You stand in darkness. It is cold, and an oppressive presence weighs down on your neck.

But then, a dim light appears before you.



Greetings. I am Na'ra. For some time now, I have watched your journey, and now I offer you an accord.

An Artifact of great power for you to use as you will, but in exchange, I require one promise from you. At some point in your travels, you will come across the world of Azeroth. Upon that world, there exist four beings known as the Old Gods. I require you to slay them and devour their essences using this Artifact I now offer you. Promise me this, and we shall proceed.

I am pleased to hear your agreement. Now, take these 1000 Shards, and we may begin.

Drawbacks

Should you feel the desire to increase the amount of Shards you have, I can attach some burdens on the Artefact, which shall go away after you've left the initial world you gained this on behind you.

The Promise
(+0, Mandatory)
As I explained, you must devour the essences of the four Old Gods; otherwise, I shall take the Artifact away.

Supplement
(+0)
I never did say where you were going originally.

Time Extension
(+100 S, cannot be taken more than five times if a similar one is taken in the main jump)
I will increase your time spent in this world by 10 years for each time you take this, though I will compensate you up to 10 times taken, or 5 if you have already taken some from another source.

Novice
(+100 S, Only for Weapons)
Rather embarrassing, really. I shall take away any knowledge you had of using this weapon type. You must learn how to wield it naturally.

Uncomfortable
(+100 S, Only for Apparel)
I may have taken your measurements wrong. The Artifact doesn't sit quite right for you, be it too big or too small, maybe it scratches uncomfortably in certain places. And should you attempt to shapeshift, the Artifact will shift with you, remaining uncomfortable until your time is over.

Bluntstone

(+100 S, Only for Foci)

I have removed any magical knowledge and experience you may have had previously. Just like with the **Novice**, you will have to actually learn to harness your powers to really benefit from this Artifact.

Ham

(+100 S)

What is a figure with a legendary Artifact without some rather amusing lines? You talk like a character from a storybook, particularly in a way that is rather amusing and even embarrassing.

A Badge of Courage

(+100 / 300 S)

You have been scarred in a way that makes you look shady and worrisome. At worst, tales will spread of your dreadful visage. For 300 Shards, you are actually crippled in some way, be it a missing limb, sense, or eye. You can take this three times, for one limb, one sense, and one eye.

A Stranger Among Us

(+200 S)

People will know you are not a native to these lands. Be it the way you dress, speak, or even carry yourself, something will give you away as a foreigner. Some will ignore this and treat you as normal, but some, increasingly more with this, are going to look at you with distrust and talk behind your back about you. You can prove yourself, of course, but this will make it far harder than normal.

A Visage of Slaughter

(+300 S, Only for Weapon)

I gave you a weapon, yes? It should be used. Wherever you go, you seem to attract situations requiring violence. A small trip to the market stalls could lead to you fighting the local street gang, for example.

Envy of All

(+300 S, Only for Apparel)

Envious eyes fall on your Artifact. Some will let it remain at just staring, but others will take action. Be it stealing it by themselves or proxy, or maybe by having you killed.

Source of Magic

(+300 S, Only for Foci)

Your Artifact radiates magic to the point that even common people can faintly feel it. Naturally, this will attract the eyes of the more power-hungry folk, desiring to take your Artifact for themselves.

They Know

(+300 S)

A flair for the dramatic- I see. Upon your arrival, I shall have all mystically attuned organisations receive a vision of the Artifact. They will know its general appearance and what powers it currently holds. They will send out agents looking for it, either to steal for themselves, appraise your character, or to seal it away.

Loss of Memory

(+300 S)

I shall take away all of your memories, all that you were before. You will be a new person entirely until the end of your stay, when I shall return all I took back to you.

A Young Adventurer

(+400 S)

Perhaps you have some issues from your childhood you wish to resolve? You awake not as an adult, but as a child. Depending on your choices, this will make things far more comfortable or far harder.

A Legend of A Gone By Era

(+500 S)

Perhaps a glimpse into a future you wish to avoid? You are past your prime, an old man in a young man’s world. While your skills remain, your

body cannot quite keep up anymore, tiring far quicker and often leaving you breathless and coughing. You will not die from old age with this, but you will remain in this state until the end of your stay.

Trial of Inheritance

(+500 S)

One should not be merely handed an Artifact; they must earn it first. Upon entry, you will not acquire the Artifact. Instead, you will receive a vision, showing where it is being held. You will face several trials before reaching the Artifact, but by then you will have more than earned it.

Power Overwhelming

(+600 S)

As was discovered with the Light's Wrath, some Artifacts are simply too powerful and unstable for most people to wield them. Your Artifact is of a similar nature and temperament, requiring massive power and total control at all times lest it go berserk and unleash whatever power it holds indiscriminately.

Rage of the Powers

(+300 / 500 / 800 /1000 S)

It would seem your arrival has angered a faction of some sort. For 300 Shards, it is a city, for 500 a kingdom, for 800 a faction the size of either the Horde or the Alliance, or for 1000 Shards, I will have every major faction in the world come after you. You can talk yourself into a peace of some sort, but it will be very hard, and some factions will simply not listen to you. I hope you are prepared.

Type

What type of Artifact would you prefer: Weapon, Apparel, or Foci?

Weapon

Tools of death, including anything from a simple axe to a semi-automatic gun. It can only be a weapon held in your hand. Choose one: Bladed, Blunt, or Ranged. That is the general form of damage your weapon deals.

Apparel
Something for you to wear, be it a suit of armor, a fancy crown, or a beautiful piece of jewelry.

Foci
A tool for magic, perhaps a thick tome holding arcane secrets, or a crystal orb, or a wooden staff.

General Perks

Aesthetic
(Free)
You may, at will, alter the appearance of your Artifact. Perhaps a sword made of bone with a flaming skull at the hilt, or an axe made from ironwood glowing with holy power?

Soulbound
(Free)
It would be rather embarrassing if some thief managed to steal your priceless Artifact and gallivant off with it to a remote corner of the world. You may at will summon your Artifact into your hands, or in the case of Apparel, on you. If you have taken **Trial of Inheritance**, this will go into effect after you have acquired the Artifact.

Import Artifact
(Free)
Have you grown attached to a previous object you wish to empower further? Then you may import them here, as long as they fit inside one of the three Types.

Infused with Air/Earth/Fire/Water
(100 / 200 / 300 / 400 S)
Your Artifact has been infused with the energies of one of the Elemental Planes, giving it a minor aura around it and giving it some control over said element. A cloak of Air would allow the wearer to fly, while a sword of Water would be able to shoot streams of water and freeze those it strikes. You may

purchase this up to four times, each time taking one of the remaining Elements.

Additional Forms
(200 / 400 S)
Perhaps greed has gotten the better of you, and you desire more functionality for your Artifact. Choose one of the two Artifact Types you did not take. Now your Artifact is a duo-piece. Perhaps a sword of fire and an armor that makes you as durable as a mountain, or a floppy hat that enhances magic casting, and a crystal orb able to see into the future. You may take this twice, each time taking one of the Types you lack.

Empowered
(200 S)
Your Artifact doubles your physical attributes.

Font of Mana
(200 S)
Your Artifact doubles your Mana pool, allowing you to cast more spells.

Truesilver Lining
(200 S)
A metal far lighter and stronger than common steel, it is highly receptive to Arcane magics and enchantments. Artifacts made from Truesilver weigh only half what they would normally do.

Thorium Weight
(200 S)
A glowing metal with the weight of lead and the strength of steel, it is often used for weapons to give their cutting edges more force or to craft incredibly strong armor, with only adamantine being able to confidently pierce it. Whatever Artifact is forged from Thorium weighs twice as much as it normally does.

Dark Iron
(200 S)
Favored by the Dark Iron Dwarves, this metal leaves your Artifact looking more charcoal than metal. As a result of the metal's unique qualities, it is extremely strong, but once forged into a shape cannot be enchanted

afterwards, forcing the Enchanter to cast their spells during the forging process itself.

Blackrock Ore
(200 S)
The namesake for the Orc clan of the same name, this metal is dense enough that ordinary flames do not even soften it, requiring the flames of a Fire Elemental for the forging process.

Kyparite Amber
(200 S)
The hardened sap of the Kypari Trees, sacred to the insectoid Mantids, Kyparite is as strong as metal while leaving its signature orange glass look on anything forged from it. It has been noted to be very resistant to most types of acid.

Poisoned Well
(300 S)
Your Artifact has been infused with poison. How this comes into effect depends upon the Artifact. Apparel could poison whoever strikes you, a Weapon would inject poison directly into a target, and a Foci might infuse your spells with poison in addition to their normal effects.

Aberrant Flesh
(300 S)
Your artifact pulses with slimy flesh, or is covered in cool carapace, for it has been created in part from the flesh of an Old God. Your Artifact allows you to stretch your limbs to thrice their length and grants you a form of telepathy. As well, your Artifact boosts any corrupting powers or abilities you have.

Draconic Remains
(300 S)
The scales and bones of a Dragon have been incorporated into your Artifact, giving it a look of savage regality. The remains of a dragon belonging to one of the five dragonflights were used in the creation of this Artifact; some of their power lingers even now. Choose one of the five; your Artifact allows you to manipulate some of the Flight's power, be it the healing of the Greens or Reds, the magic of the Blues, the geomancy of the Blacks, or minor

manipulation of time from the Bronze. On top of this, your Artifact grants you increased control over one of the Elements.

Beast Master

(300 S)

Animal bones decorate your Artifact, denoting its connection to the wildlife around you. You can tap into the attributes of different beasts, be it giving you the eyesight of an eagle, the strength of a bear, or the speed of a cheetah. As well, you may summon beasts to attack your target before they slink back into the wilderness.

Void Shadow

(300 S)

The power of the Void clings to your Artifact, rendering it a deep purple, cloaked in shadow. You can hide and traverse through shadows, sinking into them and instantly appearing in another one. You can rip tears into the fabric of reality, which you and others may use to traverse through the Void. And finally, your Artifact amplifies any abilities and magics related to the Void and Shadow.

Death Bringer

(300 S)

The world goes quiet as you hold this foul Artifact, the presence of Death enveloping it entirely. Death lingers about you, allowing you to commune with the spirits of the dead, as well as ensuring whatever you kill stays dead. On the flipside, the Artifact boosts any Death Magics and Necromancy, offering far greater results than normal.

Infused with Light

(300 S)

Your Artifact glows brightly with Light, a holy Artifact in truth rivaling the best works of the Naaru. Your Artifact helps you convince others of the righteousness of your cause, easily swaying the masses to your side. Once a year, should you ever die, the Artifact can bring you back to life in a similar state to Calia Menethill. Naturally, the Artifact boosts Light and other holy powers you may wield.

Fel Omen

(300 S)

A sickly green glow pulses around your Artifact, a sign of its infernal power. The Artifact whispers the secrets of your enemies, allowing you to manipulate them as you will. You may use the Artifact to open rifts into the Twisting Nether, leaking its energy into the world around you and allowing you to traverse it safely. Finally, the Artifact boosts Fel and Daemonic magics and powers.

Arcane Font

(300 S)

The power of the Arcane Order embraces your Artifact, becoming a beacon in the night for those with the sight for magic. The Artifact boosts your intellect while also allowing you to create teleportation circles between locations. Naturally, it boosts Arcane and other magics reliant on intellect.

Nature's Embrace

(300 S)

Vines coil around your Artifact, which now radiates the sheer presence of Life around it. Animals tend to either ignore or even show affection to you, sensing the Nature energy held in your Artifact. Your Artifact allows you to enter and exit the Emerald Dream and similar dimensions, and it boosts all manner of Nature magics and powers, should you wield any.

Spirit Within

(300 S)

An air of calmness settles around your Artifact, a sign of it being infused with Spirit or Chi. Your Artifact, and by proxy, you give off a feeling of peace and serenity, calming the people around you. Your body becomes far more agile and durable, able to take the constant beating of a waterfall for hours on end, then climb the slippery stones up with no trouble.

Gift of Helya

(300 S)

The Fallen Val'kyr has blessed your Artifact, giving it some control over the dread mists of Helheim as well as the ability to create Kvaldir. Your Artifact can bring forth the Mists of Helheim, which clouds the vision of others and cloaks you from mortal sight. Your Artifact allows you to breathe underwater and any

slain by you can be sent to Helheim, where they can then be summoned as Kvaldir to serve as your soldiers. And should you die for any reason, the Artifact can raise you in a Kvaldir form once a year.

Sha-Touched

(300 S)

A part of your Artifact appears to come to life as the black and white gunk of the Sha envelops it. Your Artifact feeds on negative emotions, becoming stronger and more durable the more there is around you. It can also induce these emotions in others, ensuring there is always a steady supply. You may infuse your attacks with Sha corruption, turning all of your attacks into spiritual instead of physical ones. Should a target suffer enough corruption, they will transform into a Sha themselves; the stronger they were in life, the stronger the Sha that will appear.

Adamantium

(400 S)

Described as ultra-hard by some, Adamantium is one of, if not the strongest, metals found naturally on Azeroth. On top of being durable, weapons fashioned from it seem to almost ignore whatever toughness their targets have.

Elementium

(400 S)

Considered one of the heaviest metals and toughest known to mortals, Elementium only appears in areas with a heavy concentration of Elementals. While the metal will never rust or decay, and it bonds quite well with Elemental energies, its heavy weight means it is only ever forged into weapons, as a full suit of armor would leave the wearer all but immobile.

Soul Eater

(400 S)

Your Artifact holds a chill aura about it, with small wisps floating around it. The Artifact leeches on the life force of others, with each strike weakening your foe. Should you slay someone while the Artifact is near, then the soul will fragment, and a part of it will be trapped within the Artifact, adding to its strength.

Power Leech

(400 S)

By thoroughly infusing your Artifact in either the blood of a powerful being or saturating it in large amounts of magic, you can grant your Artifact additional abilities based on the source.

Saronite

(600 S)

The crystallized blood of Yogg-saron, Saronite, is extremely durable, capable of taking several direct blows from Light spells. This may have something to do with its natural anti-magic properties, which often either absorb or reflect any spells cast at it. In a curious case, Saronite also seems extremely potent against Undead, sundering both their bodies and souls. But Saronite also has an unfortunate side effect: it emits an aura that drives everyone around it mad. While you yourself are immune to the effects of this Artifact, you may also choose to have the madness affect only your enemies, sparing your allies from the torment.

Sentient

(600 S)

Perhaps another entity was sealed within, or the magical nature of the Artifact has caused it to develop a mind of its own. Whatever the case may be, you now have a partner to carry and a voice in your mind. The Artifact's personality will be up to you, though taking **Power Overwhelming** will cause them to be rather unstable at the best of times.

Temporal Paradox

(600 S)

Bearing the imagery of a glowing timeglass, your Artifact appears to warp time itself. Your Artifact will never rust, never dull. If anything, it will only become more powerful as time goes on. As long as you have a hold on your Artifact, you cannot be erased from the timeline, nor can anyone scry any future where you are involved in. Finally, your Artifact can release an aura that ages things around you, be it by making them younger or making them older.

Weapon Perks

Tool of Destruction
(100 S)
Weapons are meant to kill. Your Artifact now deals a quarter more damage than usual.

Hybrid Weaponry
(100 S)
Perhaps you would like your rifle to have a bayonet permanently attached for any surprising melee situations, maybe you have a staff with a blade on one end and a hammer on the other. Your weapon can now deal two types of damage instead of just one.

Dual Weapons
(200 S)
Perhaps you prefer to wield two copies of the same weapon? Be it daggers, axes, pistols, or even shotguns, you now have a pair of weapons to wield in battle.

The Bane
(200 S)
Some weapons, like Strom'kar, have been noted for dealing more damage against certain groups and races while also instilling terror within them. You may designate a specific target group for your weapon to deal more damage against. The smaller the group, the more damage the weapon deals. Against Kobolds, the increase is minimal, while against Titan Keepers, each strike would be devastating. Just as well, your Artifact causes terror in the weaker-willed members of the group, often sending them fleeing for the hills.

Blood Thirsty
(400 S)
Be it the blessing of Hakkar or merely the result of Blood Magic, your weapon gains a red tint and a newly awakened lust for blood. Each attack drains blood from your foes, which the Artifact will either use to enhance itself further or to heal any injuries you may have.

Call of the Valajar

(600 S)

High Keeper Odyn's presence is felt when you unsheathe this weapon, now layered in gold. Not only does your Artifact deal more damage and increase the morale of your allies, but you may now challenge enemy commanders to one-on-one duels, which they will feel compelled to accept. All of the fighting around you will cease for the duration of your duel, during which no outside interference may occur. It will only be you and your opponent, under the judgment of Odyn and his Val'kyr, who may come and claim either of you should you prove yourself worthy.

Apparel Perks

Heirloom

(100 S)

Perhaps it is the way the Artifact brings out your eyes, or maybe it is a subtle spell woven into it at creation. While wearing the Artifact, you are considered more attractive and your charisma increases.

Bottomless

(100 S)

Not only does your Artifact now have a way to store things up, be it in the form of pouches, pockets, or a pocket dimension tied to a rune, the room for storage is almost endless. You need only to think of what you want and reach inside, and the object in question will appear in your hand.

Defensive Bulwark

(200 S)

Your Artifact makes your body as hard as stone, even if it were nothing but a set of underwear. Should your natural durability already be higher, the Artifact will bolster it further still, always making you tougher than before.

Flying Dutchman

(200 S)

A spell has been placed on your Artifact, granting it the ability of unrestricted flight. You need not worry about the lesser amount of oxygen or air pressure as long as you remain in the atmosphere. This will not work in areas of Anti-Magic, and flying in space will most likely result in you dying from the lack of oxygen.

Arcane Barrier

(400 S)

A spell ward placed on your Artifact has given it a magical barrier to soak up damage. It is capable of weathering several lethal blows from melee weapons and even a few rockets before breaking and requiring a minute to recharge.

Chains of Domination

(600 S)

The Artifact holds a small enchantment on it, which requires you to cast a spell you have just learned. The spell allows you to bind the minds of others to your Artifact and as long as you are attuned to it, you may control those under the spell's thrall. Should you use summoning spells or raise the dead, they will automatically become dominated. Strong enough wills and certain outside influences can still break this control, but it is a list of few people who can do such things.

Foci Perks

Catalyst of Magic

(100 S)

Foci are tools used for casting spells. Any spells or rituals done are a quarter stronger, you have an easier time casting spells, and the Artifact can store up to three minor spells and immediately cast them without you having to use any mana.

Communication

(100 S)

Upon receiving this Artifact, you become aware of a method to create special crystals. These crystals can be used to communicate with each other and your Artifact. Certainly useful on recon missions.

Scrying Matter

(200 S)

Your Artifact naturally lends itself to Divination and Scrying. Be it spells, rituals or merely looking upon cards, your Artifact will boost the effectiveness of these and ensure you yourself are shrouded from the more mundane scryers, letting only the truly talented and the gods to watch your movements.

Mirror Mirror

(200 S)

Your Artifact allows you to create up to ten mirror images of yourself. They all glow purple, are semi-transparent, can interact with objects, and you control all of them like a hive mind without a sensory overload.

Matters of Magic and Mystery

(400 S)

Magic is a wonderful thing. Shame that in many worlds, it is either actively dying or never existed to begin with. But your Artifact has a solution. Its presence will start to revitalize magic in whatever area you find yourself in. First, it will be the ground, then the air, the plants, and finally the fauna and people. Then, as they travel further, their presence will keep on spreading magic further and further. Though this will take a few decades as a whole, should you personally teach someone the secrets of magic, you could turn a magically inert peon into someone rivaling Aegwyn within a year.

Many Doors

(600 S)

Like the Scepter of Sargeras, your Artifact is capable of opening portals between locations, worlds, or entire planes. As long as you have the general location, the name of someone living in your destination, or an item originating from there, you may create a portal. Should you know the Spell of Conjuration, you could open multiple portals simultaneously, though this does not guarantee your attempt will go any better compared to Ner'zhul's.

Scenarios

(These will take effect upon the next time you arrive in Azeroth)

Call of Aluneth

Long ago, the Guardian Aegwynn summoned an Arcane entity known as Aluneth, intent on enslaving it and turning it into a weapon against the Burning Legion. After a long and arduous battle, she finally managed to bind the entity within the great staff that would bear its name, though the entity would prove tempestuous at the best of times.

Upon Medivh's death, the sorrowful Aegwynn gave the staff to the Kirin Tor, who sealed it away in the Nexus with the hopes of it never seeing the light of day again.

Now, it is time for you to claim it for yourself. The Nexus has been mostly abandoned, bar the grouchy dragon Azuregos, who manages the vaults. Azuregos will prove affable, willing to grant you the staff if you prove yourself a proper mage.

Of course, the hardest part will be to actually claim Aluneth, for the entity inside will try to break its bindings, unleashing Arcane magics most mortals cannot even dream about. It will all come down to a test of wills. Fail and you die. Succeed, and both the Staff and the Entity will submit to you.

For venturing below the Nexus and claiming Aluneth, you receive the following:

[Aluneth, Greatstaff of the Magna]
Otherworldly in looks, Aluneth shines bright with Arcane energy. The entity inside will prove a hungry sort, for both Arcane and for power in general. Though it will nag if it deems your current task beneath it, you have earned its respect so it will begrudgingly go along with things. The staff boosts your Arcane magic, as well as spells requiring intellect. In addition, it allows you to drain Mana from things and beings, empowering it further.



The Hunt for Xal’atath

An old friend and enemy, Xal’atath was once a powerful Void entity and the harbinger of the Void Lord Dimensius, before her arrogance and scheming resulted in her being sealed within a dagger by the Old Gods.

While her fate is certainly amusing and well deserved, the knowledge she holds of the Old Gods is simply too great to leave her to languish in the hands of ignorant mortals.

She is currently sealed away within a vault, guarded by the cult known as the Twilight’s Hammer. Though she tries to tempt her guards, their fear of the Twilight Father and Cho’gall outweighs any promises of power she could ever offer them.

You must claim her from the vault, which will lead to a confrontation with the cultists. Expect to face the Twilight Father and even Cho’gall himself, such is the power and danger Xal’atath presents.

If you managed to release her from the vault and make it out alive, you receive the following:

[Xal’atath, The Blade of the Black Empire]

The dagger itself is curved, bearing a single blinking eye by its hilt. It allows you to release blasts of Void energy and to drain both Void and life force from targets. Xal’atath herself is a cunning survivor, willing to play along as long as she benefits. For now, she will happily go along, the thought of slaying the Old Gods and the potential you hold leaving her rather excited. Should you ever feel like trusting her, you may conduct a ritual and have her possess the body of another.



Bringer of Ash

One of the most famous swords known amongst humans, the Ashbringer is a weapon of Light through and through, currently held in the hands of Tirion Fordring, the leader of the Argent Crusade.

While certain visions could persuade the High Lord to willingly part with his sword, he will most likely refuse outright if not even attack you in suspicion of you being an enemy.

Should you manage to steal it from him, then expect both him, his Argent Crusade and others to come looking for it. In this situation you may attempt to talk things through, but should you have slain Tirion to claim the sword, then expect no mercy or quarter.

Should you retrieve the Ashbringer and survive the attempted manhunts, you receive the following:

[Ashbringer]

A two-handed sword with a blade shaped closer to a cleaver, the sword has been thoroughly saturated in Light. It empowers those who wield it, with even a novice Priest capable of unleashing devastating blasts of light and cleaving through heavily armored soldiers with ease.



Chase for the Frostmourne

The eater of souls and the bane of the living lays yet unclaimed. It resides within a small cave deep in the frozen lands of Northrend, floating upon a meager altar ripe for the taking.

Of course, you will have to hurry, for Arthas Menethil is also searching for the way, becoming more desperate the longer the search takes. You must contend with the falling prince and his forces, no doubt culminating in an epic duel for the sword.

Should you prove victorious over Arthas and claim Frostmourne for your own, you gain the following:

[Frostmourne]
A horrific weapon, normally the Jailer would hold a connection to this weapon, yet by claiming it the connection seems to have been permanently severed. Stronger than any mortal blade or metal, it cleaves through heavily armed warriors and works as a perfect catalyst for dark magics. Any who are slain by it will have their souls sundered in two, with one of the fragments devoured by the blade to increase its power.



Finding The Pillars

When Azeroth was young, the Titans gifted their Keepers the Pillars of Creation, five powerful artifacts used to shape Azeroth into what it is now. In time, they would be lost, rediscovered and then lost once more. And you have been tasked with finding them.

Travel to the Broken Shore and begin the hunt.

The Aegis

The Aegis of Aggramar is a shield brimming with power and was used to shield the World Soul of Azeroth from any further corruption or danger. It currently resides in the hands of Prime Designate Odyn within the Halls of Valor.

To gain entry, you must first complete several trials, which will prove a challenge on its own as there will be other challengers desiring the Aegis as well.

Should you gain entrance you will have to face some of the fiercest warriors the Valajar have to offer, and you may even have to face Odyn, though he will most likely merely test you and not try to kill you.

Should you prove your worth in his eye, then you will gain:

[The Aegis of Aggramar]

This shield has been made in the distinctive Titan style, and both runes and images of a constellation glow on its surface. It is the ultimate defence against most foes, able to shield your soul from corruption and your body from anything less than a Titan Watcher.



The Tidestone

The Tidestone of Golganneth was used by the Keepers to shape the many rivers, lakes, seas, and oceans of Azeroth. Though fractured, its remains are held within the Nar’thalas Academy in Azsuna.

Of course, before you can even enter the Academy, the Naga begin their invasion of the area and steal it for their own purposes, which requires them to restore the Tidestone to its former power.

You will have to brave the seas and arrive at the Eye of Azshara, a small island off the coast of the Broken Isle. You must face the Naga, Sea Giants, Hydras and even a watery construct known as the Wrath of Azshara, before you can claim the stone:

[The Tidestone of Golganneth]
Now more of a series of stones floating around a white pearl, the Tidestone holds power over water. So great is it that one could reshape the oceans anew or drown a continent beneath the waves.



The Eye
The Eye of Aman'thul is a large platform with two spinning rings and was used to stabilise the ley lines and timeline of Azeroth. It is currently held within the palace of Nighthold, in the city of Suramar.

Suramar is surrounded by an Arcane barrier that keeps out all threats outside, but has also locked everyone inside as well. Perhaps by portal or by awaiting the Third Invasion of the Burning Legion you will gain entry.

The city itself will prove a challenge as well, the labyrinthian streets and the magically gifted Duskwatch will prove a challenge. Within the Nighthold you

will face challenges, culminating in a battle against Grand Magistrix Elisande, a powerful Chronomancer who claims to have seen your coming and defeat.

Upon slaying the arrogant Elf, you find out the Eye is directly below you and can then teleport away with it:

[The Eye of Aman'thul]
The massive platform hums with energy, with many Arcane runes carved onto both it and the rings spinning around it. It bears control over Arcane magic as well as space-time, able to create massive portals and granting temporal magic to mortals.



The Hammer
The Hammer of Khaz'goroth is a powerful artifact, once used to forge ancient Artifacts and to shape the very land itself. Since the War of the Ancients, it has been guarded by the Highmountain Tauren upon the aforementioned mountain.

However, as you make your way up the mountain, the Hammer will be stolen by Dargrul the Underking, a power mad Drogbar with the intent of conquering Highmountain entirely.

While his usage of the Hammer is rather limited and brutish, it is still devastating enough to wipe out small villages and slay multiple foes with a single swipe. The Highmountain Tauren, whose chieftain Dargrul slew, could prove a helpful ally in your search and subsequent fight against Dargrul, his Drogbar and the Elementals he has twisted to his will.

Upon slaying the mad Underking, you claim the hammer for yourself and depart from the mountain, possibly to the cheers of several Tauren:

[The Hammer of Khaz'goroth]
Created from bronze-like metal and glowing blue crystal, the Hammer shrinks to fit in your hand. Through pure force, you may cause the very ground to erupt and to change others into brutish Elemental Furies. With further control, you could quite well forge Artifacts of your own, or reshape the land as you see fit.



The Tears
The Tears of Elune are held within a blue crystal, and through it was life itself shaped and the Emerald Dream stabilised. Currently, it is held within the Temple of Elune in Val'sharah.

The Night Elves guarding the temple are unlikely to let you claim it, unless Elune herself for whatever reason were to communicate to them her approval. You will most likely have to either steal it or slaughter your way through them.

And even then, the Emerald Nightmare and its master Xavius will desire such a powerful Artifact. Expect to suffer from nightmares and several attempts to corrupt or kill you, most likely requiring you to slay Xavius and destroy the Nightmare in its entirety.

Perhaps covered in the blood and guts of several Elves and other beings, you look at your price:

[The Tears of Elune]
A blue crystal in the shape of a teardrop, it softly glows a soothing light. In the ancient days of the Kaldorei Empire it was affixed on a staff, and it may be done so once again. It can heal living beings of any illness or damage, even bring back the recently deceased. With but a thought, it can open a portal to the Emerald Dream, where it can manipulate its composition and outlook as the wielder desires.



By bringing together all five Pillars, you may conduct a ritual to seal all portals to a specific world or plane of existence.

Downfall of Gods

The time has come for you to uphold your own end of our bargain. You must hunt down the four Old Gods of Azeroth: C'thun, Yogg-Saron, N'zoth, and the heart of Y'Shaarj. Upon being slain, your Artifact will consume their energy and very essence, strengthening it and ensuring the parasites may never again return.

You will have to travel across Azeroth, delve into the deepest of places and face foes unseen for millennia. But go you must, for your presence has already started to wake them from slumber. Take too long and instead of a recently woken-up and weakened parasite, you may indeed have to face them at a greater strength while also fighting against their armies.

C’thun



The god of madness, chaos, and the Qiraji, C’thun, resides within the city of Ahn’Qiraj, surrounded by the insectoid Qiraji eagerly awaiting his reawakening. The city is barred behind a great gate, only accessible by ringing the great gong outside with the Scepter of the Shifting Sands. The Scepter was shattered long ago, but its pieces can yet be found by those willing to look for them.

Upon the gates' opening, you must fight your way through the enslaved Anubisath Titan Keepers and the massive hordes of Qiraji. And when you have finally reached his chamber, you must battle with C’thun.

While the battle will not be easy, if you manage to slay him, you receive the following:

[Insectoid Resilience]
Of the four, C’thun is the most involved with his followers, the Qiraji, extremely enduring and fanatical beings. Through defeating and consuming his essence, you have received some of this resilience. Your form is far more durable, as if encased in a thick carapace. Indeed, you may optionally manifest a carapace around your form. But it is your mental strength and conviction that is a thing

to envy, able to hold onto hope and endure imprisonment for thousands of years with no despair in sight.

Yogg-saron



The self-proclaimed god of death and the lord of madness, Yogg-Saron, is imprisoned within the titan complex of Ulduar.

Though he lacks insectoid servants, he has managed to corrupt the keeper Loken, who has eagerly created an army of Iron Dwarves, Vrykul, and other beings found in Northrend.

Not only must you fight through all of them and slay Loken, but you must also endure the mental assaults and whispers of Yogg-Saron, who will try to either corrupt you or drive you into despair and madness.

Perhaps you will even run into Sara, a Vrykul woman who offers you her aid. Do not be fooled, she is merely an avatar of Yogg-Saron and will only lead you into a trap.

By slaying Yogg-saron, you dull the whispers that permeate Northrend and gain the following:

[Foul Whispers]

Yogg-saron is well known for twisting the minds of others, and through a twist of fate, you have inherited some of this talent. You are able to gaze into the minds of others to see their darkest thoughts, doubts, and fears. Then you may begin to Whisper in their minds, poking holes in their logic and slowly twisting their minds to whatever you please.

Y'Shaarj



The god with seven heads, Y'Shaarj, was torn apart by Aman'thul, and his pieces landed upon what would become Pandaria. Though mostly dead, his essence remains within his ever-beating heart.

It is currently imprisoned deep below the Vale of Eternal Blossoms, with most of the Pandaren unaware of its very existence, save for the titanic watcher Norushen, who guards the chamber holding the Heart near-zealously.

Though finding the vault will be easy, Norushen will not allow access, and you must defeat him to proceed. But beware, the Heart will begin to manifest Sha, entities formed from negative emotions, and wasting too much time could mean being overrun, or being corrupted and becoming a Sha yourself.

But by managing to finally destroy the Heart, the Sha still wandering the lands will begin to die, and the final fragments of Y'Shaarj are finally gone, earning you the following:

[Mind Like A Fortress]
Through your brush with the Sha and the Heart, your mind has become tranquil. You cannot be overcome by negative emotions. Fear will not cloud your judgement, Pride will not blind you to reality, Doubt will not hold you back. You still feel them, of course, but now you may simply sweep them aside and continue on as normal.

N’zoth



The lord of the deep and the creator of the Naga, N’zoth, remains imprisoned within a nameless titan facility deep under the sea near Nazjatar, the kingdom of Queen Azshara.

Though weakest physically, N’zoth is by far the most cunning of his ilk. You will face a small force of Aqir, the original insectoid servants of the Old Gods, as well as cultists and the Naga, perhaps even Queen Azshara herself.

Yet it is not them that bring forth the true danger. N’zoth will whisper in your mind, promising power and anything else you desire in exchange for freeing and serving him.

Hold fast and remain vigilant, for his offers are often hollow. Physically slaying him will prove a comparatively easy task, which will earn you the following:

[Corrupting Influence]
It was N’zoth who, in the end, corrupted Deathwing, created the Emerald Nightmare, and twisted the Naga. And now, you carry a similar taint. Your

presence can start to corrupt others, be it in mind or body. An Elf could become a Naga if they spend a few months around you, while a Dream realm could be twisted into a Nightmare if you spend enough time in it. Needless to say, you may turn this off entirely, or choose who can be affected by it.

For slaying the Old Gods, Na'ra has gifted you the following:

[Slayer of Gods]
Though severely weakened by their slumber, the Old Gods were still gods, and you have slain them. Divine beings become more wary of arousing your anger, for they know you are the killer of their kind. Any effects or attacks done by Gods will slide right off of you, while your attacks do twice the damage to them.

[Finder of Things Lost]
The Old Gods remained in places long since forgotten, and seeking them was not an easy feat. Thankfully, that is no longer a problem. You have a sixth sense for finding lost or hidden places, objects, and people, able to pinpoint their location, how far it is, and what will await you.