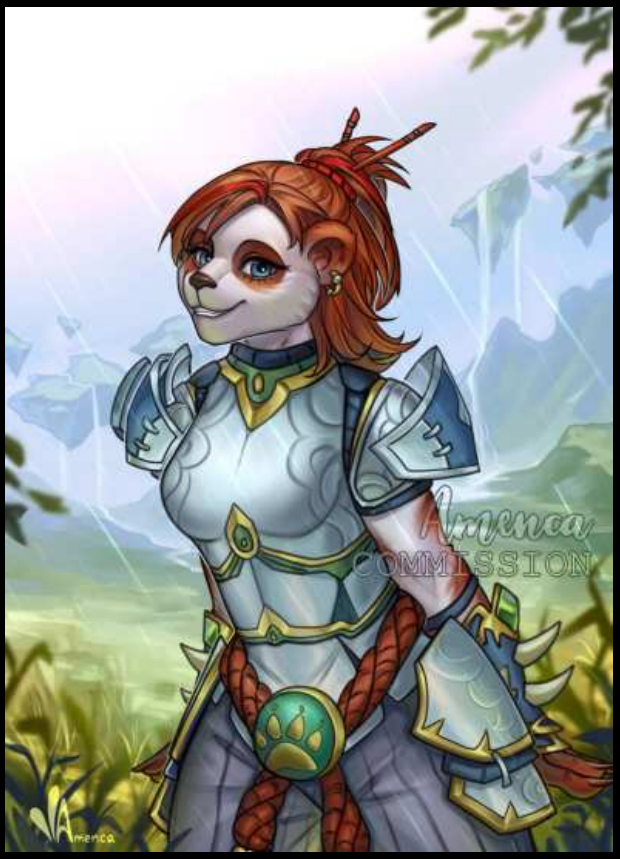


(https://www.deviantart.com/naariel/art/Commission-of-Talai-642135452)

Tsulong, The Radiant Day

[100 DT]

Her scales glow a brilliant gold, reflecting her majestic and wise nature. Though the Sha of Fear may have tormented her and the Terrace of Endless Spring, because of you both her and the Terrace are free once more and though leaving her home behind does sadden her, she wishes to explore the larger world outside of Pandaria. Preferably with her savior in-tow.



(https://www.deviantart.com/amenca/art/Summer-rain-YCH-Commission-1137093102)

Tsulong, The Fearful Night

[100 DT]

What was once a shining gold, is now a gloomy obsidian. Her scales, her mind, poisoned by Fear. She avoids most people like the plague, both because of fear, but also because she passively spreads the same Sha corruption to others should they linger around her long enough. All except you. Through a quirk of biology (Or the power of certain Perks) you are immune to her corruption. And in an even stranger twist, you do not scare her. So she has latched onto you, hoping you'll make the Fear go away entirely.



(https://www.deviantart.com/cher-ro/art/Alphariana-859275363)

Scenarios

Perhaps you would like to change the course of history for some extra boons.

The Age of Dragons

Despite their magnificence, the dragons of today are but a shell of their former selves. One flight driven entirely insane and just about wiped out, another being nearly extinct and the rest hiding away, shirking from their responsibilities. This cannot stand. You will not let it.

Be it through force, or by diplomacy, you must restore and unite the different Dragonflights. Find and purify the few Black dragons who you can, and elevate a new Earth-Warder. Help the Blue dragons restore their numbers and confront Malygos. Either talk sense into the old Wyrm or dispose of him and elevate a new Spell-Weaver in his stead.

Confront the Bronze about their inaction and force them to become more active, or if you are feeling rather violent, you can contact the Infinite Dragonflight and with their help you can have Murozond or another Infinite take up the mantle of the Timeless One.
You must face the Green Dragonflight and have them take up a more active role in their duty as protectors of nature.

Be that through convincing argument or by forcing them to face the Emerald Nightmare, you must have the Dreamer and their brood active. And finally, you must face the Lifebinder herself: Alexstraza. Though she may appear stern at first, you quickly realise she has yet to heal the scars her time as the captive of the Dragonmaw left her with. Either help her heal or make her step down so another may take her Mantle.

When you have united them all, you must return to the home of your kind: The Dragon Isles. There, you must ensure each flight has a stable population, that a proper civilization of dragons forms, and that the Primals cannot return from their imprisonment.

Should you feel it so, you may also attempt to bring the other Dragonflights (even the Cloud Serpents) under your dominion. Once more, be it by word or tooth, you must make them submit and join your faction.

If you achieved all of this through diplomacy, you receive the following:

The Valdrakken Accord
The Flights you united have become a council, with you as their leader. They shall follow you into future worlds, and you can import individual members as Companions.

The Isle of Harmony
The reclaimed Dragon Isles have healed from the scars of the past, the air has a calming tranquil feeling to it and both the fauna and flora seem far more vibrant. The isles are at peace, and now you can bring them with you to other worlds, where they will appear in an empty spot of the ocean and only those you allow may find them.

The Peacebringer
It wasn't easy, convincing the stubborn old dragons to unite. But you did it with peaceful methods. And in future worlds, it will be easier. You have an aura of

trustworthiness about you, calming people down and making them more willing to listen to what you say. In addition, it seems fate seems to grease the wheels of diplomacy just enough that whatever endeavor you take part in will flow just a bit smoother and faster.

[If you have the Capstone Booster]

The Aspect of Harmony

Well, the ponies would love to have you around. Your mere presence inspires people to be better, to go beyond their base desires. You have a deep sense of empathy, allowing you to see things from the perspective of others, and your words have a far easier time to calm and convince other people of your good intentions. You are the fire in the dark, the guiding light of salvation.

Should you have chosen to instead achieve all this through force, you receive the follow:

Your Brood

You spent so much time conquering the Dragonflights, it would be such a shame to leave them behind to languish. Whatever you decide to call them, the united Dragonflights shall follow you loyally from here on, wherever you go. You showed them the error of their ways, now take responsibility.

The Isles of Domination

Though the Dragon Isles are healed, there is a tenseness in the air. A calm before the storm. The wildlife defer to you, instinctually knowing who the ruler of these lands are. Additionally and somewhat curiously, a contingent of Djardin have sworn themselves as your private bodyguards, fully aware that you are the one dragon they cannot slay.

Their appearances and personalities are fully up to you. You can bring the Isles with you on your journeys, and you will find that any invasion force that attempts to attack will find their movements hindered at every step, for the Isles answer to one master only: You.

The Conqueror

You conquered the Dragonflights, some of the most powerful beings on Azeroth. How can anything else compare to them? Whenever you begin a conflict with the intent of conquest, things will flow far smoother.
The enemy morale breaks easier, your troops' own morale will be unshakeable as long as they know you are around.
To face you is to know their defeat is near, and if you amass a large enough reputation, some may even surrender outright rather than waste soldiers in a pointless fight.

[If you have the Capstone Booster]

The Lord of Dragons

And so you have shown your superiority over other dragons and been deemed their lord. You are no Aspect, for that would imply you were not the mightiest. The dragons of Azeroth and of other worlds will know who their true lord is. Though Dragon gods and beings of similar power will feel threatened by you, the rest shall bow and serve willingly, for they know you are their true lord. Go forth and conquer, O' Lord Of Dragons.

Quell The Whispers

In "Canon" Wrathion would go about slaughtering all of the corrupted Black Dragons, claiming it to be a way to wash away the sins of his flight and remove future threats, though it is suspected he was also pruning the competition for the title of Earthwarder.

But what if it didn't have to be so? That is where you come in. Your mission is twofold: You must purify all Black Dragons of Old God corruption and ensure this does not happen again. How you go about this is up to you, but by the end of the jump you must have redeemed at least 75% of the entire Black Dragon population. In case you were wondering, yes, this does include Deathwing.

To aid you in keeping track, you will be provided a set of scales that adjust themselves based on how many have been **Redeemed** and how many are **Slain.** Should the balance lean to **Slain** then you automatically fail this scenario and while your jump will not end, the scales will remain as an eternal reminder of your inability to save the Flight.

But should you actually succeed in this task, these will be your rewards:

The Redeemed

The Black Dragonflight, now sane once more, have decided to follow their savior, You, to other worlds. The flight consists of a mixture of different aged dragons (But no more than three Wyrms), along with a small force of Drakonid and Dragonspawn.

The Obsidian Mount

The Obsidian Citadel was their home before the Whispers. But it holds too many bad memories, too much baggage. So instead, you have led them here. A trio of small mountains surrounded by a river of lava forming a moat to quell any would-be attackers.

The insides of these mountains are riddled with large halls, caverns and series of tunnels meant to confuse attackers and allow for swift escape should the time for evacuation ever arrive. And should you ever acquire the **Obsidian Citadel** through some means, then you can combine it with this. It is a new Era for the flight, Soar Proud.

Fix What Was Broken

Tragic though it may be, the Black Dragonflight is not the only group to be afflicted with mental corruption of some kind, either here or in other worlds. But as you have shown here, it is possible to remove this corruption. You are capable of, be it through words or magic, purifying and resetting the minds of those afflicted with curses or corruption.

Maybe your words manage to force the mind controlled leader to break her mind control, or maybe your magic will incinerate the demon currently possessing that willful priestess. But these experiences are often traumatic, so you also know how to help them heal, to make them recover from such ordeals.

While you will have to figure out something else for physical corruption, you are more than able when it comes to the matters of the mind.

[Requires you to be of the Black Dragonflight]

The Aspect of Black

Through means unknown, you have taken the Aspect of the Earthwarder. You gain the perks **The Aspect** and **The Earthwarder** for free, if you've purchased either then you will regain the DT used and can spend them for something else here. Hopefully your reign will be more prosperous than Neltharion's.

The Four Dames: Did you think your efforts to save the Flight would go without at least one dame being impressed? Four in particular have shown interest in you and would love to get to know you better.

Dethraxia The Redeemed

You freed her from the madness that had driven her for so long. While her time as Deathwing left her self-esteem below the gutter, she's thankful for the second chance you've given her. Just, be prepared for long hours of hugging her and assuring her everything will be fine.

Nefarian of Pure Rock

Her mind is clear, she is free. While still somewhat imperious and quite harsh, she is of a calmer and kinder temperament. She leads the few Blackrock Orcs, Ogres and Dark Iron Dwarves underneath her with a wisdom and kindness that leaves them often baffled, but more than thankful to you, for they know who she is trying to emulate.

And indeed, you are a role model to her, the hero who came and saved her and her family from themselves. She and her followers, now of Pure Rock, owe a debt they can never repay.

Onyxia the Tempered

Her time in Stormwind got her used to the fine things in life. Be it the wine, the soft silks or the influence she wielded, though more than happy to use said influence to advance any goals you have, she will try to ensure a high standing in your eyes and might use subtle, but not lethal means to hinder the progress of others from doing the same.

Additionally, she seems to have developed a love for her guise as Katrina Prestor and will often be found in said guise. That, or she loves feeling your eyes on her fair form.

Nyxondra the Forgotten

She used to like it when her fellow flight members forgot about her. That way, she could remain in peace and not worry about being roped into any unnecessary danger. But you remembered her. And she doesn't mind. Doesn't mind you looking at her, giving her hugs, or even just being with her. Would you mind terribly if she came closer?

Sintharia the Renewed

[Will Replace "Sintharia, The Black Matriarch"]

You not only quelled the Whispers in her mind, but restored her body to its former glory. While her mind is still not at its peak, the sight of her children safe and sound has brought her stability.
Though she will avoid Dethraxia at all cost, their destroyed relationship can be restored. In time… Perhaps… In the meantime, she is more than happy to lavish you and her daughters with as much affection as her body can give.

Bring Them Home
[Requires Quell The Whispers]
You've redeemed the ones that were corrupted. But what about those who remained free? Indeed, there are a few Black Dragons who've never known the fear of the Whispers. You need to find them and get them to re-join the Dragonflight.

Ebyssian, one of the last children of Neltharion, has spent their days among the High Mountain Tauren as Elder Ebonhorn.

Sabellian, one of the children of Neltharion and one of their most trusted lieutenants. Entrusted by Deathwing to safeguard some of the Black Dragon eggs in what would become Outland, they are the only ones who rule a good-sized population of dragons.

And finally, Wrathion, the youngest of them all. The self-styled Black Prince is convinced it is their destiny to ascend as the next Earthwarder and will let nothing stop them. Bring your silver tongue for this one, for they are the most stubborn of the lot.

Of course, there might be more Black Dragons flying about, but these are the three you MUST recruit. While diplomacy is preferred, dragons are unfortunately well known for being stubborn when needed, so you will possibly have to beat some sense into their skulls.

And should you succeed, your reward will be thus:

The Returned
Well, it wouldn't make sense to just leave them behind after all that effort, hmm? All of the Black Dragons you've reunited are merged with **The Redeemed** and will join you in your adventures.

Where's Wrathion?

After going through all that ordeal tracking down the scattered dragons, something in your mind has clicked into place. You now have a sixth sense for tracking people. With just a general description, you will get hunches that will lead you to your target.

The more detailed the description, the more accurate your sense. And should you know the name of who you are tracking, then they might as well have a beacon of light shining on them for how obvious their location is.

The Three Daughters: I could accuse you of collecting Deathwing's family like cards, but I prefer to not be on fire. The three remaining daughters have seen the way their family looks at you and after a moment of looking, they understand why.

Ebyssian:

She was glad to hear you had saved her family. While saddened that she would have to leave High Mountain, she desired to meet and connect with her long thought lost family. And upon doing so, she has gained an appreciation for you.

When you find yourself exhausted, she will be there with something to drink, or with offers of a lap pillow. She will be a source of quiet yet gentle support both to you and her family, a mother hen to the end. Was it any wonder why she could have been the next Aspect?

Sabellian:

It was rather humbling, hearing how you had managed to rebuild the flight while she and hers struggled in Outland. While it rankled her pride, she bowed and joined you, her people's survival far more important. Seeing the state of her mother and realising she had been living under false beliefs, she latched onto you as a lifeline.

She took the self-imposed task of becoming your right hand and protector. Where Onyxia makes sly remarks and Wrathion swaggers like a peacock, it will be Sabellian who will remain stoic and say things as they are.

Wrathion:
She still hasn't let it go, how you came, stole her thunder and destroyed her plans. And she isn't all that happy about the constant affection her family throws at her for being the youngest. She locked herself in her room for a few weeks, before walking out with her regular swagger. Her plan? To seduce you and become your mate so she can gain some of your political power.

Of course, you being you, as she tried again and again, it became far less about power and more just gaining your love. She will clash harshly with some of her family members about the entire thing, especially Sabellian and Onyxia, but should you make the effort, they will reach peace. Eventually. Maybe.

War Of The Scaleborn

The first war the dragons truly experienced was the one between the Aspects aligned to the Titans and the Primalists, proto-dragons who rejected the Titans and saw only either slavery or extinction. It is into this conflict that you find yourself in and are presented with a choice: Join the Aspects and defeat the Primals, so peace may return to land, or join the Primals in their rebellion against the tyranny of the Titans.

If siding with the Aspects, you must either defeat or pacify the four Primal Incarnates, scatter their armies and put down their Djardin allies. Additionally, you can try and stop Neltharion from drawing upon the Void, for it is this conflict that begins his descent into corruption.

If siding with the Primals you must destroy or disband the Dragonflights, defeat the Aspects and sever their connection to the Titans. Additionally, you can try and awaken the World Spirit of Azeroth, who is bound to be none too happy about the Titans' meddling and could become a valuable ally against them, should they ever return.

Regardless of the side you took in the conflict, you gain the following perk:

Scaleborn Veteran
You fought against former friends. Though it left you jaded, you know it had to be done. Your resolve during war has increased, capable of keeping a cool and logical head even when facing loved ones as enemies.

Additionally, all of the fighting has increased your reflexes and skill with your body and breath. Finally, you deal twice as much damage to other dragons and dragon-related creatures. A grim reminder of an unwanted conflict.

For siding with the Aspects and restoring Order you will receive the following:

The Drake Guard

You've earned yourself a small unit of 25 drakes, who belong to a mixture of the five flights and are more than eager to travel with you to new places and earn your approval.

On The Defensive:

It was the Primals who struck the first blow, catching your side completely off guard and inflicting devastating damage before any of you had the time to react. Never again. Whenever someone plans to attack you or your holdings, you will receive a bad feeling about a week before the attack. You do not know who the attacker is, but should you listen to this feeling, you will find that any damage inflicted on attackers while defending something and the strength of the defenses themselves are doubled.

[Requires you to have completed the optional side objective]

The Dracthyr Schematics

Without your intervention, Neltharion would have done something terrible and he knows it. In gratitude, he has gifted you the schematics and some materials to create Dracthyr of your own. You have enough to create about a hundred individuals, after which you will have to collect more samples if you wish to create more or create a new variant strain.

For siding with the Primals and casting down the chains of Order, you will receive the following:

Primal Guard

You proved yourself during the fight against the false Aspects and have earned yourself a small following. 10 proto-dragons have joined you, wishing to emulate you and one day reach your level of power. Additionally, a group of 15 Djardin are in awe of your skill with wielding the elements / slaying dragons and wish to serve you.

Lightning Blitz

Raszageth proved that for all their power, the Aspects could be taken by surprise if one attacked suddenly somewhere unexpected. You can take one look at an enemy's defenses and tell exactly where you should strike to maximise potential damage. In addition, the speed and damage of your hit-and-run tactics is doubled.

[Requires you to have completed the optional side objective]

Blessing of Azeroth

While yet too weakened to be of much use, Azeroth has decided to give her blessing as thanks. Your scales take on an ethereal hue similar to Azerite and your vitality is reinforced to the point you would still be capable of fighting even if torn in half. And perhaps to stymie some of her loneliness, you are now bonded and can talk to one another in your mind.

War Of The Ancients

The Burning Legion has burst through the Well of Eternity, surprising everyone not under their influence. Now disorganised groups are trying to combat the invaders, from the lowliest Murloc to the Aspects and Wild Gods themselves.

Many shall perish and should things go as in "Canon" the Legion will be pushed back, but at a great cost as the Well of Eternity will explode and render the world into the shattered state you are more familiar with. In this coming race against extinction, you have a choice: Either drive back the Legion and perhaps stabilize the Well of Eternity to prevent it from exploding.

Or, should you feel like being a self-serving monster, you could always throw your lot in with the Legion. Your goal is to destroy the resistance and insure your new master may enter the world. Additionally, you can try to personally slay several of the leaders and champions of Azeroth, Sargeras is bound to be pleased with your large contributions.

Regardless of your allegiance, you will receive the following perk:

War Legend

You made it through. Whatever side you fought on was surely a story worthy of the history books. Tales of your deeds, be it from here or from worlds yet to come, will spread like wildfire amongst the populace. Your allies' morale is boosted, and your enemies will cower, for a legend walks amongst them.

For saving Azeroth from certain destruction, you receive the following:

Planar Defense

The Legion had no problem breaching through the Well of Eternity, thanks in part to Azzhara and her Kaldorei Empire. You know this and in the conclusion of this war, your presence has adapted. Your presence on a set plane starts taxing beings not native to it, with this effect intensifying when they are near you to the point where it becomes painful.

The worst part? Whatever you kill, does not return to their native plane, but is instead permanently destroyed. On top of that, any summoning spells cast by your enemies are far more costly in mana and more prone to failing. This perk does not affect any of your allies, and you may toggle it off if you so wish.

Staff of K’mra:

A reclusive Naaru has witnessed your deeds against one of their enemies and gifted you with this staff of glowing crystals and motifs depicting a shining Naaru. While obviously boosting any Holy spells, this staff also boosts all manner of healing magics, making you rival Alexstraza when it comes to the matters of putting beings back together, even allowing you to revive the recently deceased.

[Requires the completion of the side mission]

Vial of Eternity

As you stabilised the Well, and prevented the destruction of Kalimdor as it was, you have gained yourself a vial from this font of Arcane magic. Were you to water an area over several leylines, you could easily create a similar font of magic to the Sunwell and Nightwell.

You can also add or change the nature of the magic released, perhaps adding Nature or Light to it and any being who spends long periods of time around it and perhaps feeding off of it will find themselves slowly changing, like how the Dark Trolls became Night Elves and the Night Elves became the High Elves and Nightborne.

Should you have sided with the Burning Legion and ensured the destruction of Azeroth you will receive the following:

An Offer Of A Lifetime

You have a nose for finding people whom you can manipulate and exploit. Be it to turn them traitor and weaken your enemies from the inside, or to merely scam them for everything they're worth. Of course the more power you have to offer, the more information you have about them, the easier this gets.

The Book of Alza'kresh

Created by a more magically inclined Pit Lord, this book holds knowledge on several spells and rituals tied to Fel and even a few rather crude Death spells may be gleaned from within.

[Requires the completion of the side mission]

Scepter of Sargeras

Pleased with your fervor and contributions, Sargeras has seen fit to gift you with this scepter. While it boosts Fel and other Chaotic magics, its true power lies in its ability to scry and create portals to other dimensions.

In another time, it would be this very Scepter that Ner'zhul wielded in his ill-fated ritual that destroyed Draenor. And it is in your hands and should you feel so, you can summon your Legion allies to future worlds and doom them in Sargeras' mission of total obliteration.

War Of the Shifting Sands

The last time your kind would be openly active before the Third War, the Qiraji have burst free from Ahn'Qiraj and are making a mess of things. It will be a series of back-and-forth battles between them and the Night Elves before your kind will intervene. Should things go as in "canon" the Qiraji will be sealed in Ahn'Qiraj where they will fall dormant and become mere myth until their reawakening in about a thousand years time.

Your mission is simple. Push back the Qiraji and ensure they are a threat no more. And should you think merely sealing them is not enough and that you and your allies are up to the task, you must invade Ahn'Qiraj and slay C'thun, the Old God that awoke the Qiraji in the first place, and through that render them a non-threat.

For defeating the insectoid menace, you will receive the following:

Desert Warrior

It was hell, fighting beneath the burning sun and the hot sand. Your experiences in the war have ensured you will get by with far less than normal. You require only a third of the water and food something your size would normally require to function, same with your need for sleep. In addition, you deal twice the damage against invertebrates.

The Black Qiraji

As you wandered across the war-torn battlefield, you came across this curious thing. Surprisingly placid and acting like a lovable puppy, you have gained a loyal pet. Should you ever have the need, it will gladly let you ride on its back. Though at times you swear you can hear the rages of distant people at it being unfair.

The Scepter Of The Shifting Sands

The original would be given to Fandral Staghelm, who would shatter it in his grief over the death of his son. Now it seems you have a back-up should things go as such. Capable of opening the Gates of Ahn'Qiraj by ringing the gong outside, the Scepter works well as both a blunt weapon and as a magical foci. It also increases your standing amongst other veterans of the conflict.

[Requires slaying C'thun]

Ahn'Qiraj Renewed

You have slain the foul Old God and purged the Qiraji. Why not take their city as well? Ahn'Qiraj was built as a research station and prison for C'thun, maybe it can perform a similar role once more? Any research performed here will be twice as effective and should you manage to imprison a divine being here, they will not be able to escape, and you can begin to research their nature to copy and understand their powers. In addition, what few Anubisath there are left have broken free from C'thun's enslavement and sworn themselves to you in thanks.

The Terror of Galakrond

You have been brought here, to the era of Proto-Dragons. Not too long from now Galakrond, a once peaceful Proto-Dragon, will start his madness induced rampage, devouring and reanimating all in his path. It was up to the five future Aspects, Alexstraza, Malygos, Neltharion, Nozdormu and Ysera to defeat him. Aided by the titan-keeper Tyr, the quintet would face severe odds as not only was Galakrond mighty and constantly mutating, but his army of Un-Living Proto-Dragons were as much of a threat as their master.

It is here that you will make yourself known. Galakrond is too ravenous to be reasoned with, as Coros found out, so you must destroy him. Alone, or with the aid of the five future Aspects, bring down Galakrond and ensure his evil will not darken the light of day ever again.

For your contributions in the slaying of Galakrond, you will receive the following:

Titanfall

One would think fighting against beings ten times your size would lead to a short, tragic end. But somehow, you manage just fine. Your attacks deal twice as much damage against giant enemies and you always have a sense for where to strike for maximum damage and pain.

The Fellowship

You fought alongside them, so it would make sense they would be curious about the worlds beyond Azeroth. While they lack much of the power they would have received as the Aspects, they more than make up for it with their creativity and team work.

*Tyr has seen your might and offers you the **Gift of Order**:*

Accept and you will ascend as the Sixth Aspect. You automatically gain [**The Aspect]**, one Capstone Perk of your choice and **[Your Flight]** and have an easier time building relationships with Gods of Order, Balance and Magic.

Reject and you feel the Elements embrace you. You automatically gain **[The Aspect]**, **[To Be Incarnate]** and **[Your Flight]** and in addition you have an easier time controlling elemental magics and build rapport with Gods of Nature and Elements easier.

Dreaming of Emerald and Nightmares
[Requires either you being a Green / Nightmare Dragon or having a Green / Nightmare Dragon Companion]
It would seem Xavius has finally decided to stop hiding and has struck a decisive blow. Now both Ysera and Cenarius lay trapped, slowly being corrupted by the Nightmare. On top of that, his forces are on the move, both in the Emerald Dream, slowly being corrupted and in the material world, where they are targeting Druids and other Nature-aligned groups.

This is where you step-in.

Green Dragons must save both Ysera and Cenarius, permanently slay Xavius and finally destroy the Emerald Nightmare.

Nightmare Dragons on the other hand, must ensure that Ysera and Cenarius are fully corrupted, the Emerald Dream completely transformed into the Emerald Nightmare and finally, usurp Xavius as the Nightmare Lord.

Regardless of your allegiance, you will receive the following:

Dream Warrior
The problem with Dreams is you're very rarely completely aware of what is happening. Now, not so much. You are a lucid dreamer, fully aware and in control of your dreams and all beings in it. While beings stronger than you can wrestle control away from you, it'll be one hell of a headache as they do.

If you sided with the Green Dragonflight and purged the Emerald Nightmare, you receive the following:

The Green Pact

During the fighting you forged a connection to the Emerald Dream. You gain **[Contract of Power]** connected to the Dream and can slowly begin to reverse the damage done by mortal hands on Azeroth. Additionally, you gain the **[Emerald Dream]** item for free.

Ysera, The Renewed
[Will Replace "Ysera, The Dreamer"]

It was harrowing, to know her fate was so close to being sealed. Which is why she is more than thankful for rescuing her. While traumatic, her experience has left her connection to the Emerald Dream far more strengthened, giving her the effect of **[The Green Pact]**.

G'Hanir, the Mother Tree

Created from the branch of a tree of the same name, this staff enhances all Nature, Druid and Purifying spells you cast, making them twice as effective, while consuming only a half of the mana. It scales to fit your hand no matter your size.

If you sided with the Nightmare Dragonflight and consumed the Emerald Dream, you receive the following:

The Nightmare Lord

By usurping Xavius, you have taken his mantle. You gain **[Contract of Power]** connected to the Nightmare and can slowly begin to spread the corruption to the real world and allowing you to bring nightmares to life. In addition you gain the **[Emerald Nightmare]** item for free, as well as **[Ysera, The Corrupted]** companion.

Cenaria, The Nightmare Herald

The proud Demigoddess has been twisted in a similar manner to her adoptive mother, now desiring the defilement of all of her descendants from the dryads to the centaur. One day she longs to even corrupt her own mother, Elune the Goddess of the Moon. But until that day, she is content to serve and lead your forces, her devotion for you burning hotter than the stars themselves.

Cry of Xavius

A staff of thorns with the ever screaming skull of Xavius on top. It enhances all magics related to dream manipulation, Shadows and Darkness. Additionally you may have the skull let out an anguished cry that makes enemies flinch and those too close may even be rendered permanently deaf.

The Blue Tragedy

[Requires you to be a Blue Dragon or having a Blue Dragon Companion]

Woe be to the Blue Dragonflight, for their numbers were culled in an instance of extreme betrayal at the hands of Deathwing. And soon after their beloved Prime Consort Sindragosa would also lose her life, leading to Malygos retreating into a depressed slump and eventual madness. It would eventually become so bad, that upon Malygos' death the entire flight would be disbanded for many years until the return to the Dragon Isles.

You will not let it be so. You awaken on the day Deathwing unveils the Dragon Soul and will fool the other Dragonflights to pour their power into it. Reveal Deathwing's treachery, destroy the Dragon Soul and ensure the Blue Dragonflight does not get decimated and Malygos does not fall into madness.

Should you succeed in this endeavor, you will receive the following:

Enemy Among Us

When it comes to rooting out enemies disguised as friends, you have everyone beat. Not only is your intuition greatly improved, but your targets get surprisingly sloppy. A double agent might leave their plans in the open for you to read, or a traitor might air their grievances while you are in the hearing distance. But the most important thing is that people believe you when presented with evidence.

Malygosa and Sindragosa, The Magic of Love

[Will Replace and Combine **Malygosa, The Spell-Weaver** and **Sindragosa, The Azure Queen**]

After all was said and done, both Malygosa and Sindragosa received a vision of what would have happened had you not intervened. Suffice to say, they are thankful beyond belief and have resolved to join you in your adventures. Also

did you know, apparently it is customary for a damsel to give their savior a kiss? And now, your face is full of blue lipstick marks.

Ebonchill

This arcane staff is a more personal gift from Malygosa. Weaved with enchantments and decorated with ice crystals, the staff halves the mana cost of all Ice, Arcane and other Intellect heavy spells, while doubling their effectiveness.

Time And Time Again

[Requires either you being a Bronze / Infinite Dragon or having a Bronze / Infinite Dragon Companion]

While the existence of a one true timeline is somewhat dubious, the Bronze Dragonflight are dedicated to protecting it all the same. The Infinite Dragonflight on the other hand has resolved to disrupt it in order to change it, for they fear a greater disaster will be born should things go as planned by Aman'thul.

There will be three instances where you will take part in:

Escape from Durnholde

As a Bronze you must ensure Thrall makes his escape from the Keep and manages to re-establish the Horde. As an Infinite, you must ensure he does not escape, be it either by kidnapping Taretha Foxton or by killing Thrall.

Opening the Dark Portal

As a Bronze you must ensure events go as before and Medvih successfully opens the Dark Portal for the Horde to invade. As an Infinite, you must stop this at all costs.

Culling of Stratholme

A dark day no matter the outcome, Bronze must help Arthas in his self-given duty of culling the infected people of Stratholme. While an Infinite must stop the prince from committing the foul deed, be it by taking him elsewhere or by slaying him.

After completing all three, both of the flights and you will be taken to an ash riddled wasteland, with the Wyrmrest Temple standing in the distance, Deathwing impaled on it. Here the two flights shall fight and you must ensure your flight wins.

If you sided with the Bronze and fixed the timeline, you will receive the following:

All Is Known

As a result of your timeline spanning conflict, you have developed passive precognition. You are always able to see 15 minutes into the future, in all timelines. Even if someone were to time travel to hurt you, you will see it coming a mile away.

Temporal Scale

As Nozdormu and Murozond clashed, one of their scales was lodged off and fell to the ground below. Which one the scale belongs to is unknown, for it has taken on a spectral hue that covers its original coloring. The scale leaks temporal energy and if worn increases the effectiveness of Chronomancy.

Anachronia, The Ancient

Your prowess in battle impressed her and now with the threat to her parents and flight gone, she has decided to join with you in hopes that the rest of you will be just as impressive. Perhaps this is also a way to break free from the responsibilities of being the Heiress of Nozdormu, but who can truly say?

If you sided with the Infinite and shattered the timeline, you will receive the following:

Chaos Manifest

A man once said that chaos is a ladder. He was an idiot. Your actions and their consequences, be it past, present or future, cannot be predicted. Should someone try to scry you, they would only see broken glass and static. This can work on yourself if you wish to fully embrace the unknown.

Infinite Hourglass

Upon his defeat, Nozdormu crumbled into sand which was then collected and stored inside hourglasses, one of which you now hold in your hand. The temporal power of the dead Aspect still lingers and with the turning of the glass you may speed up or slow-down time until the last grain of sand has fallen, after which you need only to turn the hourglass once more.

Eternus, The Infinite Watcher

She has watched for a while now. Where originally you deemed the Infinite as the future of all dragonkind, she has seen another path. In you, she sees a far more prosperous future and has therefore attached herself to you in hopes of guiding you.

The Mists Aflame

Either this is taking place during the Horde-Alliance war in Pandaria, or Emperor Shaohao's sealing has failed. Whatever the reason, the Sha have been unleashed in full force and things are not looking all that good.

But how the scales tip is dependent entirely on you. Will you help quell the Sha and seal them away? Or let the Sha run amok and consume Pandaria? Both have a side objective, to find the Heart of Y'shaarj. Those fighting for balance must destroy it to bring an end once and for all. While those wishing to help the Sha must consume the Heart and gain its power.

If you chose the path of balance and harmony, you will receive the following:

The Mists

Pandaria was sealed off from the world thanks to the Mists erected by Emperor Shaohao. Now you can do something similar. Any friendly territories or properties are covered in a mist that misdirects all who wish to harm the people inside.

The Path of Shaohao

Emperor Shaohao began a pilgrimage, on which he cast away all negative emotions and eventually reached enlightenment, becoming one with Pandaria. Now you too have set on this path. Choose one of the following: Anger, Despair, Doubt, Fear, Hatred, Pride, Violence. You no longer feel that emotion. As you progress on your journey and face different trials, you may discard other emotions from the ones listed, until finally you will reach Enlightenment and Harmony.

[Requires destroying the Heart of Y'Shaarj]

The Slayer of Evil

Y'Shaarj was an Old God, the mightiest of the four. Even upon his death, his foul presence remained in the form of his heart and the Sha. But you have slain his essence and will do so for others like him. You deal twice as much and take half as much damage from beings that are considered Evil. And

when you slay these beings they will remain dead, even if they had a ritual or object that would bring them back.

If you chose the path of discord and destruction, you will receive the following:

The Miasma

Perhaps you wish to sow discord amongst your enemies before striking, or priming them as hosts for future Sha. You can release a strange miasma that when inhaled, will begin to ramp up the negative aspects of a person's mind. A rowdy brawler will be in a constant murderous rage, a spymaster will see enemies even among his most trusted people and so on. Those under the Miasma are also far more vulnerable to possession of any kind.

Seeds of Discord

You have a foul tongue and a bad habit. Your efforts to find blackmail are unparalleled, finding secrets long since buried in what feels like an afternoon. Then, you are just as good at using that. Be it through direct confrontation, or by spreading rumors no one can find the origin of. In a few weeks time you could have the entirety of the Alliance at each other's throat.

[Requires consuming the Heart of Y'Shaarj]

The Absolute Sha

It would be fair to say you will take Y'Shaarj's place sometime in the future. Gain **[Foul Spirit]** in its Boosted form for free with this addition: You are the Sha. You see, hear and feel through them. Anyone possessed by them is being puppeted by you. You Are Many, Therefore You Are Legion.

Hunt The Hunters

Suffice to say most dragons hate the Dragonmaw clan. Yet for one reason or another, they have been allowed to roam free. Until now. Though there are a few orcs who've come to see the error of their ways and are seeking redemption, most feel nothing of the sort. And it is them that you will hunt.

You must wipe out the clan, leaving out only the penitent and the infants. The rest, leave not even ashes. You may do this alone, but it will be a lot easier with a Dragonflight or several helping you.

Through whatever means you've wiped out the Dragonmaw and receive the following:

Turn The Tables

You've been hunted for weeks, your pursuers getting ever closer. Only to end up being caught up in a trap designed by you, just for them. You know when you are being hunted and how to put them on the backfoot, how to turn THEM into the hunted. Your hunters better be well prepared and swift, otherwise you will devise a hundred ways of dealing with them.

Orc Bane

An enchantment has fallen upon you as a result of this grim business. You deal twice as much to all orcs (And Orks). As well, orcs are far more willing to listen to you and are very hesitant to attack you, as if sensing all of the blood you shed.

Ruby Chains

Never show these to Alexstraza, or any other Red Dragon for that matter. It was these chains that held the Lifebinder during her time in Grim Batol as the prisoner of the Dragonmaw. Large enough to hold a dragon Aspect and strong enough to wishstand heavy blows from any mortal weapon, an insidious enchantment lays on these. For one, they sap both the body and mind of strength, rendering even the most stubborn of dragons weak as a whelp and just as compliant. In addition the chains heal whoever is being held by them, ensuring they will not die even under the most cruelest of torture or experiments.

The Reshaping

[End Scenario]

Be it either now, or in the future when you come around again bearing a different form, you will begin to hear the voice of Azeroth, the world soul. She is in pain, a combination of the Fel corruption, the Shattering, The Old Gods who yet remain lodged in her and the experiments conducted by the Titans in order to turn her soul to that of Order, a new Titan.

She now begs you for help. You must purify her form. Destroy what remains of the Legion's presence, and destroy them when they inevitably try to invade. Remove the Scourge entirely, slay the Old Gods who even now feed on her form, even if to a far lesser extent. And finally, disable Titan facilities actively trying to change her nature.

When you have done all of this, one more challenge awaits you, the most dangerous of all: The Titans will return. They will see the things you have done and deem you a threat to their plans.

You have a year to prepare before they come. Gather your strength, make as many allies as possible. Whatever it takes, Azeroth cannot fall back under the influence of the Titans.

Upon their return the Aspects, those who side against them and are yet empowered by them instead of Azeroth, will lose their powers. The Titans will call upon their constructs, those yet untouched by the Curse of Flesh. Not all of them will answer, for they value Azeroth more. And upon this realisation the Titans will create more of the Forged and may even resort to kidnapping those affected by the Curse of Flesh and convert them back into their former states.

Then, it will be War. The world shall witness war of such destruction and scale not seen since the Titans waged their war against the Black Empire. It will be hell, the world will not remain in the shape it once was and defeating the Titans will be exponentially easier said than done.

But should you succeed and finally defeat the Titans?

Then you will receive the following:

Azeroth

Thankful for your heroics and sacrifices, both the World Soul and the world shall follow you along wherever you go. And as she has awoken enough, Azeroth can now create a mortal avatar to mingle with her children, those who live on her planet form, and to also get to know you better.

Eonar, The Caretaker

One day after another victory party, you come across a Vrykul woman. But soon you realised it was actually Eonar, one of the Titans and perhaps the kindest of them. She had crash landed on Azeroth after their defeat and most of her former power had fled her. Lost and confused, she had wandered the lands, seeing all of the destruction the war had wrought. But she also saw how the mortals thrived and healed in spite of that. And now she has found you and like a drowning man to water, she has clung onto you seeking answers and absolution. For doubts have begun to form in her mind, if what they had done had actually been wrong all of this time. Give her comfort and the now

Vrykul woman will slowly become something resembling the Titan she once was, now tempered by mortal perspective. She wishes to nurture all life and will spend long periods of time among the Druids, the Green and the Reds. Yet a more shameful desire has begun to sprout. A desire to see if she herself could perhaps bear children of her own?

Azeroth's Gift

Azeroth has given you her blessing. Your form now blazes the same hue as fresh Azerite, your strength doubled from what it was, your magics flow smoother and you cast far faster. Yet it is your connection to the earth that is most impressive. You may reshape the landscape, raise continents from the sea, combine them to form supercontinents. You are the earth all walk on, even Therazane pales in comparison to you.

Your Spark

It has been a long road towards this huh? You feel yourself expanding as your chain is absorbed fully into yourself. You are free to travel as you please, unburdened and unobstructed.

The End Point

So, you've filled in the paperwork. You've done your adventuring in Azeroth, changed lives and the landscape. What next?

- **Another Quest / Move On**: Let's be real, the thrill of adventure has yet to dull for you. Off you go then, onto another world and time!

- **You Feel Rested / Stay**: Of course it makes sense that after all the fighting and bonding you wish to remain here. No problem, enjoy the rest.

- **Homecoming / Return Home**: Perhaps you've had your fair share of adventures and want to return to your mundane life with what you have. As you wish.

