

# THALASSIAN HISTORICAL CHRONICLE

VOLUME 1,  
1ST. EDITION



# Thalassian Historical Chronicle

## Vol. I, 1st Edition

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### Forward

*The text in your hand is unique in two ways: it is unabashedly honest and straightforward, and that it also endeavors to unveil the truer histories beneath one of the most divisive schisms in the history of Azeroth. It should not be a surprise that amongst elven kind there are dozens of thousands of years of unyielding counter culture movements, violent politicking, elitism and dogmatic claims to all of the history which came before. Speaking as one such elf, the conflict which has divided the elven people is both complex and simple, and there are many sides to its truths.*

*Ren'dorei, Sin'dorei, Quel'dorei, Shal'dorei, Highborne, Kaldorei, and perhaps others we're yet to be made aware of; we are many. And now we are few. Notable throughout our history are no less than six events of monumental import, moments that brought our species at large ever closer to final extinction. Scholars may argue on whether or not such events were preventable, but none can deny the impact these moments have had all the same. It has become clear to me, in earnest, that the elven people of Azeroth have never been closer to annihilation, even though at the time of this edition's publication we are in what might be called peace time. Simply put: the elves are running out of time, and blood.*

*This text, in both its volumes, is an effort to chronicle our history for two purposes: to honor those who came before and to remember their lives, and to teach future generations of decisions and actions made which have brought us to this moment. This text is one of elven history, both past, present, and if the elven people can be both fortunate and forgiving, will include their future as well.*

*Read, learn, and go forth with the knowledge, wisdom, and clarity of understanding that, if heeded by our forebears, might have saved untold lives from the many plights that have been faced.*

*To grasp the full depth of elven history and its impact upon Azeroth, it is essential for those seeking knowledge to first understand the origins of the world, the cosmos, and how elvenkind came to be in the first place. That history begins with accounts gathered from outside the Thalassian archives, drawn from the records of the Titan-Forged Keepers themselves.*

## Amongst the Cosmos

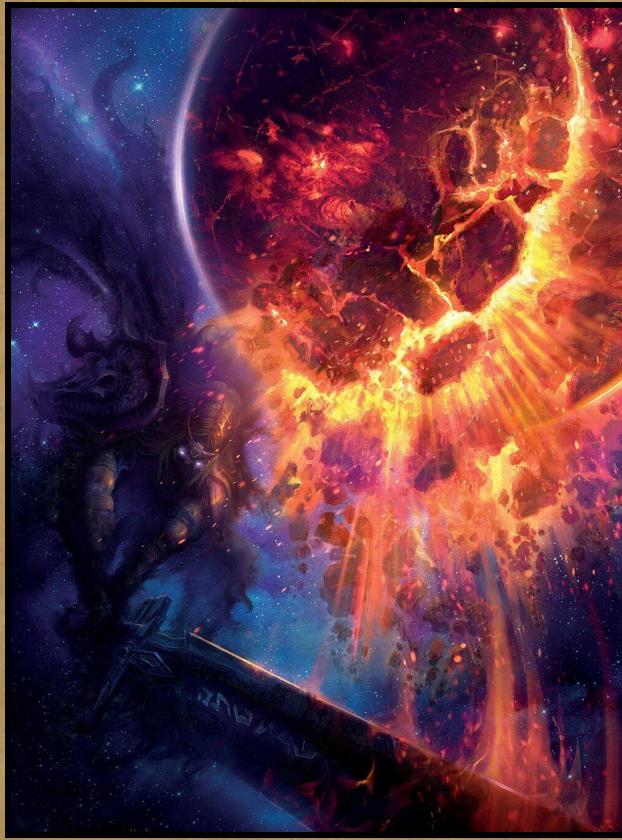
(-25,000 - -10,000)

### Shaping of the Universe

- Records recovered from ancient vaults across Azeroth posit claims that at this time massive celestial beings, known as the Titans, begin to awaken and emerge into the universe in its formative stages. The souls of great and powerful worlds, they wander the universe seeking out a purpose. Eventually, a Pantheon is forged, made up of those Titans who had awoken, including **Aggramar**, **Aman'thul**, **Eonar**, **Golganneth**, **Khaz'goroth**, **Norgannon**, and **Sargeras**. The Titans elevate themselves to the task of shaping the universe.
  - Records and accounts captured, *allegedly from beyond the veil within the Shadowlands*, in recent years suggest the existence of even more ancient beings, known as the First Ones, who initially shaped the cosmos, including the Titans of the Pantheon, the Eternal Ones who are alleged to rule over the Shadowlands, and the six governing forces of existence: Light, Void, Disorder, Order, Death, and Life. These accounts, however, are impossible to verify, and are the subject of mere hearsay.
- The Pantheon begins to seek out unborn Titans and works to nurture them until they wake. This consists of shaping the planets that protect world souls, forging mountains and oceans, forests and plains, and fostering the growth of living essence and establishing Order. They also create countless races to watch over these sleeping Titans, building vast facilities within the cores of these worlds in order to monitor the health of their future siblings.
- The nascent world upon which elven life would later thrive is formed amongst the many other worlds in the universe.
  - A World-Soul, named **Azeroth**, dwells within the core of the world, not yet born. It is from this would-be Titan that the world takes its name.
- At the same time, aspects of the Light and the Void make their way deeper into the universe, coming in the form of both the Naaru and the Old Gods, two diametrically opposed elements.

Both forces are cast deep into the universe and settle upon worlds, spreading their influence both passively, and aggressively.

- As the Pantheon continues to wander the cosmos while searching for new life, one of their most powerful champions, **Sargeras**, comes across the first of the demons—chaotic entities that seek only destruction.
  - **Sargeras** sets himself to hunting down and destroying the demons.
- Among these demons are a race of vampiric beings known as the Nathrezim, cunning and malicious beings who possess the ability to skin-walk, mind control, and reanimate the dead, among other powers.
  - It is alleged by some scholars and explorers who claim to have ventured beyond the veil and into the Shadowlands, that these demons came into the universe at large at the direction of their master, a being known as the **Zovaal**—one of several mythic figures supposedly in control of the realms of death.
  - These Nathrezim utilize their many talents to sow chaos throughout the cosmos.
- As **Sargeras** pursues his endeavor to erase demonkind from the cosmos, he begins to imprison them all within a world called Mardum.
  - During his ongoing crusade, however, he becomes distraught, unable to comprehend the existence of such evil and chaotic beings in a universe he has been led to believe is good and whole and deserving of the Titan's ordering.
  - Affected so deeply by this chaos, **Sargeras** begins to question the order of things.
- **Sargeras'** views are entirely changed for the worse when he comes across a world consumed by the void, a writhing nest and throne to the insidious old gods. Realizing that the Titans were not the only beings in the universe seeking out world souls, it is claimed that **Sargeras** obliterated the tainted world, preventing the void from claiming the world soul within, while also denying that soul its birth.
  - **Sargeras** returns to the Pantheon to reveal what he's found, only to be met with admonition from his peers. The Titans are furious that **Sargeras** would destroy another world soul, something which drives Sargeras to confused anger.
  - Unable to convince the Pantheon that the only way to save the universe is to erase all life, **Sargeras** departs and sets about scourging the universe on his own.



*Sargeras destroys a corrupted world soul.*

### – The Black Empire –

- On the young world of Azeroth, primordial elementals wage endless war against one another; the surface is consumed by chaos.
  - Of the powerful elements are four supreme entities which vie for dominance across Azeroth: **Ragnaros the Firelord**, who held dominion over fire; **Neptulon the Tidehunter**, who held dominion over water; **Al'Akir the Windlord**, who held dominion over air; and **Therazone the Stonemother**, who held dominion over earth.
  - Several entities of the void, known by mortals and immortals alike as the Old Gods, crash into Azeroth and embed themselves deep within the world. Their tentacles snake into the chasms and crevices of the world like roots, and the horrific influence of the void spreads across Azeroth through them.
  - The n'raqi and aqir rise as servants of the ever hungering void.
- The elemental lords battle against the forces of the four Old Gods on Azeroth—**C'thun**, **N'zoth**, **Yogg-Saron**, and **Y'Shaarj**—but eventually fall before the might of the void.
  - The four primal elemental lords become servants of the Old Gods.

- The Old Gods expand the reach of their Black Empire as they strive to corrupt **Azeroth** and transform it into a corrupted, void tainted world soul whose power would be the supreme force within the universe.
- It is unknown just how many servants of the void reside amongst the cosmos, but it is certainly no small number.
- The Pantheon discovers Azeroth and learns of the Old Gods infesting the world.
  - Attempting to destroy the infestation, the Pantheon creates mighty defenders of earth called Titan-Forged Watchers who wage war in the Pantheon's name.
  - Notable and known Watchers include: **Aman**, **Ammunae**, **Anraphet**, **Archaeas**, **Aum-ka**, **Auriaya**, **Creteus**, **Eyir**, **Freya**, **Helya**, **Hodir**, **Isiset**, **Jotun**, **Loken**, **Mimiron**, **Nablya**, **Odyn**, **Ra**, **Rajh**, **Rehu**, **Saba-tok**, **Setesh**, **Thorim**, **Yotnar**, the **Maidens of Grief**, **Vitality**, **Virtue**, **Valor**, **Vigilance**, and the **Etymidian**.
- Of the Titan-Forged, several of the most promising are selected to receive boons from the Titans and be elevated to the position of Keeper.
  - **Archaelas**, **Freya**, **Hodir**, **Loken**, **Mimiron**, **Odyn**, **Ra**, **Thorim**, and **Tyr** are blessed with the power of the Titans, and go on to lead the Titan-Forged in an all out crusade against the Old Gods on Azeroth.
  - Many other creations of the Titans are forged, including the Mogu, Tol'vir, and Earthen.
- The primary task given to the Titan-Forged is to defeat and banish the elemental lords.
  - A brutal war is waged across Azeroth as the Titan-Forged battle against the forces of the enslaved elemental lords and the servants of the Old Gods.



*Creatures of the N'raqi (pictured left), and Aqir (pictured right).*

- One by one, the elemental lords are defeated. In order to imprison the defeated elemental lords, Highkeeper Ra and the titan-forged sorceress Helya create a pocket dimension known as the elemental plane, where the elemental lords are banished to.
  - **Ragnaros the Firelord** is banished to the Firelands; **Neptulon the Tidehunter** is banished to the Abyssal Maw; **Therazane the Stonemother** to cavernous Deepholm; and **Al'Akir the Windlord** is banished to Skywall, in which the Throne of the Four Winds is built.
  - The Titan-Forged continue their way against the armies of the Black Empire after the defeat of the elemental lords.
- Defeating both the enslaved elemental lords and the armies of the Black Empire itself, the Titan-Forged armies converged on the massive body of **Y'Shaarj**, the greatest of the Old Gods on Azeroth. Its power proves to be too great, however, and the Pantheon grows concerned that their creations will succumb to the Old God's power.
  - Resolving to act directly, **Aman'Thul** reaches down and rips **Y'Shaarj** from the earth. Despite killing the Old God, Azeroth is severely wounded.
  - Realizing that the other Old Gods could not be killed in such a manner without endangering the slumbering world soul of Azeroth, the Titans are forced to lock the Old Gods away after their defeat.
- The war between the Titan-Forged and the Old Gods rages across Azeroth, with each of the known Old Gods being defeated and imprisoned by the Titan-Forged Keepers one by one.
  - Of the three surviving Old Gods, **C'thun** is imprisoned within the southern desert vault known as Ahn'Qiraj, **Yogg-Saron** is imprisoned within the northern mountain vault known as Ulduar, and **N'zoth** is imprisoned within an eastern titan vault.
  - The bleeding wound in Azeroth's surface is contained by the Titans and shaped into what is later called the Well of Eternity, a vast pool of the world soul's life blood. This fount of power greatly helps to spread the growth of life in the wake of the war.
  - Peace, at long last, comes to Azeroth.
- The **Keepers Archaedas**, **Mimiron**, and **Highkeeper Ra** build the Forge of Wills and the Forge of Origination to help stabilize Azeroth's life force, and produce new Titan-Forged creations to look after Azeroth.
- The **Titan-Forged Keeper Odyn** is appointed Prime Designate of Azeroth, and tasked with overseeing the development and ordering of the world in the absence of the Titans.
  - Under the **Prime Designate Odyn**, the facility of Ulduar is expanded into a vast stronghold and becomes the seat of power for the Titan-Forged.

Year -25,000

### – Reign of Galakrond –

- In the peace that reigns on Azeroth following the defeat of the Black Empire, many species begin to evolve and grow. Among them are the proto-dragons, a primitive form of dragon that hunts across the world in order to survive.
  - They are largely divided amongst five or six packs, or broods, of varying color.
  - **Galakrond**, considered to be the progenitor of dragonkind in its entirety, begins to suffer under the influence of **Yogg-Saron**, who is able to spread his influence throughout Azeroth despite the protections placed upon his prison.
  - **Galakrond** begins to mutate under the influence of the void, and starts to hunt within the territories of other dragon packs, leading to food scarcity.
  - **Galakrond's** hunger grows beyond containment, and he begins to devour other proto-dragons, an egregious violation of what many view to be the natural order. Those devoured by **Galakrond** are raised again as undead.
- **Galakrond's** sudden hostility stirs deep resentment and fear amongst the proto-dragons, who resolve to attack **Galakrond** with the aid of the **Titan-Forged Keeper Tyr**.
- The proto-dragons engage **Galakrond** in the battle, during which **Tyr's** arm is bitten off by the massive dragon. The other proto-drakes flee.
  - The proto-dragons are forced to adapt and hide rather than openly confront **Galakrond** who, in growing further unstable, begins to devour even his own undead proto-drakes.
- Preparing while in hiding, the proto-dragons later strike again at **Galakrond** and choke him to death by lodging a boulder in the dragon's throat.
- In recognition of the proto-dragon's bravery and willingness to unite, the Titan-Keeper empowers five proto-dragons who led the efforts against **Galakrond**, including:
  - **Alexstrasza the Lifebinder**, who was gifted the powers of **Eonar** by **Keeper Freya**; **Nozdormu the Timeless One**, who was gifted the powers of **Aman'Thul** by **Highkeeper Ra**; **Malygos the Spellweaver**, who was gifted the powers of **Norgannon** by **Keeper Loken**; **Neltharion the Earthwarder**, who was gifted the power of **Khaz'goroth** by **Keeper Archaedas**; and **Ysera the Dreamer**, who was also gifted the power of **Eonar** by **Keeper Freya**.
  - These proto-dragons are transformed into the Dragon Aspects, and rapidly evolve. This marks the decline of the proto-dragons, and the rise to power and dominance of the dragons.

- Despite being reduced in status and influence, the proto-dragons do not entirely become extinct, and persist in many locations across Azeroth.
- As a unified order, the dragons establish a kingdom of their own on a string of northern isles.
- Not all of the Titan-Keeper are in accord with the decision to empower the dragon aspects; the decision is opposed by **Prime Designate Keeper Odyn**, who, in protest, elevates part of his stronghold, Ulduar, away from the mortal plane and isolates himself in his new seat of power - the Halls of Valor.
  - In his absence, **Keeper Loken** assumes the mantle of Prime Designate.

### – Betrayal of Sargeras –

- Elsewhere in the universe, **Sargeras** dedicates himself to unmaking the universe.
  - **Sargeras** sets free all the demons he had imprisoned in Mardum, binding them to his will, and he forges an unstoppable army called the Burning Legion.
  - In the process of breaking the prison he built, the sudden release of chaotic Fel energies breaks his skin, and fire emerges from his body. He becomes evil incarnate, hell bent on eradicating life in the universe.
- **Sargeras'** former lieutenant, **Aggramar**, learns of the noble Titan's fall, and confronts him—only to be wounded in battle.
  - **Aggramar** retreats and gathers the Pantheon, who confront **Sargeras** together.
  - Refusing to relent, **Sargeras** strikes down the members of the Pantheon.
  - The souls of some of these Titans are cast out into the universe, drifting aimlessly, but others are imprisoned by the Legion.
- While it is not something easily confirmed, reports gathered by archaeologists and historians well schooled on the history of the Titans suggests that some fragments of the souls of these Titans were drawn to the Keepers on Azeroth, but none were able to make sense of the occurrence at the time.
  - What the ultimate effect or impact of such an occurrence was is not known, nor relevant to the specifics of this chronicle.

### – Rise of the Eredar –

- The Eredar of Argus rise to power, becoming some of the most powerful sorcerers alive.
  - The prophet **Velen** and the sorcerers **Archimonde** and **Kil'jaeden** serve as the leading triumvirate, and guide their people into an age of prosperous utopia.

- **Sargeras**, the Mad Titan, corrupts both **Archimonde** and **Kil'jaeden** with promises of power, and lures them into a pact which begins the downfall of the Eredar, ensuring their servitude to the Legion.
- **Prophet Velen** refuses this pact and gathers many of the Eredar, later called Draenei, Exiled Ones in the Draenei tongue, and seeks a way to escape.
- The Naaru arrive aboard the dimensional fortress called Genedar, and aid **Prophet Velen** and his Draenei in escaping Argus.
  - The Naaru aid the Draenei in making their escape, staging a hasty and desperate evacuation of the planet. Given the hurried and desperate nature, only a fraction of Argus' population is able to board the Genedar.
  - The Naaru **L'ura** remains on Argus in order to waylay the forces of **Archimonde** and **Kil'jaeden**, and is later captured. The Naaru is imprisoned within the Seat of the Triumvirate, and falls into a void state during its long captivity.
- The escape of the Draenei leaves Argus and the remaining Eredar completely in the hands of the Legion.
  - **Kil'jaeden** swears revenge on **Prophet Velen** and his people for what he deems to be their betrayal.
- The Draenei aboard the Genedar split their forces, with the strongest warriors and sorcerers boarding another vessel, the Xenedar, with the Naaru **Xe'ra**. This company of holy warriors become known as the Army of the Light, and they journey outwards into the universe to battle the Burning Legion.
  - The remaining Draenei stay aboard the Genedar with the Naaru **K'ure**, **K'ara**, and **D'ore**, and travel across the universe in search of refuge, all the while being hunted by the Burning Legion.
- The Burning Legion cements its grasp on the world of Argus, and the Eredar living upon it. All those who did not leave the world with **Prophet Velen** are drawn into the service of the Legion, willing or not.
  - Small pockets of resistance do form and prepare for a long war for survival against the Legion's brutality.
- **Sargeras'** arrival at Argus heralds a new age for the world.
  - Fissures rupture through the surface of the world, and in an effort to reach the world soul within the planet, **Sargeras** and his demons claw their way to the world's core and heart.
  - **Argus** becomes the first known unborn World Soul captured and claimed by the Legion.

- The shattered world of Argus becomes the formal seat of power of the Burning Legion, and demons from all across the cosmos flock to it and establish an expansive array of fortifications.
  - The demons construct Antorus, the Burning Throne, the actual seat of command for the Burning Legion, located in the Antoran Wastes of Argus.
  - Far beneath the surface, the demons construct a heavily fortified temple around the planet's core, the World Soul named **Argus**.
  - **Argus** is tortured and twisted while in the possession of the Legion, and transformed into a figure of endless, searing pain and agony.

## Year -16,000

### – Dominance of the Troll Empire –

- The primitive trolls rapidly evolve and expand their influence across Azeroth's main continent, Kalimdor, and establish numerous holdings of great power.
  - Among the troll tribes that flourish are the Amani of Zul'Aman, in the northeast; the Gurubashi of Zul'Gurub, in the southeast; the Drakkari of Zul'Drak in the north; the Farraki of Zul'Farrak in the southwest; and the Zandalari of Zuldazar located in central Kalimdor.
- Trolls rise to prominence on Azeroth, though they remain a divided species.
- The remnants of the aqir, servants of the Old Gods and their Black Empire, launch a sudden resurgence and sweep across the continent.
  - The trolls are unified under the Zandalari tribe and forged into a single, mighty empire which battles back the aqir and secures dominance over Kalimdor in the process.
  - The aqir retreat to their respective regions, forming hives and dens, including Manti-vess in the south, Azjol-Nerub in the north, and Ahn'Qiraj in the south west.

## Year -15,000

### – The Curse of Flesh –

- Vrykul and other Titan creations, such as the Mogu and the Tol'vir, are affected by the Curse of Flesh, which causes their descendants to lose their stone forms and become flesh-like.
  - The Mogu forge an empire under a single ruler and begin to break from their historic duties appointed by the Titan-Forged Keepers. The death of their emperor, however, results in the Mogu fighting endless wars amongst themselves to secure a leader amongst their people.

- Lei Shen, the Thunder King, reigns victorious and establishes the Mogu Empire, which spreads across the region known as the Vale of Eternal Blossoms.
- The Pandaren, Jin'yu, Hozen, and many other races located in the south of Kalimdor are enslaved by the Mogu.
- The Zandalari Empire and the Mogu Empire, though rivals of one another, secure peaceful relations in the short term.

### – The Kaldorei Empire –

*Here begins the evolutionary origins of the Thalassian elves, and the proper history of its collective ancestors and descendants.*

- The trolls, living on the edge of the Well of Eternity, are slowly transformed by the fount of magic's power and evolve into the Kaldorei, "Children of the Stars" in the elven tongue, over many generations.
- A caste of elves rise within the Kaldorei civilization with an enhanced affinity for magic. Known as Highborne, these elves become the ruling caste within the Kaldorei civilization. They guide and shape Kaldorei culture, and around the edges of the Well of Eternity build a vibrant metropolis.
  - [Atala Skyshroud is one of the early individuals born as a fully evolved Kaldorei.](#)
  - The Kaldorei begin to worship the goddess **Elune**, a deity they believe is closely tied to the moon.
- The Highborne draw upon the power of the Well of Eternity and as a source of power and begin to expand their knowledge of magical power and spellcasting.
  - The Kaldorei also draw upon the power of **Elune** to elevate several of their most fearsome soldiers, transforming them into Night Warriors who fight to expand and secure the Kaldorei Empire, which eventually covers nearly all of Kalimdor.
  - Conflicts between the Kaldorei and the Zandalari Troll Empire erupt, and a bitter, eternal feud between the two races develops.
- A sisterhood of priestesses cements itself as the dominant house of faith across the Kaldorei Empire, rivaling the power of the Highborne spellcasters, though ultimately they wield less power than the sorcerers.
  - Devoting themselves to the moon goddess **Elune**, this group adopts the name the Sisterhood of Elune, and their priestesses oversee the construction of grand temples all across Kalimdor.

- As the Kaldorei learn to master magic, the sorceress **Azshara** attains fame and power over all other elves and is elevated to the status of Queen. She becomes the most beloved and revered figure in all of elven society, after the goddess **Elune**, and is seen as the bright and glorious jewel of the Kaldorei Empire.
  - Her rule brings a broad expansion of the Kaldorei Empire, which sweeps out across Kalimdor in all directions. Many great cities are founded, and flourish under the guiding hand of **Azshara's** noble Highborne.
  - Some of the notable cities founded include: the northern cities of Eldra'nath, the burial town called the Moonrest Gardens, Shandaral, another settlement destroyed during the Sundering and known now only as the Riplash Ruins, and others; the western cities of Arkkoran, Eldarath, Nordressa, the settlement built around the Lake Mennar Academy, Lathar'Lazal (now known as the Blackfathom Depths), Ethel Rethor, Tethris Aran, and Loreth'Aran, among others; the central cities of Zin'Azshari, Black Rook Hold, Lian'tril, Kal'delar, Suramar, Nar'Thalas, Suramar, Faronaar, Challiane's Terrace, Zarkhenar, Falanaar, the burial town called Tel'anor, Meredil, Elune'eth, Teloth'aran, Elor'shan, Andu'talah, Shala'nir, the Temple of Elune, and Lorlathil, among others; and the eastern city of Vash'ir.
- Many houses of noble lineage begin to form during **Queen Azshara's** reign, establishing highly coveted bloodlines that carry down through the ages.
  - Among the noble bloodlines of the region of Suramar are: House Astravar, House Duskmere, House Lunastre, House Stellaris, House Narassin, House Moonblade, House Feathersong, House Dawnrunner, House Silverleaf, House Farondis, House Whisperwind, House Stormrage, House Skyshroud, and House Ravencrest, among others.
  - Among the noble bloodlines of the region of Zin-Azshari is: House Sunstrider.

## Year -12,600

- **Atala Skyshroud** establishes her lineage as a powerful house within Azshara's Kaldorei Empire, and gives birth to several children after marriage.
  - **Terimas, Nar'shala, Cyllabor, Dath'solan, Reyana, and Kelsunas Skyshroud are all born in the Suramar region.**
  - **Nar'shala Skyshroud**, from a young age, is blessed with an affinity for divination, and is taken in by the Sisterhood of Elune as an oracle. Though she is not an official sister, she is closely looked after by the priestesses.

- The Kaldorei Ravencrest bloodline settles in the region of Val'sharah and begins to carve out a stronghold, which later becomes known as the Black Rook Hold.
  - Over the next several millennia, lords of the house carve more and more of the stronghold from the mountain upon which it sits, ever expanding the fortification.
- Queen Azshara's Highborne sorcerers begin to establish numerous vaults, sanctums, and archives across Kalimdor in which to store powerful artifacts and knowledge.
  - One such vault that is constructed is the Shen'azura Sanctum in northwestern Kalimdor, where the Highborne store a wealth of spell scrolls and enchantments.
- Reyana Skyshroud joins the Sisterhood of Elune as a priestess; she settles near Suramar at the Temple of Elune.
- Dath'solan, Terimas, Kelsunas, and Cyllabor Skyshroud follow in their mother's footsteps and become powerful mages and sorcerers.
- Dath'solan Skyshroud journeys west to the city of Eldarath where he establishes a reputation as a powerful sorcerer with tremendous influence, in part due to his family name in Suramar and Zin-Azshari.
- The Zandalari trolls reach an agreement with Queen Azshara and sue for peace in exchange for being able to retain full control of the Zandalari Mountains—a place they hold as sacred.
  - This pact fosters a deep resentment of the Kaldorei and their descendants by the trolls.
  - The fragmented troll populations, split between multiple empires, remain divided and spread further apart with the further weakening of the Zandalari empire.
- Cyllabor Skyshroud settles in Falanaar, near Suramar City and pursues intense, cutting edge magical research.
- Kelsunas and Terimas Skyshroud settle in Suramar and work to expand both their magical prowess, and their family's influence throughout the elven empire.

## Year -12,300

- Dath'solan Skyshroud establishes his own branch of the Skyshroud lineage when his wife gives birth to triplets in the western reaches of the Kaldorei Empire.
  - Mor'drathan Skyshroud is born in Eldarath City.
  - Elbathan Skyshroud is born in Eldarath City.
  - Gladathan Skyshroud is born in Eldarath City.

## Year -12,200

— The Fall of Lei Shen —

- The **Thunder King's** Mogu Empire attempts to invade Uldum in the south of Kalimdor, but **Lei Shen** is slain by its Titan-Forged guardians (the Tol'vir) and the region is made desolate and barren as they activate the Forge of Origination in an effort to defend the region and the technology within their halls.
  - The Mogu Empire continues on under several other emperors, but infighting cripples any hopes of expansion or resurgence.
- The Pandaren, slaves of the Mogu Empire, revolt against their oppressors and wage a brutal war for independence.
  - They succeed, and establish an order of monks whose teachings form the foundations for a new Pandaren Empire.
- Without enemies to distract the Kaldorei, **Queen Azshara's** Highborne turn their focus towards plumbing the depths of the Well of Eternity for more power and knowledge, something which begins to lead them down a dark path.

## Year -11,900

### – The Zandalari Wars –

- The Highborne noble and renowned sorcerer **Dath'Remar** dreams of a furious arcane blade that burns like the sun. He shares this dream with the famed arcane smith **Luminarian**.
- The Zandalari, who allied with the constantly shifting Mogu Empire over the centuries, attempt to take over parts of Pandaria which, under the pact with **Lei Shen**, were promised to them in return for prior service and aid.
  - The Pandaren monks and the Order of the Cloud Serpent work to drive back the invaders; the Zandalari's efforts fail.
- With diminished power, the Zandalari no longer rule over the troll empire of Azeroth, and troll civilization splinters into smaller factions.
  - The two most notable factions are the Gurubashi Empire (*which includes the Bloodscalp, Darkspear, Razorbranch, Shatterspear, and Skullsplitter tribes*) in the south of Kalimdor, the Amani (*which includes the Firetree, Mosslayer, Revantusk, Smolderthorn, Vilebranch, and Witherbark tribes*) in the north east, the Drakkari Empire (*which includes the Frostmane and Winterax tribes*) in the north, the Farraki Empire in the southwest, and the Zandalari Empire in central Kalimdor.
  - The influence of these empires is limited to the edges of the Kaldorei Empire which is based around the Well of Eternity in the center of the continent.

- The rapid expansion and growing power of the Kaldorei Empire threatens both the Amani and Gurubashi Empires, who initiate a brutal war against the elves.
  - This fighting consumes much of the continent, but results in the absolute ruin of both the Amani and Gurubashi Empires.
- **Rayne Sunstriker is born.**
  - The daughter of noble Highborne living in Zin-Azshari, she begins studying the arcane arts at a young age and pursues special studies in metallurgy and smithing.
- **Caestas Starseer is born.**
  - The son of a powerful family of Highborne sorcerers in the elven capital of Zin-Azshari, he is quick to begin training in the ways of the arcane, having been granted an esteemed position as first student to his own mother. Nepotism earns him highly coveted direct instruction, which he takes considerable advantage of.
- The mage-smith **Luminarian** forges the elven runeblade described to him by **Dath'Remar Sunstrider**, who had envisaged the weapon in a dream. The finished blade is named Felo'melorn.
  - **Dath'Remar** rises in status and reputation as one of **Queen Azshara's** most skilled sorcerers.
- Elven smiths, working in consort with arcane smiths of the five dragonflights, forge the twin prismatic blades Quel'Serrar and Quel'Delar, among many others which are gifted to the Kaldorei Highborne. These weapons, some of the finest blades in existence, would be passed down from one wielder to the next for thousands of years. The blades are noted for their efficiency and lethal edge when put against dragons.
  - **Rayne Sunstriker**, labors as one of these renowned arcane smiths.

*It is rumored, and broadly speculated by scholars and historians, that the dragonflights participated and guided the forging of these blades with the intention of supporting Kaldorei warriors who were tasked with hunting and slaying surviving proto-drakes, enemies of the five dragonflights.*

- It is believed that during this era **Prince Toreth** first gathers his Dragon Riders of Loreth'Aran and established close connections with the Emerald Dragonflight.
- **Rayne Sunstriker** is married to **Sin'thorn Brookhollow**, a fellow noble who held status as one of the many guard captains within the capital of Zin-Azshari.
  - The couple are quick to expand their family and establish the Sunstriker bloodline.
  - **Two sets of twins are born within a year of each other, Vin'tor and Sharan'asal, and Ashor and Hylian.**
- **Rayne Sunstriker**, a renowned arcane smith, is commissioned to forge the elven runeblade Quel'lassan for **Dath'solan Skyshroud** of Eldarath City.

- Twins **Vin'tor** and **Sharan'asal Sunstriker** begin training in the ways of the elite Highborne soldiers at a young age, and are later posted to serve as scouts and patrols in the areas around Zin'Azshari.
- Terimas **Skyshroud**, the eldest of **Atalas Skyshroud's** children, furthers the family line with the birth of several children.
  - **Elunar'adana Skyshroud is born in Suramar City.**
  - **Maeunar Skyshroud is born in Suramar City.**
  - **Kor'abath Skyshroud is born in Suramar City.**
- Cyllabor **Skyshroud** splits her time between the magic-focused cities of Falanaar and Nar'Thalas, where she helps to establish the Nar'Thalas Academy.

## Year -11,500

- **Sharan'asal Sunstriker**, having followed in the footsteps of her father as a soldier and earned renown in skirmishes against the Zandalari war bands still prowling the wilds of Kalimdor, joins **Prince Toreth** as one of his Dragon Riders of Loreth'Aran.
- **Ashor Sunstriker** ascends to the ranks of the renown sorcerers of Queen Azshara's Highborne, the first in their family to do so.
- **Reyana Skyshroud**, a priestess of Elune, marries a commoner with whom she has several unnamed children.
  - Given her marriage to a commoner, and the fashion in which her children are raised, she is considered an outsider within her family.
- **Ashuna'alorn Everwarden** is born.
  - He rises quickly over the five hundred years as a sorcerer of considerable talent. Though not born into nobility, he is granted status and title, and a position as one of **Queen Azshara's** Shen'dralar, as reward and recognition for his research and experimentation in the field of astromancy.
- A cohort of proto-druids, predating the teachings of **Cenarius** and **Malfurion Stormrage**, experiment to find a balance between the powerful arcane magics wielded by the Kaldorei, and the natural cycle.
  - This experimentation leads to the creation of the Arcan'dor. Many seeds of the Arcan'dor are gathered, and placed into sanctums across the Kaldorei empire.
  - **Valewalker Farodin** is one of the Kaldorei who joins the cohort of proto-druids tending to the Arcan'dor.

- **Nar'shala Skyshroud** departs the Temple of Elune and journeys west, towards Mount Hyjal, after learning of the natural cycles preached by the early proto-druids. She settles there and begins to learn from the Wild Gods and other elven settlers.
  - There, on the slopes of mount Hyjal, she falls in love and marries a young student of the Wild Gods, and later gives birth to twins.
- **Althuron Skyshroud, son of Nar'shala Skyshroud, is born on Mount Hyjal.**
- **Danebb Skyshroud, daughter of Nar'shala Skyshroud, is born on Mount Hyjal.**

## Year -10,300

- **Ashuna'alorn Everwarden** and several other astromancers glimpse great power out amongst the stars and begin to prepare a ritual to better understand it.
  - Several sorcerers of the Shen'dralar, under **Ashuna'alorn Everwarden's** guidance, craft an enchanted crystal, cut by some of the Highborne's most skilled craftsmen, which they call the Amethyst Focus.
  - The Amethyst Focus is taken and attuned to key focal points of Azeroth's ley lines, including the Well of Eternity, the Temple of the Moon in Suramar, and the peak of one of the Zandalari mountains. The rituals in each of these locations enables the focus to pierce beyond the skies of Azeroth with immense clarity.
- In Suramar City, **Kelsunas Skyshroud** explores the deeper secrets of the magical universe, drawing on research from visits to and from Zin-Azshari where he is able to study the Well of Eternity itself.
  - He travels back and forth between the cities with high frequency, and becomes a renowned scholar on the subject of magical preservation and containment, and later becomes an consultant to **Grand Magistrix Elisande** of Suramar.
- **Ashuna'alorn Everwarden** and the Shen'dralar gather in the secluded city of Eldre'thalas and conduct a powerful spell to see beyond Azeroth and deep into the cosmos, with the Amethyst Focus at the center of the ritual.
  - The beholding of such endless and tremendous cosmic power observed through the focus by **Ashuna'alorn**—the primary caster for the ritual—overwhelms the sorcerers conducting the ritual, **Ashuna'alorn** in particular.
  - **Ashuna'alorn** is struck into a coma that would last for thousands of years, during which his mind is left only to ponder the unbelievable sights that were beheld.
  - The Shen'dralar place **Ashuna'alorn's** body into a protected chamber and preserve him with magic, intending to observe and care for the astromancer until he wakes from his coma.

- The Skyshroud Family, under [Atalas Skyshroud](#), continues to expand their influence throughout the Kaldorei Empire.
- The Shen'dralar lock the [Amethyst Focus](#) away in the depths of Eldre'thalas, deeming it too powerful to be used without terrible injury.
  - Record of the artifact is carefully preserved and kept within the vast archives of Eldre'Thalas.

## The Ancient Wars of Azeroth

(-10,000 - -6,800)

### Year -10,000

#### – The War of the Ancients –

- Using the Well of Eternity, **Sargeras** contacts **Queen Azshara**, her counselors—including the sorcerer **Xavius**—and her Highborne magi and turns them to serve his Burning Legion.
  - Initially, the Highborne are granted powerful magics and abilities through the Fel in exchange for their loyalty, and begin to convert additional followers to join them.
  - Many Highborne willingly accept this gift in a bid for greater power and influence.
  - **Queen Azshara's** palace, and the capital of Zin-Azshari at large, becomes a bastion of the Legion's influence, long before any demons themselves arrive.
  - [Ashor Sunstriker](#) and [Terimas Skyshroud](#) pledge their loyalty to **Queen Azshara** and her court, and embrace the Fel as it is offered.
  - **Grand Magistrix Elisande** of Suramar pledges her people and city to **Queen Azshara's** forces, allying with the Legion.
  - [Caestas Starseer](#) and the Starseer family serve **Queen Azshara** loyally, but do not directly take up the Fel. Instead, they are tasked with rooting out dissenters. [Caestas](#) joins the hunt for rogue/rebel magi and others who seek to challenge the Queen.
  - **Dath'Remar Sunstrider** and his family pledge themselves to Queen Azshara, siding with her in a pursuit for greater power.
- Highborne summoners within **Azshara's** court begin to use the Well of Eternity to summon the lieutenants and servants of the Burning Legion in secret.

- The Kaldorei capital of Zin-Azshari becomes ground zero for the Legion's invasion of Azeroth, and these demons spread out through not just the city, but the empire at large.
- With their influence and reach expanding, more of the Highborne across the empire submit to the Legion's will, and accept the Fel in exchange for greater power.
- Many Highborne in service to **Queen Azshara** who embrace the Legion and are bestowed dark powers—with some even transforming into Satyrs.
  - The sorcerer **Lord Xavius**, one of **Queen Azshara's** closest and most influential advisors, is one of the first to wholly embrace the powers of the Legion and be transformed into a Satyr.
  - [Ashor Skyshroud](#) is transformed into one of the Satyr, and the transformation is partially completed for [Terimas](#).
  - Other notable members of **Queen Azshara's** court who embrace the Fel and transform into Satyrs include the sorcerers **Rethazar**, **Xalan**, **Zevrax**, and the princes **Kellen** and **Xavalis** who are rumored to be the sons of none other than **Lord Xavius** himself—one of **Queen Azshara's** closest advisors and most powerful sorcerers. The sorcerer **Alzzin**, one of **Lord Xavius'** first students, is also transformed into a Satyr.
  - [Terimas Skyshroud's](#) children, [Elunar'adana](#) and [Maeunar Skyshroud](#), also pledge their loyalty to Queen Azshara and work to bolster the Legion's ranks by aiding in the summoning of demons.
- Not all Highborne embrace the dark gifts of the Legion, however, and some even outright oppose the dark turn taken by **Queen Azshara**.
  - [Kelsunas Skyshroud](#) and his nephew, [Kor'abath Skyshroud](#)—the son of [Terimas Skyshroud](#)—are weary of Queen Azshara's decisions and withhold their loyalties, but do not outright oppose her.
  - [Sin'thorn Brookhollow](#) is slain in Zin-Azshari by rebels in opposition to **Queen Azshara's** demonic allies.
  - [Jarod](#) and [Maiev Shadowsong](#), along with **Malfurion Stormrage** and **Tyrande Whisperwind**, are among the many notable individuals who oppose the Legion.
- As the Legion's armies emerge through the Well of Eternity into the capital city of Zin-Azshari, they destroy the city nearly entirely, sparing only the Highborne loyal to **Queen Azshara** and the Legion.
  - As news of the demonic invasion spreads, the Kaldorei struggle to rally against the invaders. Some Highborne even turn against **Azshara** and are charged by **Lord Kur'talos Ravenrcerst** with forming the Moon Guard, an order of magi sworn to oppose the Legion.

- **Hylian Sunstriker** is one of the many sorcerers who join the Moon Guard, along with her mother **Rayne Sunstriker**.
- **Malfurion Stormrage**, **Tyrande Whisperwind**, **Kur'talos Ravencrest**, along with other heroes of the Kaldorei, endeavor to form the Kaldorei Resistance, an army of elves, guardians of nature, and otherworldly individuals from both the present and the future.
  - **Prince Toreth** also joins the Resistance, bringing with him the Dragon Riders of Loreth'Aran, who, blessed by **Ysera**, ride on the backs of emerald drakes and dragons to battle the Legion.
  - **Kur'talos Ravencrest** becomes leader of the Resistance, and commands its armies from Black Rook Hold, near Suramar.
  - **Nar'shala Skyshroud** and her two sons, **Althuron** and **Danebb**, join the Kaldorei Resistance, along with Nar'shala's sister, **Reyana Skyshroud**.
  - **Vin'tor Sunstriker** abandons the loyalist forces and joins the resistance.
- Given her place of reverence within Kaldorei culture, many of the elves are unaware, or refuse to believe that **Queen Azshara** herself had aligned herself with the Legion, and instead believe that they were fighting a war to save her.

### – The Resistance Grows –

- **Tyrande Whisperwind** is captured by the Legion on Azeroth and held as a prisoner.
  - **Dath'Remar Sunstrider**, after learning of her capture, visits **Tyrande** in prison and reveals his doubts and reservations about **Queen Azshara** and her pact with the Legion.
  - **Dath'Remar** is offered sanctuary and redemption within the Resistance. He breaks **Tyrande** out of prison and rallies many other Highborne sorcerers who defect with him. Together, they flee the city and escape to join the Resistance.
  - This major development proves to be a huge boon to the Resistance efforts, as it not only brings to their side powerful arcanists, but it also deprives **Queen Azshara** and the Legion the sorcerers they need to stabilize and expand the portal within the Well of Eternity.
  - **Dath'solan Skyshroud** and his children, **Mordrathan**, **Elbathan**, and **Gladathan Skyshroud** are drawn into the resistance and join Kaldorei forces in battling the Legion. They operate out of the city of Eldarath initially, but branch outwards as the conflict expands.

- **Caestas Starseer** is dispatched to Suramar to root out potential rebels, and his investigation takes him close to Nar'Thalas, a prosperous city and one of the central places of magical instruction within the Empire.
- **Kur'talos Ravencrest** tricks two ravens, **Huginn** and **Muninn**, companions of the Titan-Forged **Keeper Odyn**, into giving him the Raven's Eye, a powerful artifact capable of enabling the user to read and understand any language.
  - In spite of **Kur'talos**'s trickery, the ravens adopt a fierce dislike of Kaldorei.
  - **Kur'talos** is able to use the Raven's Eye to great effect during the War of the Ancients, enabling him to stay on top of intelligence and reconnaissance.
- The elven prince **Farondis**, in the city of Nar'Thalas, plots to destroy the Well of Eternity using the Tidestone of Golganneth, believing it to be a way to bring an end to the War of the Ancients before it spirals further out of control.
  - **Farondis** is betrayed by an advisor, and word of his plot reaches **Queen Azshara**.
  - To punish the prince, **Queen Azshara** lays waste to the city of Nar'thalas where **Farondis** rules, and curses its inhabitants to an eternity as tormented spirits. The destructive magic the **Queen** unleashes also decimates the Tidestone, and the pieces are lost to the bottom of the ruined city.
  - **Cyllabor Skyshroud** and both **Hylian** and **Rayne Sunstriker** are both killed as the Wrath of Azshara destroys Nar'thalas, a place they had been operating out of.
  - **Caestas Starseer** is witness to the destruction of Nar'thalas, which prompts him to rethink his allegiances. He seeks out the Moon Guard near Suramar and pledges his aid, finally turning against both the **Queen**, and his noble lineage.
- **Neltharion, the Aspect of Earth and head of the Black Dragonflight**, emerges to also join the resistance. Having been slumbering in the earth for ages, **Neltharion**'s mind has been warped by the presence and whispers of **N'zoth**—one of the old gods.
  - **Neltharion** convinces the other dragon aspects to put their power into an artifact called the Dragon Soul which he then unleashes upon them during battle, decimating the ranks of the Dragonflights and forcing them to scatter. This leaves the defenders of Azeroth without the aid of the dragons.
  - **The Dragon Riders of Loreth'Aran**, including **Prince Toreth**, are slain in western Kalimdor by **Neltharion**'s black dragons, erasing all that existed of the noble order of dragon riders. What remains of their legacy is buried on what would soon become Silvergale Isle west of Kalimdor.
  - **Sharan'asal Sunstriker** is one of the many elven dragon riders to be slain in the battle.
- **Illidan Stormrage**, brother to **Malfurion**, fights beside the Moon Guard, an elite cadre of Kaldorei mages who oppose **Queen Azshara** and the Legion.

- **Illidan** is promoted to lead the Moon Guard after demonstrating his impressive capabilities with the arcane.
- **Illidan** embraces more and more dangerous means to fight the Legion, eventually going as far as to break ties with the Moon Guard and pursue his own path to defeating the demons.
- [Kelsunas Skyshroud](#) learns the extent of [Queen Azshara's](#) pact with the Legion, and urgently confronts his mother, [Atalas Skyshroud](#), and his brother, [Terimas Skyshroud](#), in an effort to break them away from a path of destruction.
  - The confrontation erupts into violence between [Kelsunas](#) and [Terimas](#), the latter who has already begun a partial transformation into one of the Satyr. Drunk with power, [Terimas](#) refuses to betray [Azshara](#) and the Legion, and the brothers come to blows.
  - Unable to stop her children from fighting, [Atalas Skyshroud](#) is witness to the death of her son [Terimas](#) at the hands of his brother, [Kelsunas](#).
  - Seeing just how far [Terimas'](#) craving for power had taken things, [Atalas](#) relents and breaks ties with [Azshara's](#) Highborne forces. She then joins [Kelsunas](#) and one of [Terimas'](#) sons, [Kor'abath](#), in joining the Kaldorei Resistance operating out of Suramar.
- [Queen Azshara](#) dispatches her chief commander, [Captain Varo'then](#), to deal with the Kaldorei Resistance.
  - [Varo'then](#) deploys an assassin who murders [Lord Kur'talos Ravencrest](#), dealing a significant blow to the Resistance.
  - [Lord Desdel Stareye](#), and later [Jarod Shadowsong](#), replace [Kur'talos](#) as leader of the Kaldorei army after his death.
  - The death of [Kur'talos Ravencrest](#) drives his daughter, [Illysanna Ravencrest](#), into immense despair. She abandons the Resistance to join [Illidan Stormrage](#)—believing him to know how best to defeat the Legion.
- [Elunar'adana](#) and [Maeunar Skyshroud](#), children of the now-slain [Azshara](#) loyalist [Terimas Skyshroud](#), learn that their uncle [Kelsunas](#) is responsible for the death of their father, and vow to take revenge.
  - The siblings travel to the city of Suramar with a small cadre of demons and retainers with the intent of battling their uncle to the death.
- Determined to attain power beyond comprehension, [Illidan Stormrage](#) joins the Legion and is imbued with power by [Sargeras](#) himself.
  - Tasked by the [Mad Titan](#) with capturing the [Dragon Soul](#) from Deathwing, [Illidan](#) ventures out into Kalimdor while the Kaldorei continue to wage a war for the survival of their world.

- **Illidan** successfully captures the Dragon Soul and delivers it to the Highborne so that they can create a gateway in the Well of Eternity for **Sargeras** to emerge through.
- This process deeply corrupts the Dragon Soul, and it becomes known as the Demon Soul.
- **Caestas Starseer** goes on a mission back into Suramar once more, working undercover in order to rally more support for the Resistance amongst the ranks of Suramar's finest sorcerers.
- The Highborne of Suramar, under the leadership of **Grand Magistrix Elisande**, begin to see the folly in having thrown their lot in with the Legion.
  - Learning of the Legion's intention to open a portal in the Temple of Elune just outside the city of Suramar in order to further expand the war, a task which may very well destroy Suramar, **Elisande** leads a covert mission against the Legion to thwart their efforts and destroy the portal.
- Despite successfully completing their task and thwarting the Legion's efforts, **Grand Magistrix Elisande** decides against joining the resistance, and instead leads the Highborne magi of Suramar in using the Eye of Aman'Thul, one of the Pillars of Creation, to create a vast fountain of magic known as the Nightwell, and in the process raise a barrier around the city.
  - **Kelsunas Skyshroud** is one of the many magi who take part in both creating the barrier and the Nightwell within Suramar.
  - **Caestas Starseer**, on a mission within the city, is trapped within Suramar as the barrier goes up - and unable to escape.
  - **Elunara** and **Maeunara**, having traveled into Suramar to kill their uncle, **Kelsunas Skyshroud**, become trapped within the city.
  - Over time, exposure to the energy of the Nightwell transforms the Highborne Kaldorei within Suramar into the Shal'dorei—the Nightborne. Suramar remains sealed off from the world beneath its barrier for ten thousand years, and many within the city believe the world outside to have been destroyed.
- The elven forces within Suramar City exact a purge of any lingering demons within the city, and many **Azshara** loyalists are pressured into publicly declaring their loyalties to **Elisande**, or are tried and executed in extra-judicial courts held by aggrieved victims of the Legion's cruelty.
- Acting before the sham Suramar courts can capture or compel them, **Elunara** and **Maeunara** move to attack and kill their uncle, **Kelsunas Skyshroud**, but are stopped by their grandmother, **Atalas Skyshroud**.
  - The matriarch of the Skyshroud house forbids further bloodshed, and sets her household in order. Addressing the new reality of life within Suramar's bubble, **Atalas** demands that those of the Skyshroud line forget old grievances and put their focus

towards surviving and cementing their status in Suramar. She anticipates many political rivalries to grow and become deadly.

- A bitter feud develops as [Elunar'adana](#) and [Maeunar Skyshroud](#) focus their attention on the younger, less dominant half of the Skyshroud family line, pitting themselves and their descendants against the dominant half, under the lordship of [Kelsunas](#)—now the oldest living child of [Atalas Skyshroud](#)—in a feud that lasts through the next ten millennia.
- The Skyshroud family, under [Atalas Skyshroud](#) in Suramar, eventually evolve into the Nightborne.
- **Dath'Remar Sunstrider**, one of the Highborne's greatest sorcerers, leads many of his fellow sorcerers in joining the resistance—having seen what fate an alliance with the Legion would bring.
  - United under the leadership of the Kaldorei **Jarod Shadowsong**, the resistance assaults the last standing fortifications within Zin-Azshari, the capital of the Kaldorei Empire.
  - Most notably, **Dath'Remar** battles against the demons wielding his arcane blade [Felo'melorn](#), which becomes a symbol of hope for many in the resistance.
  - **Dath'Remar** and his famed elven blade attain legendary status amongst the Highborne, a legacy which carries far into the future.
- [Reyana](#) and [Dath'solan Skyshroud](#)—the children of [Atalas Skyshroud](#) living outside of Suramar—are summoned to Hyjal by their sister, [Nar'shala Skyshroud](#), to join the Kaldorei resistance in the latter battles of the war.
  - Also present are [Dath'solan Skyshroud's](#) children, [Mor'drathan](#), [Elbathan](#), and [Gladathan](#), as well as [Nar'shala's](#) Skyshroud's children, [Althuron](#) and [Danebb](#).
  - These surviving members of the Skyshroud family—at least the ones outside of Suramar—remain together for the remainder of the war.

### — The Sundering of Kalimdor —

- **Malfurion Stormrage** and **Tyrande Whisperwind** lead an all out assault on the capital, Zin-Azshari, and the portal within the Well of Eternity itself. They are joined by **Illidan Stormrage**, who claims his defection had been a ruse to learn of the Legion's weaknesses.
  - Together, the trio reclaim the [Dragon Soul](#), now the [Demon Soul](#), and destroy the Well of Eternity by interrupting the gateway ritual.
- The destruction of the Well of Eternity causes the Sundering, in which some eighty percent of Kalimdor is destroyed.

- **Azshara**, with most of her people drowning, is alleged to have made a pact with **N'Zoth**—one of the Old Gods imprisoned within the earth—and swears herself to an eternal pact.
- Many Kaldorei dragged underwater are transformed into the hideous Naga as part of **Azshara's** pact.
- Some of those transformed include her own handmaids and chief advisors, including **Lady Vashj**, her personal handmaiden. Other notable Highborne transformed into the Naga include **Athissa**, **Naz'jar**, **Naj'entus**, **S'theno**, **Sira'kess**, **Nar'jira**, **Ophelia**, **Idra'kess**, **Raj Naz'jan**, **Zar'jira**, and **Zhahara**.
- Though an accurate, trustworthy account is not attainable, it can be presumed that much of the capital city of Zin-Azshari sinks nearly whole to the bottom of the fast rising oceans. Being built around the Well of Eternity, and at the epicenter of the Sundering, much of the city remains intact. The outlying regions, however, and much of Kalimdor, is destroyed.
- Beneath the rising waters which form the Great Sea, the Naga, under **Queen Azshara**, forge an insidious empire.
  - The Naga claim the ruins of Zin-Azshari, former capital of the Kaldorei Empire, as the seat of their new empire. From the ruins they build the underwater city of Nazjatar, from which **Queen Azshara** comes to rule once more.
- A secretive sect of Highborne called the Shen'dralar - meaning “Those Who Remain Hidden”, who had cloistered themselves away in the city of Eldre’thalas under the leadership of **Prince Tortheldrin**, shield their city from the destruction which brings near ruin to much of the world.
  - Cut off from the Well of Eternity’s reach and power, the Shen’dralar begin to struggle with diminishing power and waning mortality.
  - Preserved and warded in a chamber deep within the city, [Ashuna’alorn Everwarden](#) remains in a coma, unaware of the events unfolding across Azeroth.
  - Struggling to find a way to survive without the power granted by the Well of Eternity, the Shen’dralar look to darker magics and rituals as a way to make up for the shortfall.
  - These efforts begin to drive **Prince Tortheldrin** to madness, a sickness which only grows over time.

### – The Birth of Nordrassil –

- Fearing a repeat of the War of the Ancients, the Kaldorei forbid the use of arcane power, and flee to Mount Hyjal to seek refuge.

- At the summit, however, they discover that **Illidan Stormrage** has created a new fount of power using water from the original Well of Eternity.
- Furious that his brother would so recklessly create another potentially catastrophic fount of magic, **Malfurion Stormrage** banishes his brother, **Illidan**, to a prison deep within a barrow den, and tasks **Maiev Shadowsong** with serving as his warden for the next ten thousand years.
- **Maiev Shadowsong** builds a cohort of fierce sentinels, known as Wardens, who assume the lifelong duty of guarding the barrow den prison.
  - Their ranks swell as the Wardens are tasked with hunting down rogue demons and magic users who aided the Legion.
  - The Vault of the Wardens is built off of a coastal island surrounding the now-shielded city of Suramar, and it is used to house prisoners captured by the Wardens.
- Knowing the new Well of Eternity could potentially become another source for the Legion to use, the surviving Dragon Aspects place an acorn from G'Hanir, the Mother Tree, into the well of Eternity. From this seed a new world tree begins to take root: Nordrassil.
  - Serving as a cap, the tree both masks and protects the new Well of Eternity from being used as a gateway for the Legion.
  - **Alexstrasza the Lifebinder**, Queen of dragons, imbues Nordrassil with strength and vitality, blessings which affect the Kaldorei as well.
  - **Ysera the Dreamer** also places a blessing on Nordrassil, binding it to the Emerald Dream and enabling the Kaldorei to freely enter that realm.
  - **Nozdormu the Timeless One** places the one last blessing upon Nordrassil, blessing it with immortality which extends to the Kaldorei as well.
  - The Kaldorei begin to draw their immortality from this new world tree and the well beneath it, and dedicate their lives to druidic practices, swearing off magic for good.
- The Dragonflights seal off the Dragon Isles from the world following the Sundering, departing the seat of their own empire to more closely watch over Azeroth.
- Beneath the waters, the newly created Naga rally under **Queen Azshara**, who begins to form an underwater empire for her serpentine followers, now all sworn and bound to the old god **N'zoth**.
  - The Naga form a large collective of tribes that spread across Azeroth. Some of those tribes and their notable leaders include the: Azsh'ir; Blackfathom, led by **Lady Sarevess**; Blackscale, led by **Fathom-Lord Heth'Jatar**; Bloodcursed, led by **Atoph the Bloodcursed**; Bloodscale, led by **Rajis Fyashe**; Bloodwash; Coifang, led by **Lady Vashj**; Coilskar, led by **High Warlord Naj'entus**; Daggerspine, led by **Prince Nazjak**; Darkcrest, led by **Rajah Haghazed**; Darkspine; Darkscale, led by **Warlord**

**Wrathspine;** Darktide, led by **Soulbinder Kraj'tess;** Deepsurge, led by **Lady Ssathara;** Dreadcoil, led by **Summoner Siavass;** Felrage, led by **Warlord Kaz'jatar;** Hatecoil, led by **Tidemistress Athissa** and **Warlord Parjesh;** Hatecrest, led by **Lord Shalzaru** and **Lady Szallah;** Idra'kess, led by **Overseer Idra'kess;** Murkwater; Nazeshi, led by **Tidemistress Nazesh;** Naz'jar, led by **Lady Naz'jar;** Rimescale; Riplash, led by **Emperor Raj Naz'jan;** Sash'tar, led by **Tidemistress Sash'tar;** Sira'kess, led by **Lady Sira'kess;** Slitherblade, led by **Lord Kragaru;** Spitefin, led by **Tide Lord Vorshasz;** Spitelash, led by **Warlord Krellian** and **Lady Sesspira;** Spitescale, led by **Zar'jira** and **Naj'tess;** Stormcoil, led by **Overseer Zarjish;** Stormscale, led by **Lord Sinslayer;** Strashaz, led by **Tidelord Rrurgaz** and **Morgala Darksquall;** Tidescale, led by **Mistress Sassz'ine** and **Warlord Darjah;** Timesworn; Vashj'elan; Vilescale, led by **Lord Slithin;** Wrathfin, led by **Overseer Tidewrath;** Wrathscale, led by **Warlord Sriss'tiz** and **Lord Xiz;** Wrathtail, led by **Ruuzel;** Zanj'ir, led by **Commander Minzera** and **Warlord Zalzjar;** Zeth'jur, led by **Lady Rash'iss;** Zin'jatar, led by **Fathom-Lord Zin'jatar;** and the Zithreenai tribe, led by **Lady Zithreen.** Note that listed leaders are those identified and confirmed to have, at least at one point, have led their tribe, or a faction of it, and they may not be the overall or permanent leader. Given the hostility of the Naga, it is not currently possible to discern specifics beyond what is presented.

- In the wake of the War of the Ancients, [Dath'solan Skyshroud](#) establishes himself as the Lord of the Skyshroud noble line, with the family believing that [Atala Skyshroud](#) and the others were killed during the Sundering.
  - The eldest member of the family still living, he takes control of the family's remaining estates and retainers and seeks to restore their influence and ensure their hold on power, despite the growing resentment shown towards the Highborne.
  - Seeking to maintain the arcane practices of the Highborne, [Dath'solan](#) faces hostility from the Kaldorei at large, and the Skyshroud nobles struggle to cement their position once again.
  - [Reyana](#) and [Nar'shala Skyshroud](#), along with the latter's children, embrace the Kaldorei's new druidic mindsets and swear off arcane magic; over time they come to advocate for the prohibition on magic use.
  - Tensions within the family rise, but no confrontations ever erupt into violence.

Year -9,400

– Regrowth –

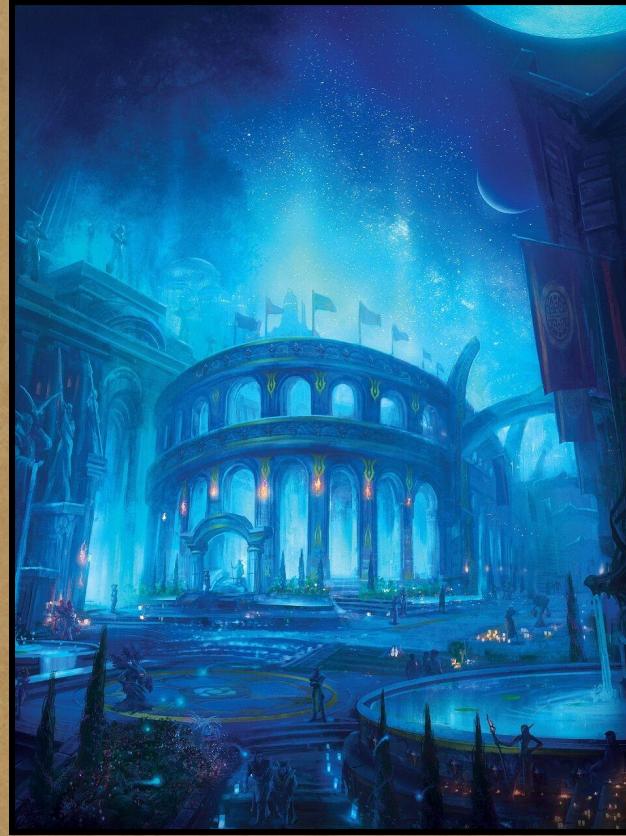
- Exiles from the city of Suramar are cast out into the world to a fate unknown to those residing within the secluded city. Cut off from both the Well of Eternity, and the Nightwell, these exiles begin to wither away.
  - They are found by **Valewalker Farodin**, a tender of the Arcan'dor at Moonshade Sanctum. Taking pity on them, **Farodin** provides them with a seed of the Arcan'dor, though it only sustains the exiles for a time before becoming unstable.
  - The Arcan'dor at Falanaar explodes, damning the exiled Highborne from Suramar drawing upon it for sustenance, and transforming them and the man dryads taking sanctuary with them into the Fal'dorei, a twisted race of crystalline monsters.
  - The Fal'dorei come to dominate the ruined sanctums of Falanaar under the rule of **Orathiss**, one of those transformed, and they expand their holdings throughout the labyrinth.
  - Within the Temple of Fal'adora at Falanaar, the ruined Arcan'dor remained in the chamber known as the Shattered Locus, and would be the source of power for the Fal'dorei for nearly ten thousand years.
- **Valewalker Farodin** lamented the destruction of the exiles and their curse, and resolved to take one of the seeds of the Arcan'dor and look after it to ensure a repeat did not occur.
  - With this endeavor, he remains close to the ruined sanctums west and north of Suramar City, a vigilant watcher of sorts that seeks to study and understand the plight of the Fal'dorei.
- In the centuries following the Sundering, the Kaldorei spread out into the slowly healing wilds of what remains of Kalimdor. They create several organizations, such as the Sentinels, to protect and guard the remains of their society.
  - **Malfurion Stormrage** trains other druids and many of them turn to **Ysera** in the Emerald Dream, the Aspect of the Green Dragonflight, for further instruction.
  - **Althuron** and **Danebb Skyshroud**, the sons of **Nar'shala Skyshroud**, are some of the early druids trained by Malfurion Stormrage.
- Within the sealed city of Suramar, **Caestas Starseer** adjusts to his new life - and the belief that the world beyond the barrier had been utterly destroyed by the Sundering.
  - He seeks out associates and allies within Suramar, but remains on edge and highly cautious - unsure who he is able to trust.

- Having narrowly escaped destruction during the Sundering at the end of the War of the Ancients, **Prince Tortheldrin** and the Shen'dralar in Eldre'thalas grow weak while cut off from the Well of Eternity.
  - Toiling away to find a solution, **Prince Tortheldrin** orders the construction of massive pylons within the elven city, and fashions them into a prison for a powerful demon known as **Immol'thar**—which is captured and imprisoned within the halls of the city.
  - The **Prince** begins to siphon the demon's dark energy, which rejuvenates the power lost to him over the years.
  - Many of the Shen'dralar take after **Prince Tortheldrin**, and begin to siphon from the demon, something to which they quickly grow addicted. The magic is coarse, raw, and far more potent than the powers they once drew upon from the Well of Eternity.
- Over time, the task of keeping **Immol'thar** imprisoned requires more and more power from the Shen'dralar, something which drives them to dangerous methods and means.

## Year -9,300

### – War of the Satyr –

- The Satyr, Highborne sorcerers who were gifted power by the Legion centuries before and thus transformed into hideous demons, emerge once more and seek to wage a war of all out destruction against the Kaldorei. These efforts are coordinated and led by the Lords of the Emerald Flame, Satyrs who still fight in the name of the Burning Legion.
  - Among the many notable Satyr who join the war effort are **Xalan the Feared**.



*Eldre'thalas, Sanctuary of the Highborne*

- Some druids, following the druid **Ralaar Fangfire**, embrace a new Pack Form in the image of the Wild God **Goldrinn** in an effort to battle back the Satyrs, becoming the first of the Worgen.
- The Worgen are truly primal and feral beasts, part elf and part wolf, and deal just as much damage to the Kaldorei as they do to the Satyrs.
- **Malfurion Stormrage**, **Tyrande Whisperwind**, **Shandris Feathermoon**, and many other Kaldorei heroes join the fight against the Satyrs, which ends with the defeat of the demons.
  - Reyana Skyshroud, her sister **Nar'shala Skyshroud**, and the latter's sons, **Althuron** and **Danebb**, join the Kaldorei in battling against the Satyrs.
  - **Nar'shala Skyshroud** is slain in battle while fighting the Satyrs.
  - **Shandris Feathermoon** dispatches a small party of Kaldorei assassins who successfully eliminate **Xalan the Feared**, one of the Satyrs leading the war.
- The War of the Satyr drags on and costs the Kaldorei dearly, but eventually the demons are driven back and scattered to small pockets throughout Kalimdor.
  - Though the Satyrs are largely defeated, they never truly fade as a threat, and often emerge to cause trouble and suffering for the Kaldorei. Even to the present day, the Satyr remain a chief enemy of the elves.
  - Amongst the many small pockets of Satyrs, several notable factions emerge, including: the Bleakheart, ruled by **Rethazar the Fallen**; the Deth'ryll; the Felmust; the Haldarr; the Hatefury, ruled by **Prince Kellen**; the Jadefire, ruled by **Prince Xavalis**; the Legashi, ruled by **Master Feardred**; the Putridus, led by **Lord Vyletongue**; the Wildspawn, ruled by **Alzzin the Wildshaper**; the Xavian, formerly ruled by the slain General **Xalan the Feared**; the Axxerien, ruled by **Zevrax**; the Nethervine, ruled by **Thorngrin the Tender**; the Nazzivus; the Sargerron; and the Unbound.
- Realizing the danger posed by unregulated practice of druidism, **Malfurion** creates the Cenarion Circle, an order of druids that would guide and govern all druids.
  - **Malfurion** banishes the Worgen into the Emerald Dream, where they sleep for thousands of years, temporarily brought to peace and rest.
  - **Althuron** and **Danebb Skyshroud** both join the Cenarion Circle, and continue their training and lives as druids.
- **Reyana Skyshroud** joins the Sentinels under **Tyrande Whisperwind** and **Shandris Feathermoon**, a role she would continue through the many long years ahead.

Year -7,300

### – Exile of the High Elves –

- Found still to be practicing the “dangerous” arcane magics that had led the Burning Legion to Azeroth, and resulted in the Sundering, the Highborne survivors are looked down upon by the Kaldorei, and forbidden from using their magics.
  - **Dath'Remar Sunstrider**, one of the leaders of the Highborne who had sided with the Resistance, publicly mocks the druidic ways, claiming that magic is the birthright of the Kaldorei.
  - The Highborne continue to use their magic and in a show of defiance unleash a powerful and devastating magical storm on Kalimdor’s forests.
  - This bold and dramatic act enrages many of the Kaldorei, and even strikes fear of another invasion by the Legion, which prompts the leadership of the Kaldorei to act.
- Unwilling to kill off so many of their own people, **Malfurion Stormrage** banishes the surviving Highborne from the continent, an act that drives a wedge between the elven people.
  - The exiled Highborne journey across the sea under **Dath'Remar Sunstrider**’s leadership and settle in Tirisfal, a place later to be called Lordaeron.
  - **Vin'tor Sunstriker** is one of the many exiled Highborne who venture east with Dath'Remar. A veteran soldier and officer of modest rank, he is tasked with leading many of the scouting parties after making landfall.
  - **Dath'solan Skyshroud** and his children, **Mor'drathan**, **Elbathan**, and **Gladathan**, are among the many exiled Highborne who venture east with **Dath'Remar**.
- Severed from the magic of the Well of Eternity, and so far from it now, the elves struggle to survive in this new land. Many die of starvation and withdrawal, or are driven to insanity by the dark energies permeating the land in western Tirisfal.
  - This dark energy, in fact, is the result of an ancient battle between the Titan Watcher **Tyr** and the C'Thraxxi monsters **Zakajz the Corruptor** and **Kith'ix**, a fight in which **Tyr** sacrificed himself to kill **Zakajz** and wound **Kith'ix** - but also lost his own life. The death of **Zakajz** spread corruption into the land where he fell, an effect which still lingers today.
  - Many of the exiles blame their plight on the primitive humans that live in the region, and many more begin to lose faith in this new ‘promised’ future.
  - **Elbathan Skyshroud**, son of **Dath'solan Skyshroud**, withers away and dies during the Highborne’s exile.

- **Dath'solan** puts blame for his son's death on the Kaldorei, and begins to develop a resentment towards his now-distant kin.
- **Dath'Remar** manages to rally his people and lead them onwards further to the east and north.
  - As the elves venture in the northern lands of the continent they encounter the Amani Trolls, savage primitives who also survived the Sundering and have held out within their domain of Zul'Aman.
  - Desperation drives the elves further north, and into direct conflict with the trolls.
- Despite the desperation facing the exiled Highborne, **Vin'tor Sunstriker** connects with one of the other exiles, **Selen'dial Everbloom**, and the two wed soon after their introduction, and then conceive the first of their children.
- **Melor Sunstriker is born.**
  - The firstborn son of **Vin'tor Sunstriker** and **Selen'dial Everbloom**, he is also the first in his family to pursue the skillset and life of a ranger.

## Year -6,900

- **Lutheran and Talas'arien Sunstriker are born.**
  - The sons of **Vin'tor** and **Selen'dial Sunstriker**, they follow in the trend of many in their family before them, being born twins. They both follow in the footsteps of their father, **Vin'tor Sunstriker**, and start training at a young age to become soldiers.
  - The family's reputation and influence continue to spread throughout Quel'Thalas as several members rise to prominence in various courts and circles. The children of **Vin'tor** and **Selen'dial Sunstriker** are tutored and reared deliberately with the intent of them inheriting a considerable amount of influence and power.

## The Founding of Quel'Thalas

(-6,800 - 2,800)

## Year -6,800

### – The Founding of Quel'Thalas –

- The elven exiles from Kalimdor fight onwards and settle in the Amani lands. The trolls, still holding bitter resentment towards the elves from the days of **Queen Azshara's** empire, wage unrelenting war against the exiles, hounding them at every turn.

- Vin'tor Sunstriker leads his three sons, Melor, Lutheran, and Talas'arien, among other soldiers of the Highborne army, against the Amani trolls.
- Luthren Sunstriker is killed in battle against the Amani, having reached barely a hundred years old.
- Discovering the nexus of ley lines in the far north of the continent, Dath'remar Sunstrider pours a vial of water from the Well of Eternity, stolen from the Kaldorei, into a lake, creating a new font of power and blinding light that the elves proclaim as the Sunwell.
  - The elves vow to cast aside the Kaldorei's practices and culture, and come to embrace the sun instead of the moon. They take on the name Quel'dorei in honor of the new future they have embraced.
  - The Quel'dorei call their new home Quel'Thalas, or High Home - in Thalassian.
- The seven most powerful noble families amongst the Quel'dorei form a ruling council known as the Convocation of Silvermoon, which rule the nation. Dath'remar Sunstrider continues to hold the title of king, but serves only as the symbolic leader of the nation rather than a domineering monarch.
  - Several noble families comprise the Convocation, including: House Dawnstar, House Drathir, House Duskwither, House Falthrien, House Salonar, House Starseeker, House Windrunner, and House Wyrmrider.
  - Lesser noble families not included within the Convocation of Silvermoon include: House Andilien, House Dawsinger (later House Dusksinger), House Duskrider, House Dayleaf, House Saltheril, House Skyshroud, House Starseer, House Sunstriker, and House Thuron.
- In the wake of the Sunwell's creation, its magic seeps into the forests of the north and is absorbed by the living trees.
  - The oldest tree in Quel'Thalas, in particular, begins to rapidly grow, expanding into what becomes known as Thas'alah—Light of the Forest—the mother tree of Quel'Thalas.
  - The mother tree is located in the far south of Quel'Thalas along the base of the mountains at the border.

### — The Amani Attack —

- The Amani trolls do not share the Quel'dorei's eagerness for a new elven empire in the east, and launch an all out assault upon the fledgling nation.

- Dath'solan Skyrshroud's wife, **Ornalad'anel**, is slain by the Amani in the early months after the Quel'dorei's arrival.



*The Sunwell Plateau on the Isle of Quel'Danas.*

- Both Dath'solan and his surviving two children take part in the aggressive campaigns against the Amani trolls.
- Barely able to hold back the tides of enemies, **Dath'Remar** encourages his Quel'dorei to embrace the arcane powers of the Sunwell, and together the elves drive back the Amani.
- It is through these initial battles that the Quel'dorei develop tactics and strategies that prove to be highly effective against the Amani, who are in turn unable to best the elves in open combat.
- Quel'dorei soldiers and magi unleash blistering magics upon the trolls, and develop a staunch position of total war against the trolls.

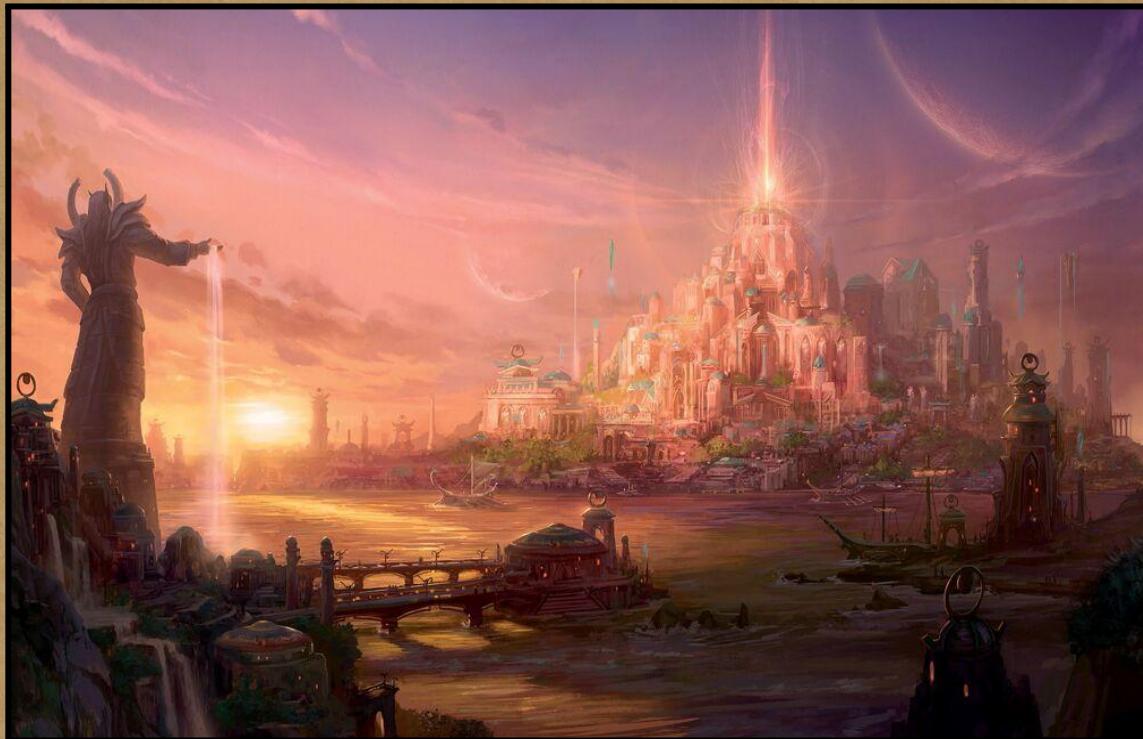
- The Quel'dorei carve away huge portions of land from the Amani, expanding their own empire. With each battle, the Quel'dorei grow more powerful, drawing upon greater and greater magic that raises concerns about a repeat of the War of the Ancients - and the return of the Legion.
  - In order to shield themselves from the eyes of the Burning Legion, and to better practice their magic in peace, the Quel'dorei erect Ban'dinoriel, a magical shield that covers all of Quel'Thalas - something which is powered by several runestones scattered across the kingdom, as well as the Sunwell itself.
- The Amani, realizing there is no hope in defeating the Quel'dorei, withdraw back into the mountainous forests of Zul'Aman, harboring resentment from afar.
  - Instead of waging an all out war, the Amani engage in skirmishes and ambushes, attacking the Quel'dorei wherever weaknesses are found.
- To counter these ambushes, the Quel'dorei establish the Farstriders—also known as the Thalassian Ranger Corps—an organization of archers and trackers capable of matching the troll's skill in forest combat.
  - Melor Sunstriker, already a fairly skilled archer and wilderness tracker, is one of the early members of this elite cast of warriors called Rangers.
- Using their now unrestrained magic the Quel'dorei transform the region, forging a prosperous nation wrapped in eternal spring - assured through raw power drawn from the Sunwell.
- The Quel'dorei establish Silvermoon City as their capital, and expand it into a sprawling utopian society that some argue even rivals Zin-Azhari in its prime.
  - **Dath'Remar** establishes the Sunstrider dynasty, which would last until the fall of the kingdom some six millenia later.
- Dath'solan Skyshroud and his two surviving children, Mor'drathan Skyshroud and Gladathan Skyshroud, are among the many Highborne exiles who settle in Quel'Thalas.

- Dath'solan names their new family estate, in eastern Quel'Thalas, Elbath'aran, in honor of his late son who perished during the Highborne's exile.

## Year -6,000

### – The Cursing of Moonsong –

- Highborne elves living in the partially ruined city of Shandalar, in the isolated reaches of Northrend, struggle to survive in the wake of the Well of Eternity's destruction.
- The Highborne of Shandalar witness the Blue Dragonflight, natives to the area, consuming raw power from creatures they've turned into crystals through magic. The Highborne believe this method can be a cure to their withdrawal, and that their civilization could be saved with the use of such practices. Despite attempts to communicate and seek aid from the dragons, the Highborne are ignored, or even met with violence.
  - The Highborne resolve to sneak into the domain of the Blue Dragonflight, the Nexus, and uncover the dragons' method of crystalizing living essence.



*Quel'Thalas, home of the Quel'dorei.*

- The Highborne also steal artifacts from the Blue Dragonflight while inside, driven by their greed and lust for knowledge and power.
- The selfish thievery and disregard for magic exhibited by the elves enrages the Blue Dragonflight, and the azure dragons assault the Highborne in Shandalar.
  - Intending to protect themselves, the Highborne attempt to use the new found ritual to crystalize part of the forest in order to drain it of magic, and then use it as a weapon against the dragons. Their actions, however, bring only ruin.
- Sensing the dangerous magics at play, the azure dragons flee - vacating the region entirely to spare themselves the coming destruction.
  - The ritual crystalizes the entire forest of Moonsong - transforming it, the elves, and every living thing in the region into crystal.
  - The souls of those destroyed remain trapped within the region forevermore.

## Year -4,562

- **Vin'tor Sunstriker** is struck down in combat during an ambush by Amani skirmishers.
  - His eldest son, **Melor**, becomes Lord of the Sunstriker line.

## Year -4,500

- **Tal'has Duskriider** is born to a lesser noble family of sorcerers in central Quel'Thalas.
  - He is raised and trained from a young age to become a powerful sorcerer, but ventures away from that path and instead takes up arms as a ranger of Quel'Thalas.
- **Talas'arien Sunstriker** marries his wife, **Caelen'or Autumnleaf**, an archer in the Ranger Corps.

## Year -4,457

- **Korus Verdentbloom is born in Quel'Thalas.**
  - He is born into an affluent family in the capital of Silvermoon, where he would later begin his studies in the magical arts at a young age.

## Year -4,362

- **Korus Verdentbloom** is bestowed the title and status of Magister within Silvermoon, and assumes a power position governing the instruction of new, young magi.

- The newly minted magister begins to conduct new, experimental research within the city's high spires, drawing in star pupils and colleagues alike.

## Year -4,350

- **Tal'has Duskrider** inherits the mantle of Lord of his family's house, and becomes one of the early Ranger Lords of Quel'Thalas.
  - He wields both the magic of a sorcerer, and the skills of a ranger, and begins to train generations of spellbows which blur the lines between factions within Quel'Thalas' military.
- **Melor Sunstriker**, eldest son of **Vin'tor Sunstriker**, is slain fighting the Amani in the south of Quel'Thalas.
  - A monument is erected to memorialize his sacrifice, having stayed behind with his rangers to buy time for travelers to escape an attack by Amani warriors.
  - **Talas'arien Sunstriker**, the last living son and heir to the Sunstriker bloodline, becomes Lord of his house.

## Year -2,805

- An arcane smith in the township of Tranquillien forges the elven runeblade Felo'dinal—Flamereaper.



*The forest of Moonsong.*

## The First Alliance

(-2,800 - 0)

**Year -2,800**

### **– The Founding of Arathor –**

- Primitive humans continue to expand their holdings within the regions south of Quel'Thalas, forming small clans and tribes that practice druidism and simplistic shamanism.
  - Rivalries between clans, and a desire to survive in the harsh wilds where animals and the Amani trolls are a threat, drives conflict between the humans.

- As the Quel'dorei in the north cemented their hold on Amani land, the trolls were forced south, and increasing aggression from the trolls prompted fears that a larger war could unfold.
- A human named **Thoradin**, of the Arathi clan, sees this inevitability and rallies the human clans of Arathi through force, forging together the Empire of Arathor and becoming the first King of humanity.
  - The humans begin construction on the city of Strom, which serves as capital to the empire, and erect the Wall of Thoradin to keep out the Amani trolls.
  - The empire of Arathor expands into a mighty and formidable dominion, which draws in many more disparate clans who seek the shelter of the empire.

### — The Troll Wars —

- As troll raids increased in frequency along the edges of the empire's borders, **King Thoradin** dispatches his generals, **Lordain** and **Ignaeus**, to drive back the Amani threat. They become renowned heroes amongst humanity, with **Ignaeus** earning the title "Trollbane" in recognition of the sheer number of trolls he had slain.
- Pinned between two powerful empires, the Amani trolls seek a way to drive back their enemies.
  - The reclusive Zandalari emerge once more and seek out the Amani, encouraging them to rise up and reclaim their once coveted position as rulers of this land.
  - The Zandalari support the Amani by summoning the savage Loa to aid the trolls in battle, granting them new powers and strength.
- **Adanas'alon Sunstriker is born in eastern Quel'Thalas.**
  - The firstborn daughter of **Talas'arien** and **Caelen'or Autumnleaf**, she initially begins training as a soldier, following in the footsteps of her father.
- The Amani begin to attack the Quel'dorei in force, and months later, a full on war breaks out. Tens of thousands of trolls march upon Quel'Thalas with the Loa at their side.
  - **Talanas Windrunner** becomes the first Ranger-General of Silvermoon and establishes the Farstriders, a company of rangers dedicated to defending those of elven blood both within and beyond the boundaries of Quel'thalas.
  - **Talanas Windrunner** is gifted a weapon, a bow, made from the boughs of the Mother Tree of Quel'Thalas, Thas'talah. The weapon is infused with the power of the sunwell, and the bow, **Thas'dorah**, "Valor of the Forest", is later passed down through the Windrunner line.
  - A blood conflict ensues, and the Quel'dorei struggle to hold their ground against the coordinated and amassed furor of the Amani.

- Quel'dorei sorcerer **Belo'vir Salonar** forges three powerful artifacts, the Stone of Flame, Stone of Light, and Stone of Spark, items of tremendous power that he imbues with the energy of the Sunwell. His renown continues to grow throughout the war, and he is later elected to serve as Grand Magister of Quel'Thalas.
- The Stone of Spark is shattered during the war, and **Belo'vir Salonar** gathers the fragments and secures them away safely in the Magister's Terrace.
- **Magister Andolin**, wilder of the elven runeblade Felo'dinal—Flamereaper—is killed in battle. The runeblade is taken up by a low-ranking ranger named **Theramyr Quel'dorah**, and is wielded by him through the end of the war.
- **Tal'thas Duskriider** leads many of Quel'Thalas' rangers and spellbows against the Amani, earning them a reputation for cunning and guile which proves effective against the trolls. Ultimately though, their efforts are not enough to hold back the Amani.

### – The First Alliance –

- King **Anasterian** of Quel'Thalas dispatches emissaries to meet with **King Thoradin** who is shocked to learn of the true horrors unleashed by the trolls. He is convinced to send aid to battle back the trolls before their attention turns south towards the human empire.
- In exchange for the aid from Arathor, **King Anasterian** agrees that the Quel'dorei will teach one hundred humans the ways of the arcane.
  - The armies of Arathor begin to assemble, establishing forward bases for an offensive north, including strongholds in the Tirifal Glades and the Alterac Mountains. At the same time, elven sorcerers begin training the humans in the ways of the arcane.
- Upon the elves' completion of their tutoring of the one hundred humans, **Thoradin** begins his northern campaign against the Amani.
  - Plotting to weaken and then break the Amani, the alliance of humans and elves is employed to great success as **Thoradin** strikes at the trolls the Amani forces, drawing them south towards Alterac. The human king leaves his magi behind, intending to wait until the right moment to put them into play.
- The armies of Arathor reach southern Quel'Thalas and strike hard at the Amani's flanks, driving them into a frenzy as they're pinched between two forces.
  - **Tal'thas Duskriider's** forces push the advance, striking at the Amani's flanks and carving away tremendous portions of the troll's army.
- Believing the humans weaker, given that they seemed to lack any magic users within their armies, the Amani forces turn south to drive back the humans, intending to wipe out one of the two armies so that they can focus all their attention on Quel'Thalas.

- The humans begin to retreat, luring the Amani armies south towards Alterac.
- The Thalassian armies, composed of magi and rangers, also push south - harassing the Amani flanks as they chase the humans south and west.
- During this tactical withdrawal, **General Lordain** of Arathor is slain, but the region in between Quel'Thalas and Arathor is named Lordaeron, in honor of him.
  - **Lordain's** sister, **Mereldar**, was inspired by her brother's selfless sacrifice in battle, and dedicates her life to caring for the wounded and sick in the wake of the Troll Wars.
  - Many of Arathor's spiritual folk over the years had seen visions of the Naaru and the shadowlands beyond the realm of the living, but **Mereldar** becomes the first to put words and visions to practice. She becomes the first cleric.
  - **Mereldar** uses her powers of the Light to heal the sick, and begins to spread the teachings of the Light, eventually leading to the founding of the Church of the Holy Light several centuries later.
- The Amani lay siege to Alterac Fortress, intending to wipe out the human army entirely, though the humans hold their ground.
  - **King Anasterian's** forces continue to strike at the Amani's flanks, and together the alliance whittles down the troll's forces.
  - Deciding the time was right, **King Thoradin** unleashes his human magi. The sorcerers gather as one and wove a devastating firestorm upon the troll army, shattering it entirely and shocking both the Quel'dorei and the Amani.
  - **Lord Aridaeus Greenwalker** is present to witness the immolation.
- The brutal display of magic breaks the Amani's forces, and they scatter - only to be hunted down by the forces of both Quel'Thalas and Arathor. The final battle brings a swift and decisive end to the Troll Wars.
  - For their actions in helping to defend Quel'Thalas, **King Anasterian** pledges the Quel'dorei's undying loyalty to **King Thoradin** and his descendants, owing them a debt to be called upon at any time.
- The Light becomes the centralized faith of humanity, and the use of magic spreads across the human kingdom.
  - **Adanas'elor Sunstriker** embraces the teachings of the Light, and becomes one of the early elven clerics to return to Quel'Thalas with new powers and teachings to spread.
- The Quel'dorei endeavor to keep a closer eye on the humans after the end of the war, aware of just how much potential for destruction the mortal race has. Despite that wariness, the Quel'dorei enjoy positive relations with the humans over the coming ages.
- **Caelen'elor Sunstriker is born in eastern Quel'Thalas.**

- The second child of **Talas'arien** and **Caelen'or Sunstriker**, he is brother to **Adanas'elor Sunstriker**. Unlike his siblings and ancestors, he is considered a late bloomer and does not pursue a path until later on in his first century.



*The human magi unleash their magic.*

- With the close of the Troll Wars, **King Anasterian** issues awards and titles to many of the war's heroes, including land, prestigious status and renown, and high offices.
  - **Lord Aridaeus Greenwalker**, the son of a scribe and notary who took to the duties of a ranger of Quel'thalas, was one such individual awarded land at the close of the war. For his role, he was bestowed the title of Lord, and granted land in the south west of Quel'Thalas where he established the Treehome estate which would remain in his family and be passed down to his descendants.

- Despite demands from Silvermoon for **Theramyr Quel'dorah** to return Felo'dinal, the elven runeblade he took up in battle during the war, fellow soldiers defend his honor and he is permitted to keep the Runeblade.
  - This blade becomes a family heirloom of the Quel'dorah family line.

## Year -2,700

### – The Expansion of Humanity –

- **Anasterian Sunstrider** ascends to the throne of Quel'Thalas, the third descendant of **Dath'Remar Sunstrider** to do so. He succeeds an unnamed king.
  - **King Anasterian Sunstrider** also inherits and wields the ancient Sunstrider runeblade heirloom Felo'melorn.
- The Kingdom of Arathor expands thanks to the might of their new magi, and the humans establish new cities all across the northern Eastern Kingdoms. Nation states emerge, including the powers of Lordaeron, Gilneas, Kul Tiras, Alterac, and the nation state of Dalaran where the Magi began to gather - establishing a magocracy to govern themselves.
  - Over the decades to come, these regional powers develop further and begin to diminish the influence and power of Strom itself - the seat of the empire's power.
- At some point within the next millenia, **Belo'vir Salonar**, Grand Magister of Quel'Thalas, takes on **Rommath** as his apprentice. He and his apprentice serve on **King Anasterian's** council and are important and heavily involved in the governance of Quel'Thalas.
- **Adela Duskriider is born.**
  - Born into the Duskriider family, and follows the path of the rangers in the footsteps of her father, **Tal'thas Duskriider**.
- The city state of Dalaran, ruled by the human mage named **Ardogan**, flourishes and becomes the heart of magic within humanity's territories.
  - Ruled by mages, the practice and spread of magic expands rapidly within the city, with many new students flocking there to learn from those trained by the elves.

## Year -2,680

### – The Shadow of the Legion –

- Human mages begin to withdraw from the many human settlements across the north, viewed with suspicion by the general populace. These mages flock to Dalaran, where their use of magic expands quickly.

- A magocracy is formed within the city, and Dalaran's influence spreads far and wide. The reckless use of magic, however, begins to draw the attention of the Burning Legion - something that the Quel'dorei of Quel'Thalas sought to avoid by erecting the magical barrier around their kingdom.
- A number of demons manage to infiltrate Azeroth, and lurk amongst the human populace - sowing chaos and discord, and threatening to draw forth a larger conflict once more.
  - Unable to contain the threat, the magi of Dalaran seek the aid of the elven sorcerers in Quel'Thalas. The Convocation of Silvermoon deploys its most powerful mages to support the humans in investigating and eliminating the threat.
  - The elven sorcerers argue in favor of the magi restricting and limiting their open and reckless use of magic, though the humans outright refuse this suggestion. Regardless of what restrictions are placed, the mages who had attained power would not wish to part with it, or restrict themselves - and there would be no containing their practices.
- Resolving to confront the issue another way, the humans and Quel'dorei form an order known as the Council of Tirisfal, which is tasked with doing battle with any agents of the Burning Legion that slip into Azeroth and seek to sow chaos.
  - Through this council, the Quel'dorei teach the humans more of the dangers of the Burning Legion, and the history of the ancient Kaldorei Empire, including the devastating War of the Ancients.
- This expansive knowledge only elevates the human magi to greater enlightenment, which helps to spur on better growth and more responsible practices within Dalaran.
  - The magocracy refines its methods, establishes a senate to more closely govern magical use within the human nations, and begins to curtail more dangerous practices. This slow change over time works to the benefit of humanity, and all of Azeroth, but the reckless use of magic by humans is never fully contained.
  - Members of the secret society of elven sorcerers within Quel'Thalas continue to keep close tabs on the human magi, believing them to be a potential threat, as well as a buffer between Quel'Thalas, and the Burning Legion.
- Understanding that knowledge of the Highborne's failings in the past could be at risk of being forgotten due to a concerted focus on revising elven history, a sect of elven magi within Quel'Thalas establish the Elrendar Fellowship, a program designed to rotate magi to various townships and settlements throughout Quel'Thalas to share and spread knowledge in a discrete manner.
  - In addition to spreading knowledge and wisdom, those partaking in the Fellowship further study the defenses of Quel'Thalas, and practice magics tied to preserving those defenses against potential intrusion.

- Though the organization is public facing, a sect within the order establishes a secretive ulterior motive for the order: to study and understand the dark magics used by the Legion which may, in the future, be used against elven-kind.
- [Tayan'adara Autumnbloom](#) is one of the early members of the Elrendar Fellowship. She begins her tenure by journeying to the western regions of Quel'Thalas to help spread a deeper understanding of the arcane.

## Year -2,610

### – The Guardian of Tirisfal –

- The Council of Tirisfal continues its duties in tracking down and defeating rogue demons, perfecting the practice of channeling their powers into one single member to do battle with the demons for a short time - something which requires the council members to be in close proximity to one another during the process.
  - This method, while ideal for tackling the average demon, proves to be the council's folly as one demon in particular, **Kathra'natir**, strikes at the vulnerable members who momentarily lack their power - devastating the council.
  - Resolving to change their methods, the Council begins to permanently empower a single guardian, rather than doing so only temporarily.
- This singular guardian, serving for one century at a time, becomes the living embodiment of the Council's duty to hunt down and defeat demons on Azeroth. **Alodi** is the first Guardian, though certainly not the last.
- [Adela Duskriider](#) attains a high ranking position within Quel'Thalas Ranger Corps, and follows in her father's footsteps learning the skills of a spellbow.

## Year -2,500

### – The Dwarven Expansion –

- The Dwarves begin to set out from Uldaman, afflicted by the “curse of Flesh”, and begin to establish their own kingdom, called Khaz Modan.
- The massive mountain city of Ironforge is the first major settlement to expand.

## Year -2,300

- [Ranger Lord Tal'thas Duskrider](#) is slain in an Amani ambush while patrolling the southern regions of Quel'Thalas.
- [Tayan'adara Autumnbloom](#) responds to calls for aid from Windrunner Village where an arcane anomaly is reported to be threatening the township.
  - [Tayan'adara Autumnbloom](#) confronts the anomaly, an unstable void entity, and battles against it.
  - The void entity is slain, and with its death creates a rift into the Void itself. [Tayan'adara](#) journeys through the rift and seals it from the otherside. She is presumed dead.
  - An investigation into the disruption and anomaly is linked to the reckless experimentation and spellcasting of a lone magi who sought to draw energy from the void.
  - The magi in question is imprisoned by the local authorities.

## Year -1,206

- [Ansinoth Summerbough is born.](#)
  - He is the first born child of the senior magistrix [Gwenthir Summerbough](#), and runesmith [Kelvath Dawnweaver](#), who settled in northeastern Quel'Thalas.

## Year -1,200

### – The Decline of Arathor –

- The Kingdom of Arathor's power slips away as the city states and settlements become autonomous, and the focus of structure and power is less centralized.
- The Kingdoms of Gilneas, Lordaeron, Alterac, and Kul Tiras are established, with the Magocracy of Dalaran and the Kingdom of Arathor continuing to expand and endure over the long years. Relations normalize between the many sects of humanity.
  - Trade, faith, and wisdom are traded, and humanity prospers as the many people collaborate for a brighter future free of outside threats.
- [Ethrian Duskrider is born.](#)
  - The son of [Adela Duskrider](#), the daughter of [Ranger Lord Tal'thas Duskrider](#).
- In Lordaeron, the Church of the Holy Light continues to expand its influence, and one of [Thoradin's](#) descendants, [Faldir](#), leads settlers south, founding the Kingdom of Stormwind.

- [Ansinoth Summerbough](#) begins training in the magical arts at the young age of six, learning the basics and earning himself apprenticeships under highly placed sorcerers throughout the capital city.
- [Adanas'lor Sunstriker](#), now a well regarded cleric of Silvermoon, weds [Maldan'tiel Ravenbrook](#), a sorcerer and fellow Highborne noble many years her senior. Their marriage is widely considered to be a strategic move to cement power for their houses.
- In Stormwind, the humans battle against gnolls and Gurubashi trolls, but manage to settle across the region and begin to spread and seed the Church's teachings in the south.
- [Fel'tharanas Everwyern is born in Quel'Thalas.](#)

### – The Binding of Immol'thar –

- Within the halls of the ancient Highborne city of Eldre'thalas, **Queen Azshara's** keepers of rare tomes and artifacts, the Shen'dralar, have continued to siphon energy from the imprisoned demon **Immol'thar**, though the cost of keeping him contained is far beyond what they can afford.
  - So costly is the magical prison that it leaves no energy for the Shen'dralar themselves to siphon and feed off of. **Prince Tortheldrin's** plan to supply his people with essential magic for their survival fails.
- Addicted to the demonic magic of **Immol'thar**, and now without any source of power, or their immortality, the Shen'dralar grow desperate.
  - **Prince Tortheldrin** plots in secret, and conspires with his allies within the halls of Eldre'thalas. Together, they murder many of the Shen'dralar, reducing the number of elves needing to feed off of the demon, and empowering them to live on.
- With the drastic reduction in population, **Prince Tortheldrin** and his allies withdraw to the inner sanctums of Eldre'thalas, and leave much of the city to its fate. The jungles of Feralas begin to claim the ruins, and many other creatures and monsters come to make it their home.

## Year -1,170

- [Ansinoth Summerbough](#) completes and publishes his first major study on the loss of matter during conversion through arcane spellcasting, which explores, in detail, the usage and depletion of reagents and raw energy when spellcasting.
  - The research, titled "A Refined Perspective on Regent Cast Attrition", earns him several small accolades amongst scholars within Silvermoon.

## Year -1,120

- During his later years of mastery studies, [Ansinoth Summerbough](#) engages in new training, under **Senior Magister Vouliex Arcanaweafer** within Silvermoon, which focuses on advanced schools and practices of combative sorcery.
  - This new training deepens [Ansinoth's](#) mastery of offensive spellcasting and abjuration.

## Year -1,100

- [Ansinoth Summerbough](#) completes his mastery training as an arcanist in Silvermoon City.
  - In recognition for completing the daunting trials and tests necessary to be recognized as a Master Sorcerer, [Ansinoth's](#) most trusted mentor commissions **Master Smith Vorthanael Duskwither** to forge a staff for him. The staff, known as Val'quellar-Staff of Surging—is imbued with powerful enchantments, and also a vacant chamber crystal, enabling [Ansinoth](#) to siphon and store high volumes of power in the staff, and later unleash that energy.
  - Thereafter, [Ansinoth](#) begins missionary work across the kingdom with the Elrendar Fellowship.
  - He assists in the ever ongoing task of aiding the people of Quel'Thalas and strengthening the kingdom's defense and magical education practices.
- Over time, the human nations across the Eastern Kingdoms begin to turn inwards, focusing on their own growth and prosperity. The vision of a unified humanity that had been championed by **Thoradin** in Arathor slips away.
- Aging more with each year, [Magister Korus Verdentbloom](#) ventures beyond the borders of Quel'Thalas with a small cohort of other magical researchers in an effort to explore and study the ancient Kaldorei ruins across the Eastern Kingdoms.
  - During this expedition, the group of elven magi is ambushed and killed in a battle against rogue demons. [Magister Korus](#) becomes host to one of the Nathrezim, **Keth'axi**.
  - In returning north, **Keth'axi**, disguised as **Magister Korus**, convinces a band of elven rangers patrolling the southern borders of Quel'Thalas to aid him in returning, claiming that he is the sole survivor of his expedition and that a band of demons are in pursuit. In order to evade them, the group will need to use a secret passage leading beyond the elven border barrier.

- Passing through without being noticed, **Keth'axi** uses the disguise of **Magister Korus** to plant himself amongst Silvermoon's high ranking authorities and magisters, masquerading as the renowned sorcerer.
- **Ethrian Duskriider**, a skilled spellbow even at such a young age, takes to dragonhawk riding, and quickly becomes an experienced rider. He applies his skills as a spellbow to the craft, and becomes a champion mounted archer, capable of navigating the wilds with haste, and striking from places unknown.

## Year -1,060

- **Ansinost Summerbough** completes and publishes his second major study, this one on the blending of magic schools to empower and improve upon reflective abjuration spells.
  - The study, which explored and documented the results of new magical theory and practice, expands upon existing knowledge of reflective shielding. As a result, new spellwork, developed through the research, is able to both reflect incoming spellwork and simultaneously siphon off a portion of the energy to further empower the shield.
  - The necessity of prior mastery of abjuration and siphoning practices in order to sufficiently perform the new grade of spellwork results in limited common use and application of the research, but gains considerable traction in higher circles.

## Year -1,050

- **Master Sorcerer Ansinost Summerbough** travels beyond the southern borders of Quel'Thalas with a mandate and task from the Convocation of Silvermoon to gauge the strength and state of the ever expanding human kingdoms to the south.
  - Reportedly, during his travels he encounters many humans and establishes informal ties that are not disclosed in available, official accounts.

## Year -1,018

- **Master Sorcerer Ansinost Summerbough** returns to Quel'Thalas and takes up a position within Silvermoon City as a Master Sorcerer after completing his third major study.
  - This third study, which focused on the siphoning and redirection of minor ley energy as an alternative to a caster's own mana pool, draws sharp criticism from high ranking magisters within Silvermoon as potentially destructive to the stability of Quel'Thalas' leylines.

- Despite the criticism, from the work a considerable leap is made in efforts to further counter potential tampering or siphoning from the Quel'Thalas' leylines.
- As a newly minted Master Sorcerer, [Ansinoth](#) aggressively pushes the limits of new magical research, which notably earns the ire of many senior magisters who denounce his practices and studies as ridiculous and even dangerous at times.

## Year -1,011

- **Arondil Sunfletcher** is born in Quel'Thalas, the first born son of **Iltheon** and **Myl'adriel** Sunfletcher, both Farstriders.

## Year -975

### – War of the Shifting Sands –

- The Qiraji break loose from Ahn'Qiraj and cover nearly a third of Kalimdor.
  - The Kaldorei and dragons rally together to drive back the Qiraji, and seal Ahn'Qiraj once more, and seal the ancient city by erecting the Scarab Wall.
- **Ethrian Duskrider** helps to establish a circuit of dragonhawk racers in Quel'Thalas, an underground sport that draws in nobles and veteran soldiers alike who seek thrills and danger.
- **Master Sorcerer Ansinoth Summerbough** is inducted into a society of mages who study dark and strange magics, including shadowmancy, astromancy, and other blended schools that are considered too dangerous for open practice in the world.
  - Forced to practice in secret in its initial years, the society develops in the shadows of Quel'Thalas' magistry, and draws in many notable sorcerers who establish and maintain a fellowship that persists throughout the centuries to come.

## Year -951

- **Mylitha Sunfletcher** is born in Quel'Thalas.
  - The daughter of **Iltheon** and **Myl'adriel Sunfletcher**, both Farstriders, and the younger sister of Arondil Sunfletcher, she was born in the south-east of Quel'Thalas near the Amani border.

## Year -945

- **Sylvestri Sunfletcher** is born, the third child of **Iltheon** and **Myl'adriel Sunfletcher**, and younger sibling to **Arondil** and **Mylitha Sunfletcher**.

## Year -940

- **Mylitha Sunfletcher** is discovered to have an aptitude fitting of a potential sorceress, a gift pounced on my observant magisters. She is invited to and enrolled at the Falthrien Academy in Quel'Thalas, where she spends a decade studying under the magisters.

## Year -930

- **Mylitha Sunfletcher** departs from the Falthrien Academy in Quel'Thalas and journeys south, to Dalaran, to seek instruction and tutelage under the Kirin Tor.
  - Having found the political feuds of Quel'Thalas stifling, the young mage bounds forward in her learning under the Kirin Tor.
  - In Dalaran, **Mylitha** studies under **Archmage Dawnsinger**, **Professor Melgan Aelnor**, and **Haldir Everspring**, among many other instructors.

## Year -883

- **Mylitha Sunfletcher** completes her studies in Dalaran and is granted the status and title of Magus.
  - Despite graduating, she retains her apprenticeship under **Haldir Everspring**.

## Year -863

- **Mylitha Sunfletcher** concludes her apprenticeship under Haldir Everspring and begins to conduct her own magical research.
  - The research she begins focuses on making sense of, and explaining in an orderly and mathematical manner the intersection of astronomy, astrology, and astromancy, which had previously remained isolated and clearly divided schools of science and magic. Her attempts to detail the physical nature of the cosmos through mathematics, and translate their order into transmutational spells, begins to take root and expand.
  - Despite the efforts and progress made, the research is disregarded by many magical scholars as having broken with widely accepted beliefs and traditional schools of thought.

## Year -823

### – The Guardian Aegwynn –

- **Aegwynn**, current Guardian of Tirisfal, senses a darkness in Northrend - the northernmost continent, and journeys there to battle against the darkness.
  - In her journey she comes face to face with an avatar of **Sargeras**, the Mad Titan and lord of the Burning Legion.
  - Holding to her duty, Aegwynn battles against the after and, after an exhausting fight, defeats her enemy. Unbeknownst to her, upon striking down her foe, the spirit of **Sargeras** infiltrated her weakened mortal form - and lurked unseen, waiting for an opportunity to strike.
- **Aegwynn** gathers the fallen Avatar's form and seals it away within the Temple of the Moon, a part of Suramar outside the barrier that isolated it from the Sundering.
  - Sealed away at the bottom of the sea, the Avatar's body is thought to be secure and safe, guarded by the Pillars of Creation. The temple becomes known as the Tomb of Sargeras.

## Year -748

- **Mylitha Sunfletcher**, while still continuing with her research, marries **Filarion Everspring**—the son of her mentor, **Haldir Everspring**.
  - In her capacity as a Magus of the Kirin Tor, **Mylitha's** duties are expanded and she is dispatched across the Eastern Kingdoms, from Lordaeron to Stormwind, to assist in transmutational mishaps and other issues of import.

## Year -635

- **Lin'Aryne Delilah Wynters, later known as Ary Wynters, is born in Quel'Thalas on the 13th of October.**
  - The only child of the Dawnstone-Wynters noble houses, **Ary** is raised between their family's two homes.

## Year -624

- **Ary Wynters** is enrolled at Lady Livistra's School of Dance for Young Girls where they begin studying and mastering many forms of dance.

## Year -618

- **Ary Wynters** graduates from Lady Livistra's School of Dance for Young Girls and advances into the Academy of Dance.
  - They quickly ascend the ranks to become one of their class's most recognized students, and becomes a highly regarded performer who is showcased frequently over the next century.

## Year -560

- **Ranger Captain Elessiar Greenwalker** is born at Treehome in southwestern Quel'thalas.
  - He is the son of **Lord Aridaeus Greenwalker** and his wife.

## Year -513

- **Cellestria Silverspear** is born to a family of royal accountants in Quel'Thalas.
  - In her young years she traveled to Dalaran, which inspired a pursuit in magic. She would later become a Magistrix of Quel'Thalas.
- **Ary Wynters** departs the Academy of Dance in Quel'Thalas to pursue other dance opportunities throughout the Kingdom. For the next five hundred years they continue to build their career as a dance artist.

## Year -513

- **Zariasona Emberspirit** is born in Tranquillien, Quel'Thalas.
  - The first born daughter of **Leandra Emberspirit** and **Verethar Emberspirit**, she later becomes the eldest of two sisters: **Kinadra** and **Sisendra**.
  - At a young age she begins to learn the ways of the Light, while her sisters embrace other paths: **Sisendra** begins to study darker magics while **Kinadra** pursues the path of a fighter.

## Year -503

- **Zariasona Emberspirit** uses her novice skills with the Light at the young age of ten to heal the wounds of her sister after a fall. This act cements her path as a healer, and she is brought to Silvermoon to begin training in earnest.

## Year -500

- **Mylitha Sunfletcher**, having made an impression with her more recent work on gravimetric spellcrafting, is approached with an invitation to begin the Archmage trials in Dalaran.
  - **Mylitha** declines the invitation, concerned that politics would interfere with her studies, much like the concern she had in Quel'Thalas in her earlier years.
  - In place of beginning her trials, **Mylitha** secures additional funding for her research and begins to teach in Dalaran, including courses in Arcane Geometry and Trigonometry, and centuries later Astronomy, Calculus, and other mathematics as well.
- **Thorrueless Ralomyar is born in Quel'thalas.**
  - He is orphaned within the first few days after his birth and left in the care of a matron at an orphanage. The identity of his parents is not currently known. He is raised under the care of **Sister Elyndra**, among others.
  - His name, meaning "Crier of the Sun", may possibly have been a reference to his frequent crying as an infant.

## Year -506

- **Thorrueless Ralomyar** is observed by officers and then taken from the orphanage to be raised and trained in a military academy.

## Year -516

- **Thorrueless Ralomyar** graduates from the military academy in Quel'Thalas and is assigned to the 34th Silverhawks Unit as a shieldbearer.

- As a soldier within the unit, he is assigned to provide security and protection for many of the noble houses, and is witness to many events and is present to meet many affluent and important nobles.

## Year -440

### – Foundation of the Ranger Lodges –

- The Quel'Danil and Quel'Lithien Lodges are established in Lordaeron, and serve as the southernmost holdings of the Quel'dorei. They are manned by rangers and magi of Quel'Thalas, and serve as outposts and points of contact with the humans of Lordaeron and Stromgarde.
  - [Ranger-Captain Elessiar Greenwalker](#) is posted at the Quel'Danil Lodge, a station he would remain at for the next several centuries.
- **Baranthore Sunstriker is born.**
  - The firstborn son of [Adanas'elor Sunstriker](#) and [Maldan'tiel Ravenbrook](#), he is raised with high expectations and intended to inherit lordship of both noble houses upon the passing of his parents.
- [Adanas'elor](#) and [Maldan'tiel](#) relocate their family from the historic, ancestral Sunstriker holdings in the south east of Quel'Thalas, and settle in the capital city of Silvermoon.

## Year -413

- [Zariasona Emberspirit](#) attains the status and title of Magistrix within Silvermoon, and is recognized as a skilled practitioner of the Light. She enters into the fields of politics within the capital.
  - She soon after marries her first husband, [Lord Kan'this Coldstrider](#), though the marriage is soon shadowed by abuse and cruelty at the hands of [Lord Coldstrider](#).

## Year -421

- [Fel'tharanas Everwyern](#) reaches the rank of Ranger Captain within the Ranger Corps.
- **Quin'el Dawnbringer is born in Quel'Thalas.**
  - The son of the sorcerer [Anthon Dawnbringer](#) and arcane smith [Syrell Oakblossom](#), [Quin'el](#) grows up learning elements of both trades.

## Year -420

- **Andinthe Sunstriker is born in Silvermoon City.**
  - The second born child, and first daughter of [Adanas'lor Sunstriker](#) and [Maldan'tiel Ravenbrook](#), she would later pursue a career as a soldier.

## Year -400

- [Quin'el Dawnbringer](#) begins formal training under **Master Smith Vorthanael Duskwither** in Silvermoon City, and begins learning the finer arts of weapon and armor smithing at the arcane forges within the city.

## Year -388

- [Zariasona Emberspirit](#) seeks out the priests of Silvermoon City who help the lady escape to her family in Tranquillien.
  - **Lord Coldstrider** follows [Zariasona](#) to her family's home in the south, but departs after a heated confrontation. **Lord Coldstrider** is later killed in the wilds by animals native to the southern regions of Quel'Thalas.
  - The years of suffering and fateful end to her marriage prompt [Zariasona](#) to refocus her efforts upon improving her own life. She begins to train with the blade, build up physical strength, and rededicate herself to aiding the people in need.

## Year -300

- [Quin'el Dawnbringer](#) completes his hundred year apprenticeship under **Master Smith Vorthanael Duskwither** and is officially recognized as one of the city's premier Arcane Smiths.
  - He is hired on to work as an associate of **Master Vorthanael Duskwither** at the Duskwither Forge in the west end of Silvermoon.

## Year -276

- [Haeldron Dawnbrook](#) is born in western Quel'Thalas.

## Year -250

- Sometime within the next decade, **Zyellia Bloodsong** is born in Quel'Thalas.
  - Daughter of the nobles **Lord Daenir Bloodsong** and **Lady Adorela Sunspring**, both Magisters of Silvermoon, she is one of several children, which include her brother, **Neph'eleon Bloodsong**.
  - She begins studying the arcane at academies at an early age.

## Year -275

- **Quin'el Dawnbringer** begins work on the forging of Quel'felo, High Flame, a elven runeblade commissioned by **Dathedril Sunstorm** and intended as a gift for a noble of the Sunreaver family.
  - In order to attain the materials necessary for the blade, **Quin'el** gathers the support of a handful of Farstriders, magi, and soldiers, to venture with him beyond the borders of Quel'Thalas. The company journeys into the mountains of eastern Lordaeron, on the border of the Hinterlands, and delves deep into a mountain cavern.
  - The winding cavern leads to a vast chasm far below ground in which fire elementals, servants of **Baron Pyronar**—a servant of **Firelord Ragnaros**—dwell.
  - The elves do battle with **Baron Pyronar**, who guards a vein of rare minerals that include elemental cores and the exceptionally rare Blood of the Mountain. Though there are numerous casualties, the **Baron** is defeated and banished back to the Firelands, and **Quin'el** is able to extract the ore and rare minerals necessary to forge the blade.
  - The company returns to Silvermoon and **Quin'el** spends a fortnight refining and smelting the ore, pouring the molds, and hammering out the runeblade.
  - Quel'felo is quenched in waters containing the essence of the Sunwell, and then enchanted and sealed with complex spellwork.
  - **Quin'el** presents the blade to Dathedril Sunstorm and is paid a generous commission. The blade is later gifted to a noble member of the noble Sunreaver family, which earns **Quin'el** renown and praise.
- In efforts to groom and prepare her to assume the role of heir to the family legacy, **Zyellia Bloodsong's** father, **Lord Daenir Bloodsong**, pushes her hard to perfect her craft and skill in sorcery.

Year -230

### — War of the Three Hammers —

- After the dwarven **High King Modimus** passes away from old age, the three rival dwarven clans in Ironforge, the Bronzebeards, the Dark Irons, and the Wildhammers begin a battle for control over the city and supremacy over their rivals.
- The Bronzebeards secure victory in the Mountain, and drive out the other two clans.
  - The Wildhammers go north to the Highlands, establishing the city of Grim Batol.
  - The Dark Irons go south to the Redridge Mountains, establishing Shadowforge City.
- The Dark Irons resent the Bronzebeards for their humiliating defeat, and gather an army to strike back. Waging war on both of the rival clans, **Sorcerer-Thane Thaurissan** launches a two pronged assault, intending to wipe out the Bronzebeard and Wildhammer clans.
  - Attacking Ironforge himself, **Thaurissan** sends his wife, **Modgud**, to assault the Wildhammer's city of Grim Batol.
  - His plans fail, and the two rival clans battle back the Dark Irons. The Wildhammers strike down and kill **Modgud**, whose death unleashes dark magics upon Grim Batol, cursing it to a place of nightmares.
  - This decades long conflict, the War of the Three Hammers, continues on as the Dark Irons are driven back to their mountain city. With Bronzebeard and Wildhammers uniting to defeat their common enemy, the last battle of the war breaks out on the steps outside the Dark Iron's mountain city.
- The Dark Irons attempt to summon fiery power from the depths of the mountain, but unintentionally summon **Ragnaros**, the Firelord of the Elemental Plane. The arrival of the **Firelord** results in the eruption of a massive volcano in the Redridge Mountains, shattering the land and transforming the red mountains into the apocalyptic Burning Steppes.
  - The **Sorcerer-Thane Thaurissan** is killed during the summoning, and his people, the Dark Iron Dwarves, are subsequently enslaved by Ragnaros.
- The Wildhammers and Bronzebeards return to their kingdoms, and isolate themselves from each other in the wake of the terrifying final battle.
  - Finding their mountain home tainted, the Wildhammers continue north, settling in the Hinterlands, and up north in eastern Lordaeron.
- **Zyellia Bloodsong** begins to contribute more publicly to her family's affairs in Silvermoon City's political spheres, building up a reputation of her own and honing her social skills, all while continuing her training to become a Magistrix of the kingdom.

- The Tauren of Kalimdor establish an organization known as the Earthen Ring, a collective of elementally attuned individuals who seek to maintain the balance of the elements on Azeroth.
- **Caelen'lor Sunstriker** is murdered under mysterious circumstances, leaving Adanas'lor Sunstriker and her children as the sole inheritors of the Sunstriker estate and wealth.

## Year -225

- **Aridaen Greenwalker is born.**
  - The son of **Ranger-Captain Elessiar Greenwalker** and **Magistrix Cellestria Silverspear**, he was born at the family's Treehome estate in south western Quel'Thalas.
  - Given the demanding nature of his parents' work and duties, he is partially raised by an attendant by the name of **Keel Firelynx**, a former ranger of Quel'thalas.
- **Ker'tina Silverflight is born in Silvermoon City.**
  - She is the first daughter of **Sylvanos** and **Kira Silverflight**, both nobles and rangers of the Farstriders.
  - From a young age **Ker'tina** is trained and disciplined with the mindset of a ranger, and begins to pick up skills and habits fitting of a ranger. Much of this was in response to a desire within the family to be elevated in status, and to achieve higher and greater things, something which becomes a motivation for **Ker'tina** herself.
- **Talas'arien** and **Caelen'lor Sunstriker** are both killed during an Amani raid while on an official trip to the south of Quel'Thalas.
- **Quin'el Dawnnbringer** completes another high profile commission for a noble of Silvermoon and is elevated in status to that of a Grand Master Smith of arcane forging.
  - He begins to craft weapons and armor for the nobility of Silvermoon more regularly, and finally opens his own forge in the city, parting ways with his mentor **Vorthanael Duskwither**.
  - He takes on several apprentices and begins an intensive study on the effects of dragonflame upon metals, something that prompts him to seek out the more ancient elven runeblades forged with the aid of the Dragon Aspects.

## Year -222

- **Myra Silverflight**, sister of **Ker'tina Silverflight**, and daughter of **Sylvanos** and **Kira Silverflight**, is born in Quel'Thalas.

## Year -220

- Aridaen Greenwalker, escorted by Keel Firelynx, and Ker'tina Silverflight, are both present at the Farstrider Square for the promotion and decoration of their parents.
  - Aridaen's father, Ranger-Captain Elessiar Greenwalker, receives honors for his actions against the Amani Trolls during their assault on Quel'Danil during the Battle of the Third Bridge.
  - Ker'tina's parents, Sylvanos and Kira Silverflight, both receive promotions to the rank of Ranger-Captain, as well as commendations for their service under Ranger-Captain Elessiar Greenwalker.
  - Both elves are inspired by the ceremony to further pursue the career paths of the rangers.
  - Soon after Aridaen begins to train his archery skills under the retainers of his grandsire, Lord Aridaeus Greenwalker, and also under his own father, Ranger-Captain Elessiar Greenwalker. It is expected of him to follow in their footsteps to become a ranger captain in his own right someday.

## Year -219

- Lyrindel, brother of Ker'tina Silverflight, and son of Sylvanos and Kira Silverflight, is born in Quel'Thalas.
- Ker'tina Silverflight is enrolled at the Military Academy of Silvermoon in Quel'Thalas.
  - She is in attendance for the next eight years.

## Year -218

- Tessela Greenwalker is born.
  - The daughter of Ranger-Captain Elessiar Greenwalker and Magistrix Cellestria Silverspear and sister to Aridaen Greenwalker, she was born at the family's Treehome estate in south western Quel'Thalas. Later in her life she would become a magistrix and member of the Kirin Tor.

## Year -212

- Ker'tina Silverflight's mother, Ranger-Captain Kira Silverflight, is killed in an Amani ambush in the Eastweald.

- The killing of her mother prompts **Ker'tina** to request her first assignment to be a posting at the Quel'Lithien Lodge on the southern border of Quel'Thalas.

## Year -211

- **Lord Aridaeus Greenwalker**, a veteran ranger of the Troll Wars, and gransire to Aridaen and Tessela Greenwalker, passes away.
- **Aridaen Greenwalker** assumes his first official post at the Quel'Danil Lodge on the southern border of Quel'Thalas.
- **Ker'tina Silverflight** graduates from the Military Academy of Silvermoon and receives her first official posting, to the Quel'Lithien Lodge on the southern border of Quel'Thalas and Lordaeron.
  - **Ker'tina Silverflight** spends the next several decades assigned to this post, though she travels back and forth between the Lodge and Silvermoon on various occasions.

## Year -205

- **Aridaen Greenwalker** engages in his first battle against the forest trolls of Lordaeron.
  - Tracking a Shadowhunter and its band of fanatics, Aridaen and his Farstriders are ambushed in a mountain pass and suffer numerous casualties.

## Year -203

- **Ker'tina Silverflight** and a company of rangers from the Quel'Lithien Lodge on the southern border of Quel'Thalas device and execute a multi-pronged ambush assault against Amani trolls mustering from Zul'Mashar.
  - For her part in planning and leading the efforts, **Ker'tina** is promoted to the rank of First Lieutenant within the Farstriders.

## Year -201

- **Aeydark Bal'annor is born in Quel'Thalas.**
  - The son of a seamstress and a knight, his parents took to the life of traders soon after his birth and traveled much of Azeroth.

## Year -200

### – Refuge of the Draenei –

- Fleeing from the Burning Legion across the stars aboard the Genedar, an interdimensional vessel of the noble Naaru, beings of pure Light, the Draenei of Argus come to a world untouched by the Legion, which the **Prophet Velen** names “Exiles Refuge”, Draenor, in the native Draenei tongue.
  - The Genedar brings ruin for the exiles, however. Due to the strain of trying to both pilot, power, and land the Genedar, one of the Naaru, **K'ara**, falls into a void state.
  - **K'ara's** void state threatens all above, and the being is ejected from the Genedar into the skies above Draenor. This explosive event is seen as an omen by the natives of the world—the tribal Orcs. For ages, the fallen Naaru's darkened spark would drift across the skies of the region, leading the Orcs to rename their territory Shadowmoon Valley.
- The ordeal with **K'ara** leads to the crash of the Genedar, which in turn saps **Prophet Velen** of much of his power and also results in the death of **D'ore**, another Naaru on board, and many of the Draenei.
  - The final Naaru on board, **K'ure**, also begins to fall into a void state, and ushers the Draenei to leave the mountain and never return. The Draenei, following **Velen**, venture out into the wilds of Draenor and begin to carve out a home for themselves.
- The crashed vessel becomes a permanent fixture in the land, and is believed by the native, shamanistic Orcs to be a mountain full of the spirits of their deceased. It becomes a sacred ground to them.
- The Draenei establish the city of Shattrath soon after their arrival, and develop loose but friendly ties with the local orcs.

## Year -180

### – Expansion of the Draenei –

- The Orcs of Shadowmoon Valley attempt to draw upon the powers of **K'ara**, the nauru ejected from the Genedar and now drifting endlessly across the skies of Draenor.
  - Their efforts shatter the minds of the shaman who attempt it, and any connection with what the Orcs refer to as the Dark Star is expressly forbidden for all time.
- The Draenei begin to realize the extent of the damage caused by their arrival, and set out to make amends. They establish outposts across the world and deploy their people in an effort to correct the damage, and monitor the rapid changing of flora and fauna.

- Through this, the Draenei come into contact with more and more of the species of Draenor.

## Year -172

- **Colben Ornae is born in Quel'Thalas.**
  - His father, **Haldir Ornae**, served as a knight of the kingdom protecting caravans, and his mother, **Melian**, worked as a seamstress.
- **Narsyssa Blackwood and her sister, Selerrae Blackwood, are born.**
  - They are the daughters of Morgana and Dorian Blackwood.

## Year -162

- **Narsyssa Blackwood** begins studying the magical arts in Silvermoon alongside her sister.
  - **Narsyssa** focuses on studying darker, more offense based magics.
- **Zyellia Bloodsong** completes her schooling in the arcane arts and ascends to the rank of Magistrix of Silvermoon, joining her parents as noble magisters within the upper spheres of Thalassian politics.

## Year -152

- **Colben Ornae** departs from home and begins training as a soldier in Quel'Thalas.
- **Vangellis Falwellow is born in Quel'Thalas.**
  - He is the only son of master arcane smith, **Diann'aa Falwellow**, who raised him alone.
  - **Vangellis** apprentices under his mother from a young age, learning the craft and trade of smithing powerful, enchanted weapons in the Quel'dorei custom. He has the makings of a promising smith by the time he's fifty.

## Year -130

- **Vynlorin Shandaumath is born.**
  - The son of **Tylania Wynrieth** and **Vynlaerian Shandaumath**, both tailors, he is raised in Quel'Thalas. Though an only child, he became very close with his paternal cousin, **Vorelien Shandaumath**, a boy seven years his senior.

- **Quin'el Dawnbringer** is invited to the city of Dalaran by the Sunreaver family to study alongside **Arcanomancer Vridiel**.
  - Finding himself at home within the magical city, **Quin'el** requests, and is granted residency, and opens an extension of his forge there in the city. Many of his apprentices travel back and forth between Silvermoon and Dalaran to study under **Quin'el**, and the smith remains busy taking commissions for nobles in Dalaran and Silvermoon alike.

## Year -120

- **Sae'themar Sunfeather** is born in the southeastern regions of Quel'Thalas.
  - Born to **Vytus** and **Azaevea Sunfeather**, members of older Thalassian nobility, **Sae'themar** is the youngest of four children: **Losel**, and twins **Vyris** and **Saldris Sunfeather**.
  - At a young age, **Sae'themar's** talent for the arcane is discovered and he pursues an education in magic, something that ignites friction within the family due to a centuries-past schism that fostered a distrust of magi. As a result, he spends long years away from his family.

## Year -100

### – Assault on Shattrath –

- **Llyreth Starseeker** is born to a noble family in Quel'Thalas.
  - His father, **Lord Faelinor Starseeker**, who has ties to the Convocation of Silvermoon, also had two other sons, **Llyreth's** older brothers **Theral** and **Zael**.
  - At a young age he begins training in the magical arts, and studies at the Falthrien Academy, and also in Dalaran.
- **Sae'themar Sunfeather** continues to pursue his magical schooling throughout Quel'Thalas, and stays for a time with a cousin by the name of **Be'theas Silverstar**.
  - Though **Sae'themar** receives schooling in many different schools of magic, he finds a natural mastery of Telemancy. He attends part of his school years at the Duskwither Spire.
- On Draenor, the Gorian Ogres are rallied by a new leader, **Imperator Hok'lon**, and attempt to conquer the Draenei capital of Shattrath - a place built upon the ruins of the ancient Ogre empire's capital.

- The Draenei easily repel the Ogre's assault, and decimate their ranks with such completeness that there is no chance for them to regroup and attempt another attack.
- Showing compassion, the **Prophet Velen** offers the Ogres a chance to return to their homes and suffer no more hostilities - an offer that the Ogres willingly take up.
- The display of violence and tremendous military might by the Draenei changed the way the Orcs perceived the Draenei, and many clans ceased communication with the otherwise peaceful Draenei settlers.
  - Some clans, like the Bladewind Clan, go so far as to ambush and attack the Draenei caravans, but **Velen** responds with delicate measures, intending to defend his people, but never outright engage the Orcs in war.
- **Althenar Sunstriker is born in Silvermoon City.**
  - The third child and second son of **Adanas'alar Sunstriker** and **Maldan'tiel Ravenbrook**, he pursues magical studies in his early years.
  - **Maldan'tiel Ravenbrook** passes away shortly after the birth of his third child, **Althenar**.
  - At some point within the next century, **Magister Rommath**, apprentice to **Grand Magister of Quel'Thalas Belo'vir**, travels to and settles in the city of Dalaran alongside **Prince Kael'thas Sunstrider**.
    - He eventually ascends to the rank of Archmage.
  - **Aeydark Bal'annor** continues to travel with his parents, trading in caravans up and down the Eastern Kingdoms.

## Year -94

- **Ella'nora Emberlight is born to a noble family within Silvermoon City, the capital of Quel'Thalas.**
  - At a young age she begins training in the magical arts under **Mistress Dawnbloom**, breaking from the path of her sisters who took to the sword and faith.

## Year -92

- **Nori'del Virtris is born in Silvermoon City.**
  - He is the son of fisherman **Noron'vel Virtris** and scribe **Olera Virtris**. At a young age he begins to demonstrate an affinity for the Light.

## Year -84

- **Tirian Felo'dorah is born.**

- The son of **Yvresse** and **Anarian Felo'dorah**, a retired knight of the Blue Lance, he was born in his family's ranching estate outside of Silvermoon City. His father, Anarian, had built up a family business working and breeding horses, something Tirian grows up learning as a trade.

## Year -75

### – The Gnoll War –

- During the reign of **King Barathen Wrynn**, the Kingdom of Stormwind expands and prospers, but is not unopposed.
  - Aside from Troll incursions from the southern jungles, gnolls from the woodlands aggress against humanity, and eventually amass in such numbers that they lay siege to the Capital, Stormwind City.
- **Fëanor Quel'dorah is born in Quel'Thalas.**
  - The son of **Elros** and **Ivanna Quel'dorah**, and also the brother of **Vardamir Quel'dorah**, he is born on the Isle of Quel'Danas under the light of the Sunwell, following family tradition.
  - **Fëanor** and his elder brother spend their early years growing up on the banks of Lake Elrendar where their family's home had been built by their father, a woodworker, just east of Suncrown Village. The homestead is decorated with highly detailed carvings of serpents and flowers and water lizards, a testament to **Elros'** skill.
  - **Fëanor's** mother, **Ivanna**, spends much of her time raising her sons, and continues private work as a seamstress all the while.
- **King Barathen Wrynn** calls for aid from the kingdoms of the north, but is answered with silence.
  - **King Wrynn** uses the brashness of the gnoll's leader to his advantage, and steals away from Stormwind during the siege, assaulting the gnoll leader's camp directly and slaying him. The disorder that rages amongst the gnoll's ranks with the death of their leader scatters their armies.
- **King Wrynn's** armies hunt down the gnolls, and bring them to near extinction, ending any serious threat that they posed.
- The humans of Stormwind grow stronger as a result of the conflict, and begin to cement their renown as a worthy contender on the world stage. Bitter over the neglect of the northern kingdoms, Stormwind adopts a policy of isolation and inward focus.

## Year -70

- Llyreth Starseeker enlists in the Royal Thalassian Military within the battle-magi corps, and undergoes extensive combat training.
  - He trains in a multitude of weapons and fighting skills, but specializes in two handed weapons, as well as offensive and defensive arcane magics.

## Year -65

- Ella'nora Emberlight's half sister, **Variandia**, is presumed dead after being missing for some time. Ella'nora continues pursuing her studies, and attends to duties for House Emberlight.
- Tirian Felo'dorah is compelled by his father, **Anarian**, to break in a particularly stubborn horse.
  - Despite feeling incapable and struggling to do so for hours, he is trapped in the stables with the horse and made to work until the animal was broken in. Despite the ordeal pushing Tirian to the brink, it instills in him a sense of perseverance and resilience.

## Year -64

- Fëanor Quel'dorah begins training in the arcane arts at a young age, the first in his family to do so, and demonstrates an aptitude for the arcane by the age of elven.
  - He is driven hard by his parents to improve upon his craft and skill, both of whom believe that to have a magister in the family would aid in the family's ascent into the higher social circles of Quel'Thalas.

## Year -60

- Tirian Felo'dorah ventures out from home to pursue a career in the military, after having been inspired when he witnessed a military parade in Quel'Thalas a year earlier.
  - Initially he squires under the elven knight **Bu'el**, who would later become captain of the Blue Lance Company.
- Vardamir Quel'dorah, brother of Fëanor Quel'dorah, joins the military with the intention of training to become a soldier.
  - Tensions grow between the brothers as their parents focus their attention on pushing and enabling Fëanor Quel'dorah to greater ambition and success in his magical schooling.

- A rivalry develops between the brothers as they vye for the attention and praise of their parents, and their superiors.

## Year -58

- **Eriihn Autumnsong is born in Windrunner Village, in southwestern Quel'Thalas.**
  - The child of **Visette** and **Galuin Autumnsong**, both commoners, they are also the great grandchild of two of the exiles who initially settled in Quel'Thalas after being banished from Kalimdor.

## Year -55

- **Llyreth Starseeker** transitions to Dalaran to continue his magical studies. He advances over the next few years, and is eventually appointed to the role of guardian of the Citadel.
  - **Llyreth Starseeker** formally joins the Kirin Tor.
- **Fëanor Quel'dorah** begins his attendance at the Falathrien Academy in Quel'Thalas where he ascends to the top of his class.
- **Fëanor Quel'dorah** graduates from the Falathrien Academy in Quel'Thalas, the head of his class, and begins several decades of service to the kingdom under **Grand Magister Belo'vir**.
  - Having trained at an early age, **Fëanor**'s experience as a dragonhawk rider and swordsman enables him to accompany the Farstriders and other groups out into the wilds of Quel'Thalas to deal with wayward threats, like the Amani trolls and more.
  - Given time, the relationship between him and his brother, **Vardamir Quel'dorah**, settles, and the two begin to foster a deeper relationship.
  - Specializing in Transmutation and Conjunction, **Fëanor Quel'dorah** spends the next several decades working to improve his mastery over magic, and establishes a strong reputation as a reliable and surefooted magister.

## Year -50

– Rise of the Blue Lancer –



*Anar'annalas Fëanor Quel'dorah*

- Tirian Felo'dorah completes his tenth and final year of training under the Quel'dorei knight known as **Bu'el**.
  - He and his mentor are separated from their companions on a venture, and are forced into battle with a massive bear in the wilds. **Bu'el** is nearly killed in the encounter, but **Tirian** is able to slay the animal, an act which cements the completion of his training.
  - Despite being severely wounded, **Bu'el** knights **Tirian** in the moments after the fight, believing him to have sufficiently proven himself. The ceremony is without pomp or spectacle, and done in private, in the company of his fellow squires.
  - **Tirian**, as an official Knight of the Blue Lance, begins his service throughout Quel'Thalas, serving as a guard to nobility, a defender of the people, and warden of the wilds, and a servant of the people.

## Year -45

### – The Last Guardian –

- Instead of returning her granted power back to the Council of Tirisfal, **Aegwynn** has continued to hold it for herself. Hunted by the Tirisgarde, agents of the Council of Tirisfal, **Aegwynn** fights to survive on her own.
  - **Nielas Aran**, one of the Tirisgarde hunting Aegwynn, locates and battles against the **Guardian**, but comes to understand **Aegwynn's** reservations about returning her powers to the Council - whom **Nielas** believes are more focused on political aims than protecting Azeroth.
  - The two conspire to conceive a child who would inherit **Aegwynn's** powers, and unbeknownst to them both - also the dark spirit of **Sargeras**.
- **Aegwynn** gives birth to a son, whom she names **Medivh**, meaning "Keeper of Secrets". **Nielas Aran** takes **Medivh** to be raised in the court of Stormwind, where he himself serves as Conjurer of the Court.
  - **Medivh** grows to be close friends with prince **Llane Wrynn** of Stormwind, and **Anduin Lothar** - a descendant of **Thoradin's** Arathi bloodline.
- **Aegwynn** vanishes into the world with her duties to Azeroth completed.

## Year -44

- Erilihn **Autumnsong** initially begins training as an arcanist, but finds little enjoyment in the work. They depart their studies and pursue training as a Farstrider, following in the footsteps of the Windrunner siblings, who had been local and national legends in her town growing up.

## Year -40

- Nori'del **Virtris** is ordained as a priest within the Church of the Sun within Quel'Thalas, and begins to establish a following of acolytes.

## Year -31

### – Death of Nielas Aran –

- Upon the eve of **Medivh's** fourteenth birthday, the son of **Aegwynn** suffers a terrible incident as his inherited powers come forth.
  - The sudden burst of power throws the young **Medivh** into a fit which kills his father, **Nielas Aran**, and puts **Medivh** himself into a years-long coma.
  - **Medivh** is tended by the clerics of Northshire until he wakes.

## Year -25

- Master Sorcerer **Ansinost Summerbough** travels south from Quel'Thalas once more, taking a break from the often dangerous rivalries and political maneuvering of Silvermoon City.
  - He spends time in the foothills of Lordaeron, learning of human politicking and custom before making his way further south.
  - He journeys to Stormwind City and aids its fledgling university in establishing itself as a regional powerhouse for sorcery outside of the Kirin Tor's influence.
  - The Quel'dorei mage **Elsharin** also, at some point during this time, arrives in Stormwind and assists with the establishment and expansion of the Stormwind University.
- **Vangellis Falwellow** forges a set of twin blades for an elven noble, **Belore'Serrar** and **Balah'Serrar**, which are quick to draw attention and acclaim.
- **Sae'themar Sunfeather** travels south and joins other elven magi in the city of Dalaran, working to support relations between human magocracy and the elven kingdom.
  - He spends a total of some twenty five years in the city, initially beginning with further schooling and study.

## Year -24

- Erilihn Autumnsong is assigned to the defense and maintenance of Thas'alah, in southern Quel'Thalas, and its surrounding areas near the border.

## Year -19

### – The Guardian Awakens –

- The Guardian, **Medivh**, awakens from his coma to find a much changed world. He begins to explore his newly granted powers, and tries to come to terms with his duties as Guardian.
- Nori'del Virtris departs Quel'Thalas, leaving behind their following in pursuit of further knowledge. He spends the next twenty years journeying to the human and dwarven kingdoms to learn of their faith in the Light and culture.
  - During his journeys, Nori'del explores the livelihoods of the humans and dwarves, coming to better understand the culture and practices that define their lives.
  - Nori'del Virtris spends an entire winter with the Copperhelm Clan after being found struggling through the cold months in Dun Morogh. Through the exchanging of culture with this clan, Nori'del is introduced to spiced beer.
- **Cael'braen Sunbreeze is born in northeastern Quel'Thalas.**
  - The son of lesser nobles **Daraynna Sunbreeze** and **Ves'nal Willowbrook**, he is raised with the expectations of joining his parents in service to the Kingdom as a magister.

## Year -18

### – The Gurubashi War –

- In response to recent provocations as Stormwind seeks to expand, and a reckless covert mission by **Medivh**, **Anduin Lothar**, and **Prince Llane**, the Gurubashi trolls of Stranglethorn lead an all out war against the humans of Stormwind.
  - Master Sorcerer Ansinstost Summerbough joins forces with the humans of Stormwind in the defense of their lands against the Gurubashi menace. He helps to train human forces in elven tactics used to fight the Amani.
- Venturing out into the world to explore beyond the borders of Quel'Thalas, **Fel'tharanas Everwyern** joins the humans of Stormwind in their battles against the Trolls, helping to advise their forces given his experience in battling the Gurubashi.

- He establishes many connections with the humans of Stormwind.
- The Gurubashi lay siege to the capital city of Stormwind.
  - The Gurubashi are defeated when the Guardian, **Medivh**, arrives and wipes out their forces with an epic and terrifying display of power.
  - During the siege, **King Barathen** is slain, resulting in the ascension and crowning of **King Llane**.
- **Fel'tharanas Couruban** is demoted within the Ranger Corps. for having disobeyed orders and left to join the humans in the conflict down south.
- After the end of the Gurubashi War, **Medivh** follows in the footsteps of several visions he's had, and comes upon the tower Karazhan, built by his mother, **Aegwynn**. There, the two meet for the first time and **Aegwynn** teaches **Medivh** the duties of a true Guardian.
  - **Aegwynn** later returns to her exile after setting **Medivh** upon his path.
  - **Medivh** continues to struggle with a growing darkness within him, unaware that it is the dormant spirit of **Sargeras**, leader of the Burning Legion.
- **Medivh** comes to the belief that, as Azeroth's denizens have grown apart over the past ten thousand years since the Legion's last invasion, if the demons were to return - Azeroth would not be prepared.
  - Resolving to prepare the people of Azeroth for such a dark prospect, **Medivh** embraces the darkness within him, and comes to believe that the perfect solution would be to prompt a lesser invasion which would unify the world.
  - **Medivh** begins to study and learn of Draenor, and watches the Orcs as they are further corrupted by the Legion. He explores ways to bridge the gap between worlds, and compiles his research into a new text, called the [Book of Medivh](#).

## Year -17

- [Master Sorcerer Ansinoth Summerbough](#) returns to Quel'Thalas after the war to resume his research.
  - He takes on several new apprentices of noble lineage.

## Year -15

- [Sae'themar Sunfeather](#) completes his studies in Dalaran, but remains to further aid efforts at expanding magical cooperation between Quel'Thalas and the Kirin Tor.
  - This decision puts further strain on familial relations, as the elders of the Sunfeather family are strong advocates for severing ties with humanity entirely.

## Year -10

- **Kil'jaeden**, a demon lord of the Burning Legion, makes contact with the crippled Orc named **Gul'dan** on Draenor, who mistakes the demon lord for the spirit of an elemental.
  - The demon lord promises **Gul'dan** the power of a god in exchange for his loyalty, something to which the spiteful **Gul'dan** eagerly accepts - believing it to be a way to get even with all those in his life who had cast him out.
  - **Kil'jaeden** begins to teach **Gul'dan** in the ways of the Fel. Gul'dan becomes the first warlock.

## Year -8

### – Hostilities Begin –

- **Gul'dan**, on Draenor, expands his influence and draws many shamans into his confidence - twisting them slowly into warlocks who also use the Fel.
  - **Gul'dan** eventually convinces the Orcs to begin attacking the Draenei, a race of refugees from the world of Argus, sowing lies and discord and leading the Orcs to believe that the Draenei are behind many of the ills suffered by the Orcs.
- At a gathering of chieftains, the Orcs come together to form a unified front - and call themselves the Horde.
- On Azeroth, **Vangellis Falwellow** is dispatched with a delegation to Ironforge, where he and several dwarven smiths conference on technique and culture, a rare occasion which helps to expand the minds and abilities of the smiths.

## Year -7

- **Vynlorin Shandaumath's** cousin, **Vorelien Shandaumath**, is killed, which spurs **Vynlorin** on to finding instruction in the magical arts as a way to protect himself and his family and people.
  - He becomes an apprentice to **Lord Dred'nor Darkterror** after the Lord and his associates aid **Vynlorin** in recovering his cousin's body.
  - **Vynlorin** begins training amongst other mages under **Lord Darkterror**, and begins to master the foundation of offensive magics.
- The young sorcerer **Cael'braen Sunbreeze** struggles to live up to the high expectations of both his parents and his academic instructors.

- Though fairly skilled as an arcanist, he lags behind his peers due to the high stress and demands of his familial obligations.

## Year -6

### – The Shadow Council –

- **Gul'dan** gathers his most gifted warlocks and establishes the Shadow Council, a secretive group of warlocks who conspire and plot to guide the Horde in service to the Burning Legion.

## Year -5

### – The Gift of Fel –

- **Gul'dan** uses his growing influence to twist the Horde further in service of the Horde. Without revealing to the Orcs the true origins of his power, he convinces many of the Horde's shamans to abandon the elements and take up the Fel, expanding the ranks of his warlocks.
  - **Gul'dan** and his Shadow Council also manipulate the Horde to elevate the Blackrock Orc named **Blackhand** to the position of Warchief of the Horde.
- **Gul'dan** and his Shadow Council spread Felmancy to many of the Orcish tribes, and empower the Horde's warriors with dark magics that grant them strength and twisted abilities. The color of the Orcs' skin begins to change from brown to green, and the use of Fel magic spreads across the world.

## Year -4

### – Destruction of Karabor –

- The Orcish Horde on Draenor uses the Dark Star to destroy the Draenei Temple of Karabor, and the Draenei flee for their lives.
  - **Gul'dan** and his Shadow Council claim the Temple of Karabor, now called the Black Temple, as their seat of power.

## Year -3

### – Shattrath and Auchindoun –

- The Shadow Council summons **Mannoroth the Destructor**, a massive demon of the Legion, and compels the Horde's warriors to drink in its blood. The act binds the Horde to the Pit Lord's will, and effectively enslaves the Orcs to the Burning Legion.
  - The corrupting of the Orcs is complete, and the Horde sets its blood crazed focus towards the Draenei capital of Shattrath.
  - The Shadow Council unleashes a sickness known as the Red Pox upon the Draenei and the Orcs who refused to consume the Fel blood of Mannoroth. The plague results in countless deaths.
- The Horde begin an all out war of conquest across Draenor.
  - The city of Shattrath is razed to the ground by the Horde, and the Draenei nearly entirely wiped out. The few who survive flee into the wilds of the dying world.
  - Auchindoun is destroyed when the Horde tries to summon a demon, but instead conjures a massive elemental.
- The defeat of the Draenei is nearly absolute, and the Legion abruptly cuts off communication with the Orcish Horde, allowing them to wither and suffer as their world begins to die. **Kil'jaeden** and **Sargeras** plot to drive the Orcs to desperation before drawing upon them to invade Azeroth, and weaken it for another Legion invasion.

## Year -1

### – The Dark Portal –

- **Medivh** makes contact with **Gul'dan** on Draenor, and convinces him to lead the Orcs to Azeroth.
  - He promises **Gul'dan** the power of the **Avatar of Sargeras**, buried beneath the ocean in the ruins of the Temple of Elune near Suramar - now called the Tomb of Sargeras.
  - **Gul'dan** agrees to this pact, and pushes the Horde towards preparations for an invasion.
- Construction on the Dark Portal, on Draenor, begins.
- **Ven'rallei Stormingdawn is born in Silvermoon City.**
  - The son of a married couple that owns a mercantile business trade in a variety of goods. From a young age he is taught mercantile skills, trade practices, language, and diplomacy.
  - As he grows up, he begins to take an active role in the family business.

# The Great Wars

(0 - 13)

## Year 0

### – The Dark Portal Opens –

- The Dark Portal is opened and the Orcish Horde charges into Azeroth - first targeting the Kingdom of Stormwind.
- The Horde takes time to establish war camps and builds up an arsenal of siege weapons, along with supplies to fund their genocidal campaign.
  - The Horde rampages across the Black Morass, a swamp to the east of the Kingdom of Stormwind, and begins attacking human settlements on the far edges of the kingdom.
- Discovering the dark magics at work in the south, **Aegwynn** discovers her son to be behind the Horde's invasion, and resolves to stop him.
  - **Aegwynn** confronts **Medivh** with the support of a blue dragon, **Arcanagos**, and the three battle for the fate of Azeroth.
  - **Sargeras** takes control of **Medivh**'s form and unleashes his power upon **Aegwynn** and **Arcanagos**.
  - **Arcanagos** is slain, and then raised as a burning skeletal drake.
  - **Sargeras**, controlling **Medivh**'s body, drains the life energy of all the inhabitants of the tower of Karazhan, and unleashes it against **Aegwynn**, banishing her from the tower to places unknown.
- At some point during the First War, **Magister Rommath**, now also an Archmage of Dalaran and the Kirin Tor, returns to Quel'Thalas to resume his service under the **Grand Magister**.
- Stormwind's armies venture forth to investigate and counter the growing threat in the east, but falter against the savage brutality of the orcish Horde.
  - Stormwind suffers many losses during the early days of the crisis, and a prolonged period of ambushes plagues the kingdom and its people at large.

## Year 2

### – Heart Fever –

- Mutations of diseases from Draenor spread to the human population on Azeroth in the Kingdom of Stormwind, developing into Heart Fever, a vicious sickness that poisons the blood, and causes the heart to become swollen, and then burst.
  - **Nori'del Virtris** arrives in the Kingdom of Stormwind while still journeying amongst the human and dwarven kingdoms.
  - As the Heart Fever spreads throughout the human settlements in Stormwind, **Nori'del Virtris** works to heal and bless the sick, drawing on his knowledge of human faith - gained during his travels. Despite saving lives where he journeyed, the sheer number of fatalities as a result of the sickness is staggering.
- **Dorian Fallowmarsh is born in Silvermoon City.**
  - The son of **Ilsia** and **Ban'oriel Fallowmarsh**, renowned explorers, he is their first child and is invested in his family's adventuring business at a young age.
- **King Llane Wrynn** sends word to the northern kingdoms, but is openly mocked, and Stormwind is left to fight the Horde on its own with few believing the stories coming from the southern kingdom.
  - **Master Sorcerer Ansinoth Summerbough** is among a number of individuals in Quel'Thalas who advocate for the Thalassian military to venture forth and investigate the rumors of foreign invaders. He is forbidden from doing so, and instead begins to prepare his apprentices for what he believes to be an inevitable confrontation should the rumors be true.
  - Still working to heal the sick, **Nori'del Virtris** learns first hand of the Horde's arrival on Azeroth, and witnesses the destruction of homesteads throughout the Kingdom of Stormwind.
- **Sae'themar Sunfeather** returns to Quel'Thalas after suffering a devastating heartbreak at the hands of a noble of Lordaeron near Dalaran.
  - Discovery of **Sae'themar's** relationship drives widens the divide between him and his family, leading him to distance himself and spend his time in Silvermoon city working amongst the other magisters.
- **Nori'del Virtris** continues to aid the sick, needy, and refugees as the Horde begins to amass, and finally starts to push in towards Stormwind.
- **Anduin Lothar** is appointed the "King's Champion", and tasked with leading Stormwind's military against the Horde.

## Year 3

– The First War Begins –

- Lakeshire is attacked and destroyed by the Horde, marking the first major battle and loss of the war.
  - Westfall and Brightwood also suffer attacks by the Horde, and quickly fall before the onslaught.
  - **Nori'del Virtris** remains in Stormwind, aiding the humans in their struggle against the Horde, and formally joins into the human's Church of the Holy Light.
- At the age of 24, the young sorcerer **Cael'braen Sunbreeze** is drawn into the confidence of a Silvermoon magister who introduces him to darker magics.
  - Believing it to be a way to rise up and meet the high expectations set upon him by his parents and his instructors, he begins to embrace shadow magics as an alternative to the arcane.
- **Gul'dan**'s Shadow Council manages to secure control of the Blackrock Spire, part of the Dark Iron's Blackrock Mountain. This is only possible through the duplicity of **Cho'gall**, one of Gul'dan's warlocks, who in secret had begun to heed and obey the whispers of the void.
  - The Old Gods of Azeroth, who still bore a connection to the elemental fire lord **Ragnaros**. Granting the Horde stay within Blackrock mountain would serve the Old Gods' aims of weakening Azeroth and bringing chaos to the world.
  - The Horde occupies part of Blackrock Mountain.
- **Hespir Everwyern is born in Quel'Thalas.**
  - He is the younger brother of **Fel'tharanas Everwyern**.
- Elwynn Forest is invaded by the Horde.
  - Northshire Valley falls to the Horde.
    - Survivors and refugees escape to Stormwind City through underground tunnels.
- The Horde lays siege to Stormwind City for the first time, but are taken by surprise when **Anduin Lothar** leads Stormwind's armies around to attack their flanks during the siege.
  - Striking at the Horde's armies from both the front and the rear, the siege is broken, and the Horde suffers the greatest defeat in its entire history.
  - **Anduin Lothar** earns his reputation as one of the greatest commanders in human history.
- **Medivh**, the Guardian of Azeroth, is found to have betrayed humanity and being the one responsible for summoning the Horde into Azeroth.
  - **Anduin Lothar, Khadgar - Medivh's apprentice, and Garona Halforcen** lead a strike into Karazhan and battle the **Guardian**. **Khadgar** is severely wounded in the battle, **Garona** flees, but ultimately **Medivh**, the Last Guardian of Azeroth, is slain.

- The death of the **Guardian** unleashes dark magics that blight the otherwise cheerful forests of Brightwood, transforming it into a barren canyon known now as Deadwind Pass.
- The death of the **Guardian** also affected **Gul'dan**, who had been connected to **Medivh** at the time as he sought the location of the Tomb of Sargeras within the **Guardian's** mind. **Gul'dan** is thrown into a deep coma.
- Upon learning the full extent of the war in the south, and the arrival of Fel crazed monsters and dark magics, **Master Sorcerer Ansinosth Summerbough** and his fellow sorcerers begin to scour ancient texts, digging up what information is available from the War of the Ancients.
  - Finding only limited information within the archives of Silvermoon, the sorcerers and a company of soldiers strike out on a daring covert mission beyond Quel'Thalas' borders, and across the sea, to uncover texts and scrolls buried in the ruins of Eldre'thalas.
  - Battling through the wildlands of Kalimdor, the company is confronted by Kaldorei sentinels and a bloody skirmish erupts. The Quel'dorei plunge deeper in the wilderness, hunted constantly by the Kaldorei sentinels.
  - Upon arriving at the ruins of Eldre'thalas, the company finds themselves unable to venture too deep into the ruins given the state of the city, and are able to extract only limited information.
  - They discover the ghosts of the Shen'dralar, but are driven out by the hostile spirits. Empty handed, the sorcerers return to Quel'Thalas and seek alternative methods of preparation.
- **Orgrim Doomhammer**, a chief lieutenant of the Horde, challenges **Warchief Blackhand** for leadership of the Horde - believing him too weak to carve out a victory.
  - **Orgrim** kills **Blackhand** with his family's weapon, the Doomhammer, and claims the mantle of Warchief for himself.
  - With the Shadow Council disabled following the sudden incapacity of **Gul'dan**, **Orgrim Doomhammer** banishes Fel magic within the Horde, believing it to have driven the Orcish people from their culture and tradition.
- **Nori'del Virtris** boards a ship and sails north to Lordaeron, escaping the Kingdom of Stormwind and the reach of the Horde during the First War.
- In Quel'Thalas, **Tirian Felo'dorah** and other knights of the Blue Lance are dispatched to guard the southern borders of the Kingdom.
- **Orgrim Doomhammer** turns his focus towards Stormwind and leads an all out siege.
  - During the siege, **Garona** returns to Stormwind and assassinates **King Llane**, leading to a breakdown of morale and resolve within the ranks of the human defenders.

- **Anduin Lothar** and **Khadgar** return to see the conclusion of the siege, and set to work leading the evacuation of Stormwind's people through the harbor.
- **Anduin Lothar** secures **Prince Varian Wrynn**, son of **Llane Wrynn**, and also escapes the city.
- Under the command of **Anduin Lothar**, the human survivors escape north by sea to Lordaeron and Kul Tiras.
  - The capital city, Stormwind, is razed by the Orcish Horde, and the kingdom falls.

## Year 5

### – The Second War Begins –

- Refugees from Stormwind are taken in by the Kingdom of Lordaeron, and a council is convened to rally support to fight against the Horde.
  - The Alliance of Lordaeron is forged, consisting of the Kingdoms of Stormwind, Lordaeron, Stromgarde, Gilneas, Alterac, the island nation of Kul Tiras, and the Magocracy of Dalaran.
  - Representatives of Quel'Thalas, the Wildhammer and Bronzebeard clans of dwarves, and the gnomes of Gnomeregan are also contacted, but are unable or unwilling to initially deploy troops.
  - **Nori'del Virtris** remains in Lordaeron's capital city in the immediate aftermath of the First War, but later journeys with other members of the Church to Stratholme.
  - The Order of the Silver Hand is founded by **Alonsus Faol** and a handful of knights of both Stormwind and Lordaeron.
    - **Uther the Lightbringer**, **Saidan Dathrohan**, **Tirion Fordring**, **Turalyon**, and **Gavinrad**, are the first paladins to be inducted into the Order.
- **Colben Ornae** and **Nori'del Virtris** witness the formation of the Silver Hand, and **Colben** shortly after begins training as a paladin of the order. He continues to train, and assist with logistics for the Alliance during the war.
- **Nori'del Virtris** joins the Order of the Silver Hand and works to mentor aspiring paladins in the ways of the Light.
- **Orgrim Doomhammer's** Horde pushes north from Stormwind and lays siege to the dwarven Kingdoms of Khaz Modan.
- Ironforge and Blackrock Mountain are besieged by the Horde.

- The upper half of Blackrock Mountain remains locked down, having been taken over by the Horde, and the Dark Iron Dwarves secluded deep within the mountain are deterred from aggressing against the Horde's forces.
- Ironforge endures a siege that lasts for years.
- The Horde continues its brutal conquest on the warpath north, conquering Khaz Modan and inching towards the Arathi Highlands.
  - Agents of the Horde seek out, and strike a pact with the Amani trolls of Zul'Aman. The forest trolls begin to strike at the Quel'dorei throughout the woods of southern Quel'Thalas.
  - The Alliance forces prepare to fight back against the Horde.
  - [Quin'el Dawnbringer](#) begins to work with his apprentices to forge weapons and armor to aid the Alliance's war effort against the Horde.
  - **King Anasterian Sunstrider** of Quel'Thalas is formally called upon to make good on the ancient pact sworn with the bloodline of Arathor, and he dispatches a small fleet to support the Alliance - but little more.
- **Lireesa Windrunner**, Ranger General of Quel'Thalas and mother of the Windrunner siblings **Alleria**, **Sylvanas**, **Vereesa**, and **Lirath**, leads elven forces against the Amani trolls throughout southern Quel'Thalas. Their company is ambushed by the Amani on one specific, fateful occasion.
  - [First Lieutenant Ranger Ker'tina Silverflight](#) and her brother, **Lyrindel Silverflight** are present as part of **Lireesa's** company, and narrowly survive the Amani ambush.
  - **Ranger General Lireesa Windrunner** is slain by the Amani trolls.
  - She is succeeded by **Sylvanas Windrunner**, her daughter, as Ranger General of Quel'Thalas after her eldest daughter, **Alleria Windrunner**, refuses the mantle.
  - **Alleria Windrunner** takes possession of her mother's bow, Thas'dorah.
- **Alleria Windrunner** disobeys **King Anasterian's** orders and leads an additional contingent of elven forces to join with the Alliance armies.
  - [Fel'tharanas Everwyern](#), [Erilihn Autumnsong](#), [Fëanor Quel'dorah](#), and [Adela Duskriider](#) travel south with the Quel'dorei, against orders, and join the humans in battling the Orcs, but Adela is slain by the Horde during the fighting.
- Anticipating stiff resistance at the Thandol Span, a narrow crossing between Khaz Modan and the northern human nations, **Warchief Orgrim Doomhammer** orders the Horde to construct a fleet of warships to make the cross by sea.
  - This unanticipated move strikes the Alliance by surprise.

- While in the region, the Horde enslaves the Red Dragonflight, with assistance from the Black Dragonflight, by capturing the Red Dragonflight Aspect **Alexstrasza the Life-Binder** and compelling her submission with the use of the Demon Soul.
- The Horde fleet sails for Lordaeron, but is intercepted by the Kul Tiran war fleet, under the command of **Grand Admiral Daelin Proudmoore**.
  - The Alliance fleet deals tremendous damage to the Horde, but is ultimately driven back by the arrival of the enslaved ruby dragons.
- The Horde makes landfall in the Hillsbrad Foothills where the first major engagement of the Second War is fought.
  - [Fëanor Quel'dorah](#) takes part in the Battle of Hillsbrad.
  - The Horde's advance is slowed in Hillsbrad by fierce fighting, and with both the path through Alterac and Silverpine blocked.
  - The Horde unleashes the first Death Knights against the Alliance, and also deploys necromancers to reanimate the dead.
- Seeking an alternative route north, the Horde seals a pact with the Amani trolls and pushes east, into the Hinterlands.
  - **Warchief Orgrim Doomhammer** utilizes **Warlord Zul'jin**, an Amani troll, to rally the Amani to the side of the Horde.
  - The Horde lays siege to the Wildhammer dwarves in the Hinterlands and drives them back to the Aerie Peak.
  - The Horde outmaneuvers the Alliance and strikes north towards Quel'Thalas along the eastern mountains, bound by oath to destroy the elven kingdom in return for the support of the Amani trolls.
- **Anduin Lothar**, **Turalyon**, and **Alleria Windrunner** lead a force in pursuit of the Horde through the Hinterlands, and north towards Quel'Thalas.
  - Present amongst their forces is [Fëanor Quel'dorah](#).

## Year 6

### – The Alliance of Lordaeron Fights Back –

- **Anduin Lothar** leads the forces of the Alliance of Lordaeron in battling the Horde in Hillsbrad, the Hinterlands, and upon the high seas with the support of other heroes of the Alliance such as **Grand Admiral Daelin Proudmoore**, **Gilnean King Genn Greymane**, **Danath Trollbane of Stromgarde**, **Alleria Windrunner**, **Khadgar**, and the paladins **Uther the Lightbringer**, **Turalyon**, **Saidan Dathrohan**, **Tirion Fordring**, and **Gavinrad**.

- The Alliance is pushed back by the Horde inch by inch.
- **Nori'del Virtris** remains attached to the Alliance's forces, but does not venture to the front lines, instead serving in the rear and continuing to provide support to the armies and paladins of the Silver Hand.
- **Llyreth Starseeker** returns to Quel'Thalas in anticipation of the war reaching its borders.

### — The Burning of Quel'Thalas —

- The forest trolls emerge en masse from the forests of Zul'Aman and assault the kingdom of Quel'Thalas alongside the Horde, cementing the Quel'dorei's full throated support for the Alliance of Lordaeron.
- **Anduin Lothar's** forces in the east are able to aid the Wildhammer Dwarves and lift the siege of the Aerie Peak, earning the support of the dwarves and their thane, **Kurdran Wildhammer**.
  - Their gryphon riders join into the Alliance army and prove effective at countering the dragon mounted riders of the Horde.
- Many Quel'dorei join in the defense of Quel'Thalas against the Horde.
  - **Master Sorcerer Ansinoth Summerbough's** fears of an inevitable conflict with the Horde are realized, and he leads his apprentices, and many other magi, in an aggressive campaign against the Horde to defend Quel'Thalas.
  - **Thorriless Ralomyar** is deployed to the southern borders of Quel'Thalas alongside the Farstriders. There, he faces the Orcish Horde and the Amani trolls in close-quarters fighting. During the long months of intensive fighting, **Thorriless** begins to experience a numbness towards the loss of life, a result of being sent time and time again to the front lines where the fighting was the thickest.
  - **Magistrix Zyellia Bloodsong** joins the elven forces in battling the Horde in southern Quel'Thalas. The sights and battles she experiences strike within her a deep feeling of fear at the thought of seeing her kin slain.
  - **First Lieutenant Ranger Ker'tina Silverflight** and her brother, **Lyrindel Silverflight**, join the Farstrider's efforts to engage the Horde's forces in efforts to slow their advance. They face both the Amani and the Orcs, as well as the other races of the Horde conscripted to fight.
  - The three Sunstriker siblings, **Baranthore**, **Andinthe**, and **Althenar**, join the Quel'dorei forces in battling the Horde, alongside their mother, **Adanas'lor Sunstriker**.

- [Vynlorin Shandaumath](#)'s aunt and uncle, both magisters, join the Quel'dorei forces in battling the Horde. [Vynlorin](#) continues his training in Quel'Thalas, however, and does not engage in the war.
- [Narsyssa Blackwood](#) joins the Quel'dorei in battling the Horde within Quel'Thalas. During the conflict she loses both her parents, and her extended family. She and her sister are the last two Blackwoods surviving.
- [Ara'dana Dawnfire](#) and [Cael'braen Sunbreeze](#) join other elven spellcasters in battling the Horde, and witnesses first hand the power of the Horde's dark magic, including necromancy.
- [Vangellis Falwellow](#) journeys to the front lines to serve as a smith in the war campaigns as the Quel'dorei hold back the Horde, but does not engage in the fighting.
- [Haeldron Dawnbrook](#), [Zariasona Emberspirit](#) and her family, [Llyreth Starseeker](#), [Tirian Felo'dorah](#) and the Knights of the Blue Lance, and [Ethrian Duskriider](#) also join the Quel'dorei in battling the Horde within Quel'Thalas, with the latter taking many mounted rangers and harassing the Horde army where possible to slow their advance. The mounted spellbows grapple with the enslaved ruby dragons, but are able to evade heavy losses due to the advantage of high mobility.
- The Sunfeather family estate in southeastern Quel'Thalas is burned by the Horde, and the noble family takes shelter in Silvermoon City. [Sae'themar Sunfeather](#) himself does not engage the Horde in the south, but remains in the city to help prepare for further defenses.
- [Adanas'alon Sunstriker](#) is slain during the battles against the Horde, though it is widely believed she was in fact betrayed and murder.
- Knights of the Blue Lance **Bells**, **Grime**, **Belus**, **Gr'uym**, and the squire **Tirael** are slain battling the Horde.
- The Horde's forces are weakened by the Ban'dinoriel, the barrier shielding Quel'Thalas.
  - **Gul'dan** is permitted by **Orgrim Doomhammer** to pursue a solution to the problem. **Gul'dan** dismantles the runestones empowering the shield, and forge the shattered pieces into an Altar of Storms which is used to fuel rituals to empower ogres—turning them into mutant, two headed monsters.
- Much of Quel'Thalas is burned and pillaged by the Horde, which makes horrific use of enslaved ruby dragons to burn away the defenders.
  - [Haeldron Dawnbrook](#) works to help civilians in front line villages withdraw deeper into Quel'Thalas. He faces many battles with the Horde in the process, and is nearly killed on several occasions.

- [Cael'braen Sunbreeze](#) and a company of Farstriders manage to wound an enslaved ruby dragon, downing it and killing its rider. [Cael'braen](#) battles against the wounded drake, unleashing shadow magic upon it.
  - The overwhelming use of shadow magic corrupts the dragon and, though intentional, empowers it with new, dangerous abilities.
  - [Cael'braen Sunbreeze](#) and the Farstriders battle the corrupted ruby dragon, which results in the deaths of several Farstriders, but ultimately achieve victory.
  - [Cael'braen Sunbreeze](#) is scorned by the rangers for his reckless use of such dangerous powers, and reported to the magistry upon their return to Silvermoon.
- Much of the elven population withdraws to Silvermoon City and a massive barrier is raised around the city. A prolonged siege of Silvermoon City is set, with the Horde rooting itself in place.
  - [Master Sorcerer Ansinosth Summerbough](#), [Ara'dana Dawnfire](#), [Cael'braen Sunbreeze](#), [Sae'themar Sunfeather](#), and many of the kingdom's sorcerers join forces to help empower the shield erected around Silvermoon City.
  - [Tirian Felo'dorah](#) and the Knights of the Blue Lance withdraw to Silvermoon City and hold the line against the Horde.
  - [Ella'nora Emberlight](#) and her family endure the Siege of Silvermoon within the walls.
- [Ethrian Duskriider](#), [Thorriless Ralomyar](#), [First Lieutenant Ranger Ker'tina Silverflight](#), and her brother, [Lyrindel Silverflight](#), are some of those trapped outside the walls of Silvermoon City during the siege; they wage a guerilla campaign against the Horde with the support of other forces stranded in the woodlands.
  - They suffer many losses, which deeply affect the rangers in particular and fuel a tremendous resentment and animosity towards the Horde races.
- [Ivanna Quel'dorah](#), mother to [Fëanor Quel'dorah](#), is slain in the family's home when the Horde's orcish forces arrive.
  - With [Fëanor](#)'s father and brother, [Elros](#) and [Vardamir Quel'dorah](#), both having been called up for service, [Ivanna](#) is alone when she is killed.
- Within the besieged Silvermoon City, [Cael'braen Sunbreeze](#) is confronted by the city's high ranking magisters regarding his use of darker magics.
  - Given a choice between forsaking those powers, or being exiled, [Cael'braen Sunbreeze](#) chooses to submit to the magistry and swear off the use of darker magics. Though he intends to abide by his word, he harbors resentment towards those forcing the choice upon him.
  - [Cael'braen Sunbreeze](#) is confronted by his parents, who chide the young sorcerer for his failures and inability to rise to more than just a disgraced magus.

- **Turalyon** and **Alleria Windrunner** arrive from the south with an army and assault the Horde's forces from the rear.
  - Fel'tharanas Everwyern and Erilihn Autumnsong both journey with **Turalyon** and **Alleria Windrunner** back to Quel'Thalas to defend the High Home and help lift the Siege of Silvermoon. In their rush to return to Quel'Thalas, Erilihn sees first hand the carnage left behind by the Horde.
  - **King Anasterian** finally commits the Kingdom of Quel'Thalas to the Alliance, and to help defeat the Horde. With the Thalassian army fully mobilized, the elves join into the war proper and field a massive army to counter the Horde.
- Fëanor Quel'dorah returns to his family's home along the shores of Lake Elrendar to find his mother, **Ivanna Quel'dorah**, dead.
- Ara'dana Dawnfire leads a small party of magi and rangers, including Cael'braen Sunbreeze, beyond the city walls in pursuit of several Orcish warlocks, and manages to take one as a prisoner.
  - Ara'dana Dawnfire and Cael'braen Sunbreeze take part in the interrogation of the Orcish warlock and learn much of the Horde's darker magics, and their origins. It is through this that Ara'dana becomes more intimately aware of necromancy, shadow magic, and fel magic. For Cael'braen, it is an affirmation of the potential power at his fingertips if he only committed himself fully.
  - Magus Braelyn Firehand is, at some point during this time, contacted by **Gul'dan's** Shadow Council and drawn into the fold of those supporting the Burning Legion in secret. She maintains her secrecy throughout the years to follow.
- The siege of Silvermoon drags on, lasting longer than **Warchief Doomhammer** had intended. He orders the siege of Silvermoon to be lifted, and for his forces to push south towards Lordaeron's Capital City, the true goal of his campaign. He leaves **Gul'dan** and his soldiers to waylay the elven forces.
  - Zul'jin's armies refuse to abandon the siege, however, having demanded the defeat of the Quel'dorei in exchange for their support. The Amani are left behind to continue the siege.
- Following the departure of **Orgrim Doomhammer's** forces, **Gul'dan** takes a large portion of the Horde's army to the Tomb of Sargeras, abandoning the Siege of Silvermoon and sapping the Horde of a considerable portion of its most powerful magic users.
- With the Amani left alone to continue the siege, the Quel'dorei and Alliance forces break out of Silvermoon and drive back the trolls.
  - Tirian Felo'dorah and the Knights of the Blue Lance wage a brutal campaign against the Amani as the elven counteroffensive begins.

- Within the Blue Lance, resentments towards the Alliance festers, born out of a sense of betrayal and abandonment by the southern nations during the early days of the brutal Orcish campaign in Quel'Thalas.
- **Cael'braen Sunbreeze** ventures out into the southern woodlands of Quel'Thalas and once again delves into shadow magics, and also now fel magic.
  - The young sorcerer experiments with these new, darker powers, perfecting his craft upon the Amani trolls he hunts down in the woodlands.
  - His frequent exposure to fel energy results in the changing color of his once azure eyes, transforming them into near emerald green.
- In the wake of the Siege of Silvermoon, **Sae'themar Sunfeather** remains in Quel'Thalas and aids in the recovery efforts.
  - During this time he begins to develop a talent for administrative work.
- **Halduron Brightwing** leads a company of rangers into battle against the Amani, and manages to capture **Zul'jin**, the Amani Chieftain.
  - The Farstriders exact justice upon the troll, carving out his eye and removing his arm as repayment for the elven blood shed by his forces over the span of several centuries.
  - During the attempt to deliver the captured chieftain to Silvermoon, an Amani war party ambushes **Halduron Brightwing's** forces and breaks **Zul'jin** free.
- Led by Warchief Orgrim Doomhammer, the Horde marches west towards the heart of the Kingdom of Lordaeron.
  - The Kingdom of Alterac betrays the Alliance and grants passage through their lands to **Orgrim Doomhammer's** armies—enabling their hasty advance towards Lordaeron's Capital City through the Alterac Mountains from the east and south.

### – The Alliance Counter Offensive –

- The Alliance forces in Quel'Thalas lead a lightning offensive to liberate the elven lands, decimating the ranks of the Amani and driving them to the brink of extinction.
  - **Thorriless Ralomyar** journeys with the Alliance forces in pushing the Horde south.
  - **Haeldron Dawnbrook**, **Llyreth Starseeker**, and **Ethrian Duskriider** remain in Quel'Thalas with the elven forces to continue the pursuit and decimation of the Amani ranks.
  - **First Lieutenant Ranger Ker'tina Silverflight** initially remains in Quel'Thalas, but then later joins the Alliance forces in pursuing the Horde into Lordaeron. She is tasked with hunting down and eliminating the Horde's lingering forces in eastern Lordaeron.

- **Turalyon** and **Alleria Windrunner's** forces in Quel'Thalas redirect their attention west, towards Lordaeron, and begin a hasty campaign to reach the capital before the Horde overwhelms it.
  - **Erilahn Autumnsong** and **Fëanor Quel'dorah** accompany **Alleria's** forces in their return to Lordaeron to counter the Horde's advances towards the human capital.
- **Master Sorcerer Ansinoth Summerbough** continues to serve with the Alliance throughout the war, acting as an advisor and expert in the darker magics used by the Horde which he had spent much of his earlier centuries studying and experimenting alongside his fellow sorcerers.
  - He catalogs and documents a great deal of information regarding the Horde's magic, including their use of the Fel and necromancy.
- **Tirian Felo'dorah** and the Knights of the Blue Lance continue their campaign against the Amani long after the Horde is driven out of Quel'Thalas, and even follow them into Lordaeron and Zul'Aman in an aggressive effort to exact vengeance for losses suffered during the Horde's invasion.
  - Tensions within the Blue Lance rise over whether to continue pursuing the Amani, or returning to the High Home. **Tirian Felo'dorah** and his mentor, **Bull**, nearly come to blows over differing views on the matter.
  - After a long campaign, **Bull**, the senior surviving member of the Blue Lance, orders the company home. He chastises the knights for having lost their way in pursuit of vengeance, rather than honoring their duty to protect the High Home.
  - The Knights of the Blue Lance turn north, towards Quel'Thalas, and return home.
- The Horde lays siege to the Capital City of Lordaeron.
  - The Horde falters during the siege as **Turalyon** and **Alleria's** forces assault the Horde from the east, having broken out of Quel'Thalas, and internal fighting weakens the Horde army.
  - **Vangellis Falwellow** travels with **Turalyon's** forces as they push west towards Lordaeron's Capital City. He continues to provide support through reforging and repairing arms and armor. He's inspired by the Alliance's paladins, and how they're able to shape and wield the Light.
  - Alliance forces in the Foothills and Highlands, led by **King Thoras Trollbane**, push north and defeat the traitorous Kingdom of Alterac, which allowed the Horde through its territory to assault Lordaeron's Capital City.
  - **Erilahn Autumnsong** is present with **Alleria Windrunner's** forces in battling the Horde during the Siege of Lordaeron.

- Knowing defeat is imminent with the massing Alliance reinforcements now bearing down upon him at Lordaeron, **Warchief Orgrim Doomhammer** orders the Horde to retreat, and the Alliance liberates the Capital City.
- **Tirian Felo'dorah** and the Knights of the Blue Lance, having returned to Quel'Thalas, begin to recruit and train new squires and knights, and also begin to recruit new pages.
  - The order's ranks swell with new recruits, elves from all across the kingdom who are eager to prevent another invasion, and to defend the High Home.
  - **Tirian Felo'dorah** is assigned a page of his own, **Yvresse Thas'ban**, nicknamed **Mother** given her sharing **Tirian's** mother's name.
- With the Siege of Lordaeron broken, **Eriihn Autumnsong** is summoned back to Quel'Thalas with other rangers to assist with driving out the remaining Amani trolls and securing elven territory for rebuilding.
- The Alliance pushes on all fronts and drives the Horde south.
  - **Fel'tharanas Everwyern** leads a contingent of mounted rangers and spellcasters against the Horde as they push through Arathi, and onto the Thandol Span. His forces deal withering blows to the Horde in the narrow mountain passes from above and their exposed sides when crossing the span.
  - **Nori'del Virtris** at long last joins the front line forces as the Alliance drives the Horde south, rallying troops with battle hymns and tending to the wounded.
  - **Ethrian Duskriider** journeys south to join the Alliance forces at long last, bringing reinforcements from Quel'Thalas in the form of reconstituted mounted units.
- The mountain city of Ironforge is lifted, and the Bronzebeard Dwarves and gnomes of Gnomeregan, under **King Magni** and **King Mekkatorque**, finally join the war effort against the Horde.
- **Vangellis Falwellow** pledges himself as a squire to **Sir Daldrick Gravehammer**, one of the Alliance paladins of the Silver Hand, and begins to train under him.
- Horde reinforcements, led by **Dal'rend** and **Maim Blackhand**, attempt to sail to Stormwind from the Tomb of Sargeras, from where they can reinforce **Orgrim's** forces.
  - The Alliance navy, under the command of **Admiral Daelin Proudmoore**, engages them on the high seas with the support of the Wildhammer clan and lays waste to the Horde's fleet.
  - **Derek Proudmoore**, son of **Daelin Proudmoore**, is killed during the Battle of Crestfall, despite the decisive Alliance victory.
- **Master Sorcerer Ansinoth Summerbough** and other elven sorcerers gather in secret for a ritual to unmake one of the orc warlocks, seeking to better understand the dark magics commanded by the Horde's mystics.

- The ritual, gruesome and unspeakable, tears the orc's soul apart and unravels its existence entirely, revealing a great deal about the Fel, and even the Void in the process.
- The Alliance marches on the Burning Steppes and lays siege to Blackrock Mountain, last stronghold of **Orgrim's Horde**.
  - Much of the Alliance's forces drive through the mountain passes around the volcanic stronghold, utilizing the Dark Iron Highway as a way to circumvent the Horde's strong defense of the mountain's interior.
  - **Warchief Orgrim Doomhammer**, unable to conjure and rally reinforcements, leads an all out assault on the Alliance forces - preferring a death in combat to being whittled down day by day.
- Battle for Blackrock Spire takes place.
  - [Ansinoth Summerbough](#), [Ara'dana Dawnfire](#), [Fëanor Quel'dorah](#), and [Nori'del Virtris](#) join the Alliance forces in one of the climactic, final major battles of the Second War.
  - **Anduin Lothar's** blade is shattered by the orcish warchief and he is then slain by **Orgrim Doomhammer** himself.
  - **Turalyon** assumes **Lothar's** place in rallying the Alliance, takes up the shattered blade, and leads the Alliance onwards in the battle. **Turalyon** reinvigorates Alliance morale and manages to turn the tide in battle.
- The Alliance captures **Orgrim Doomhammer** in battle, along with many of the Horde soldiers, and routs the remaining army - driving them south into the Black Morass.

## Year 7

### – The Second War Ends –

- The Horde is broken, and its forces route; many flee through the Dark Portal before it is destroyed by **Archmage Khadgar** and an assembly of mages.
  - [Master Sorcerer Ansinoth Summerbough](#) and [Ara'dana Dawnfire](#) remain with the Alliance forces until the end of the war, and are present to take part in the destruction of the Dark Portal.
- Thorriless Ralomyar returns to Quel'Thalas and meets his first wife, **Marissa Brightbloom**.
- [Fëanor Quel'dorah](#) returns to Quel'Thalas to begin drawing together his life and family in the wake of the war.
  - Both his brother and father place blame upon him for the death of his mother, [Ivanna Quel'dorah](#), which furthers a rift between the three men.

- Fëanor turns his focus towards the Magisterium of Quel'Thalas and throws himself into his work.
- Master Sorcerer Ansinosth Summerbough returns to Quel'Thalas and resumes his research, focused and driven by new discoveries made during his battles against the savage Horde.
  - He takes on a new generation of apprentices.
- The Alliance begins to construct internment camps to imprison the orcs on Azeroth, which would be overseen by **Danath Trollbane** of Stromgarde.
  - Gilneas cedes from the Alliance of Lordaeron over disputes regarding the internment camps, and the nation begins to construct the Greymane Wall.
  - Gilnean citizens north of the wall decry the construction, which would sever their access to the kingdom; the seeds of revolution are planted.
- **Alleria Windrunner**, and other notable heroes of the Second War, begin to hunt down isolated pockets of Horde survivors - stalking and killing each and every last troll, ogre, and orc they find.
  - Fel'tharanas Everwyern takes part in these hunts, and spends whole years away from Quel'Thalas in order to eradicate the monsters who so terribly ravaged his homeland.
  - Llyreth Starseeker remains in Quel'Thalas to continue hunting Horde remnants, but returns to Dalaran once the homeland is secure. Upon returning to the Kirin Tor, Llyreth begins to study psionic magic and abilities.
  - First Lieutenant Ranger Ker'tina Silverflight also continues to hunt down the Horde remnants in Quel'Thalas and Lordaeron, and works to help maintain order and rebuild.
- Vangellis Falwell continues his training under **Sir Daldrick Gravehammer** of the Silver Hand, and eventually becomes a proper paladin of the order.
  - He returns to Quel'Thalas as a representative of the order and uses his powers to pursue the task of cleansing Quel'Thalas of any lingering Horde taint - specifically the darker magics used by **Gul'dan's** warlocks.
- The survivors of Stormwind return home and begin to rebuild their city and towns.
  - Ethrian Duskriider remains in Stormwind City and aids the humans in the reconstruction of their capital, seeing it as a rare opportunity to learn of the other races in the Alliance.
- In the wake of the war's end, Tirian Felo'dorah takes to training his page, **Yvresse Thas'ban**, in earnest. The two begin to venture out into the wilds, training to read the land and fight and survive.
  - Over time, the two develop a sibling-like bond.

- The Knights of the Blue Lance continue to expand their ranks over the next decade, recruiting and training knights, archers, and other support personnel to serve out their mandate to protect the High Home.
- **Archmage Khadgar** discovers that energies are still bleeding into Azeroth from Draenor and makes the connection that a link is still active between the worlds.
  - The mage convinces the Alliance leadership to construct Nethergarde Keep, in the Blasted Lands that were once the Black Morass, a place from which **Khadgar** and the Alliance could watch over the former site of the Dark Portal.
- **Dal'rend** and **Maim Blackhand** take control of the Horde remnants on Azeroth from their stronghold in Blackrock Mountain, a place they occupy after the Alliance withdraws from the Burning Steppes. From here, they continue to wage war against the Alliance from the shadows.
- **Ara'dana Dawnfire** begins to pursue further, secret research into the darker magics she witnessed during the war with the Horde. She develops a more thorough understanding of necromancy through experimentation on captured Amani trolls.

## Year 8

### – The Alliance Expedition –

- As the celebrations marking the end of the Second War come to a close, many realize the magnitude of the devastation suffered during the seven year war.
  - **King Anasterian Sunstrider** of Quel'Thalas perceives the Alliance's redirection after the lifting of the Siege of Silvermoon to have been a literal abandonment of the elven nation.
  - Believing the Alliance to have left the Quel'dorei to battle the remaining trolls alone so that they could selfishly liberate Lordaeron, the **King's** resentment towards humanity and the Alliance at large grows.
- **Prince Kael'thas Sunstrider**, **King Anasterian's** son, continues his association with the Alliance through his membership within the Kirin Tor despite the growing isolationist attitude being adopted by Quel'Thalas. Many other priests, sorcerers, and paladins likewise continue their association with the Alliance.
- Former Warchief Orgrim Doomhammer escapes his captivity and goes into hiding in the forests of Lordaeron.
- **Ner'zhul** dispatches some of the remaining servants of the Horde on Draenor to Azeroth, including **Teron Gorefiend**, **Grommash Hellscream**, and **Kargath Bladefist**, all of whom

were tasked with retrieving several magical items. This act prompted a strong response from the Alliance.

- With the threat from beyond the Dark Portal emerging once again, **Archmage Khadgar** sounds the call to journey beyond. He forms the Alliance Expedition, also known as the Sons of Lothar - named for the famed leader of the Alliance **Anduin Lothar**.
- [Fëanor Quel'dorah](#) announces to his family his decision to join the Alliance Expedition, a choice which breaks the tensions which had built between him and his father and brother. Mournful that they were to lose [Fëanor](#), after already having lost their mother, their parting is bittersweet, but pride amongst the three is restored.
- In recognition of their love and pride in [Fëanor](#), his father and brother present him with an heirloom of the family not used since the Troll Wars—the eleven runeblade [Felo'dinal](#), Flamereaper.



*Alleria Windrunner, Ranger Captain of Quel'Thalas*

- [Fëanor Quel'dorah](#) and [Haeldron Dawnbrook](#) journey south to the Blasted Lands under **Alleria Windrunner's** banner, and join the Alliance Expedition.
- Despite having succeeded in his mission to retrieve the artifacts, **Grommash Hellscream** remains behind to delay Alliance forces, enabling other servants of **Ner'zhul** to escape back to Draenor.

- First Lieutenant Ranger Ker'tina Silverflight transfers to the Military Academy of Silvermoon to serve as a professor and drill instructor, training future generations of elven rangers.
- The Alliance Expedition invades Draenor.
  - The Sons of Lothar establish a series of massive fortifications around the Dark Portal at the edge of the Tanaan Peninsula. They come under constant siege by the various orcish clans, and the area remains a hotly contested region.
- Alliance forces break out from the fierce fighting on the steps of the Dark Portal.
  - Fëanor Quel'dorah is among the forces that venture southwest of the Dark Portal and carve away more territory from the Horde.
  - The Alliance assaults and destroys the orcish shipyards located at Zeth'kur.
  - The Alliance forces establish Honor Hold as an additional stronghold.
- From their established fortifications, the Sons of Lothar launch a campaign assault against Hellfire Citadel, a massive orcish stronghold in the region.
  - Fëanor Quel'dorah and other magi, under the command of **Archmage Khadgar**, are tasked with scrying and the stars Draenor's magical structures to discern the Horde's google, while also investigating Hellfire Citadel in search of weaknesses and other critical information.
  - **General Turalyon** and **Commander DanathTrollbane** continue to direct the Alliance's military forces while preparations are made for a more aggressive campaign.
- Magi forces under **Archmage Khadgar** discover the Horde's plans under **Ner'zhul**, and become hard pressed to accelerate their campaign.
- The Sons of Lothar lead an assault on Hellfire Citadel, at the heart of the Tanaan Peninsula, and engage the Shattered Hand forces defending it.
  - During the fighting, Fëanor Quel'dorah is nearly slain in battle while fighting a veteran warlock of the Shadowmoon Clan, the first clan to have embraced the teachings of **Gul'dan** before the Horde's first invasion of Azeroth.
  - Given the limited number of soldiers able to be drawn up to defend the Citadel, the Horde's defense collapses, and the Alliance storms the fortress.
  - Despite the Alliance victory, **Kargath Bladefirst**, leader of the Shattered Hand, and Ner'zhul, now **Warchief of the Horde**, manage to escape.
- In the immediate wake of the siege of Hellfire Citadel, the interrogation of captured orcs reveals the methods by which **Ner'zhul** plans to execute his vision - the open portals to countless other worlds to invade.
  - In order to counter **Ner'zhul**, it is decided that the artifacts stolen from Azeroth must be recovered, and the Warchief killed.
  - The Sons of Lothar divide their forces to pursue the various artifacts.

- **Archmage Vargoth**, one of the many magi who accompanied the Alliance Expedition, leads a force north into Farahlon and establishes Kirin'Var Village on the edge of the Devouring Sea, an outpost from which the Alliance strikes out at the Laughing Skull clan.
- **Archmage Khadgar** leads the hunt for the Skull of Gul'dan, in the possession of **Deathwing**, the fallen aspect of the Black Dragonflight, alongside **General Turalyon** and **Ranger Captain Alleria Windrunner**.
  - Despite accompanying **Archmage Khadgar**, **Ranger Captain Alleria Windrunner** dispatches her elven forces with **Commander Danath Trollbane**.
  - **Fëanor Quel'dorah** is among the elven forces dispatched south under the command of **Danath Trollbane**.
  - Venturing northwest into Gorgrond, **Archmage Khadgar** and his forces wage war against **Deathwing** and the ebon drakes in his service, and find allies in the leader of the Gronn, **Gruul**, and his followers.
- **Commander Danath Trollbane** and the dwarven thane **Kurdran Wildhammer** pursue **Ner'zhul** in an effort to recover the Book of Medivh, the Last Guardian.
  - The Alliance host ventures south into Terokkar Forest and battles back the Horde. In the dense forest, they are subject to frequent ambushes.
  - **Thane Kurdran Wildhammer** is captured during the days of fighting.
  - Weary from endless days and weeks of fighting, the Alliance forces establish camp in order to recover and rest before pressing on.
- In the dense foliage of Terokkar Forest, Alliance forces under the leadership of **Lieutenant Talthressar**, one of **Ranger Captain Alleria Windrunner's** rangers, break ground on what later becomes the Allerian Stronghold, a safe haven within the woodlands for all forces of the Alliance.
  - Rested, the Alliance host under **Commander Danath Trollbane** continues on in pursuit of **Ner'zhul**, and the captured thane **Kurdran Wildhammer**.
  - This pursuit leads the Sons of Lothar to the shattered ruins of Auchindoun, the former mausoleum of the Draenei, a place where the remnants of **Gul'dan's** Shadow Council had sought refuge.
- **Commander Danath Trollbane** leads the Sons of Lothar in assaulting Auchindoun.
  - **Fëanor Quel'dorah** is among the many elven soldiers, rangers, and magi that part in the battle of Auchindoun, fighting against the Horde's warlocks and the undead horrors reanimated within the mausoleum.
  - **Kilrogg Deadeye**, chieftain of the Bleeding Hollow clan, is captured by the Alliance forces. Before he is killed, he reveals the location of the Black Temple, **Ner'zhul's** stronghold.

- Thane Kurdran Wildhammer is rescued during the battle of Auchindoun, and the Book of Medivh recovered.
- The leadership of the Expedition on Draenor reconvenes, and Alliance forces amass to lay siege to **Ner'zhul's** fortress in Shadowmoon Valley, the Black Temple.
  - Fëanor Quel'dorah is among the many elven soldiers, rangers, and magi that take part in the siege.
  - **Ner'zhul** attempts to open countless portals to other worlds to invade, which begins to tear apart the world of Draenor.
  - Draenor begins to crumble, and **Ner'zhul** escapes through one of the portals.
  - Desperate to prevent the destruction of the world from spilling over into Azeroth, the Alliance's forces rush back to the Dark Portal with the intent to destroy it.
- Seeking to escape the crumbling world of Draenor, the many surviving orcs throw themselves in a final, desperate assault against the Alliance fortifications around the portal, and the last battle of Draenor begins in earnest.
  - Alliance forces, including Fëanor Quel'dorah, hold their ground around the base of the portal.
  - **Archmage Khadgar** uses the Skull of Gul'dan to unwind the magic holding the Dark Portal open. The gateway slams shut, stranding the Expedition's forces on the dying world of Draenor.
- To survive and escape the destruction of the world, many of the Sons of Lothar flee through the otherworldly portals opened by Ner'zhul before his escape.
  - **Turalyon** and **Alleria** vanish through one of the portals.
  - Members of a unit within the Alliance Expedition, under the command of **Magistrix Aelia Vin'arius** of Quel'Thalas, flee through one of the portals and find themselves trapped within an anomaly within the Twisting Nether, freezing them in time.
  - Fëanor Quel'dorah, still attached to **Commander Danath Trollbane's** forces, survives the destruction of Draenor and emerges after the chaos to regroup with other survivors.
- On Azeroth, with the Dark Portal sealed, the Alliance presumes the total loss of the Alliance Expedition.
  - **Grommash Hellscream** rallies what survivors of his clan he can find on Azeroth and leads them north to find a new land to settle.
  - **Ethrian Duskriider** returns to Quel'Thalas and begins to train new generations of dragonhawk riders and spellbows.
  - **Hespir Everwyern** begins training to ride dragonhawks under his older brother, **Fel'tharanas Everwyern**.

- With the presumed loss of the Alliance Expedition, the rising costs of orcish internment, and believing his debt to **Thoradin's** bloodline to have been paid in full with the event of **Supreme Commander Anduin Lothar's** death, **King Anasterian** withdraws Quel'Thalas from the Alliance.
- [Narsyssa Blackwood](#) departs Quel'Thalas and ventures out on her own, eager to pursue deeper knowledge of herbalism.
- Survivors of the destruction of Draenor regroup at the shattered stronghold of Honor Hold under Commander Danath Trollbane, Archmage Khadgar, and Thane Kurdran Wildhammer.
  - [Fëanor Quel'dorah](#) is among the many to gather at Honor Hold, and aids the surviving magi under Khadgar in scrying to establish a way back to Azeroth, but to no avail.
- Realizing they are stranded on the ruins of Draenor, now called the Outlands, the Sons of Lothar divide their forces and settle themselves in several areas previously established by the Alliance.
  - **Commander Danath Trollbane** takes command of many of the human and dwarven soldiers at Honor Hold, in what is now referred to as Hellfire Peninsula.
  - **Thane Kurdran Wildhammer** takes command of the many dwarven soldiers and gryphon riders at Wildhammer Stronghold, in Shadowmoon Valley.
  - **Archmage Vargoth** takes command of many of the human and elven magi and fortifies Kirin'Var Village, in what had once been Farahlon, and was now known as the Nethersorm.
  - **Ranger-Captain Auric Sunchaser**, successor to **Ranger-Lieutenant Talthressar** who went missing during the destruction of Draenor, takes command of many elves and humans and fortifies the quickly expanding Allerian Stronghold, in Terokkar Forest.
- [Fëanor Quel'dorah](#) is among the many elves to settle at the Allerian Stronghold in Terokkar Forest under Ranger-Captain Auric Sunchaser.

## Year 10

- **Thorriless Ralomyar** and **Marissa Brightbloom's** daughter, Shallissa is born in Quel'Thalas.
- **Aeydark Bal'annor** returns to Quel'Thalas and joins the military.
  - He spends the next decade working to train footmen in the army within Silvermoon City.
- In the years after the end of the Second War, [Sae'themar Sunfeather](#) and his family work to mend ties and rebuild bridges as they reconstruct the family estate in southeastern Quel'Thalas.

- During this time, [Sae'themar Sunfeather](#) frequently journeys between Quel'Thalas and Dalaran to remain engaged in worldly magical affairs and knowledge, and utilizes the peacetime calm to further improve his skills and establish himself apart from his family's name.
- **[Jaelyne Za'vi](#) is born on the 10th of September to the Autumweave family.**
  - Not long after, her family sells their home in Quel'Thalas and travels south to settle in Booty Bay.
- [Erilihn Autumnsong](#) resumes her duties near Thas'alah, in southern Quel'Thalas.
- [Fëanor Quel'dorah](#) and many of the elves of the Allerian Stronghold establish a sense of normalcy within the dense Terokkar Forest on the shattered realm of the Outlands.
  - There, [Fëanor](#) resumes many of his magical studies, and focuses on investigations of the shattered world's many native species and cultures. He also assists in the strengthening of fortifications at the Stronghold.
  - Within the Allerian Stronghold, many of the Quel'dorei begin to establish a new life for themselves, and seek to repopulate and better fortify their future.

## Year 9

- [Aeydark Bal'annor](#) marries **Camilia** of the noble Haven family—artisans and gem crafters.

## Year 12

- Seeking to control the world and its many portals to other realm and planets, the Burning Legion invades the Outlands.
- [Hespir Everwyern](#) is accepted into an apprenticeship to begin training as a sorcerer under Master Sorcerer [Ansinoth Summerbough](#).
  - [Hespir](#) works hard to emerge from the shadow of his older brother, and aggressively takes to his new studies.
- **Ilsia** and **Ban'oriel Fallowmarsh**, the parents of [Dorian Fallowmarsh](#), conceive triplets, sons [Ardaeus](#) and [Fin'lorian](#), and a daughter named [Ilsian'a](#).



*Ansinoth Summerbough, Master Sorcerer of Quel'Thalas.*

## Year 13

- **Quellacia Dawnstar is born in Dalaran.**
  - Born on the first day of winter, she is the daughter of **Wyleina Dawnstar** and Kirin Tor **Archmage Idris Dawnstar**. She is the youngest of three, with an older brother named **Roshan** and a sister named **Carinthia**.
- **Tirian Felo'dorah** continues his adventures and travels with his page, **Yvresse Thas'ban**, and the other Knights of the Blue Lance.
- **Erilihn Autumnsong** is promoted to the rank of Ranger-Lieutenant, and is granted reassignment to northeastern Quel'Thalas following a formal request.

## The Third War

(14 - 24)

## Year 14

- **Jaelyne Za'vi** is sold into the possession of a pirate by her parents as a way to settle gambling debts.

- She is taken to become the adoptive daughter of this pirate, **Ah Abunai Za'vi**, a Zandali troll and former captain of the Golden Maiden. She is given **Ah Abunai's** surname in place of Autumweave.
- Under the care and parentage of **Ah Abunai**, **Jaelyne** begins to learn Zandali as her first language, and also Common and Thalassian, and later Dwarvish. She learns to fish, navigate, and survive out in the wilds and on the high seas.
- After years of honing his spellcraft and use of fel and shadow magics upon the Amani trolls in southern Quel'Thalas and Zul'Aman, **Cael'braen Sunbreeze** turns south, knowing he would be unwelcome within his home of Silvermoon.
  - Journeying into Lordaeron, and then further south, **Cael'braen** hunts down surviving shadowcasters and warlocks of the Horde, seeking to match them in battle to further prove himself, and also to steal souls and powers from his victims.
- **Fëanor Quel'dorah** continues to master his spellcraft and sorcery during his years stranded in the Outlands, becoming an even more fierce and skillful magister.

## Year 15-18

### – The Forming of the Scourge –

- **Llyreth Starseeker** returns to Quel'Thalas upon learning of the death of his father, Lord Faelinor Starseeker.
  - **Llyreth's** brother, **Thermal**, assumes the mantle of Lord of House Starseeker. Tensions arise within the family as the late **Lord Faelinor's** brothers, and his other son **Zael**, lay claim to his seat in the Convocation of Silvermoon.
  - The infernal feud intensifies, and one of **Llyreth's** relatives is killed under mysterious circumstances.
  - **Llyreth** rejoins the Thalassian battle-magi corps in an effort to remain isolated from the feud, and is dispatched to the southern regions of Quel'Thalas to serve as a defender of the Moon Gates.
- **Dorian Fallowmarsh** is taken on his first “adventure” alongside his parents, **Ilsia** and **Ban'oriel**. His three younger siblings are left at home with an aunt.
  - The trio venture to a string of small islands north of Quel'Thalas in pursuit of a sunken tower alleged to have been an ancient Highborne watchpost in the far flung territories beyond the Kaldorei Empire's borders.
  - The family business venture pits **Dorian** and his parents against a Naga sea witch, **Rash'jatir**, and a cohort of serpentine enforcers who, having already located the

sunken tower, have claimed it for themselves. The family devises a plan to steal a powerful talisman from **Rash'jatir**, to enchant it, and then lure the sea witch out to reclaim it.

- Though the trick works, and **Rash'jatir** strikes out to reclaim the talisman, the enchantment—intended to freeze the witch using a temporal spell—does not hold as long as intended.
- While the family is diving through the sunken tower to locate any valuable artifacts within the structure, **Rash'jatir** and her followers attack the family, and the trio is forced to fight for their lives.
- Only through wit and guile are the elves able to trap **Rash'jatir** and her naga in the tower and escape empty handed.
- The experience fosters a deep sense of excitement in the profession for **Dorian**, and he begins to more seriously pursue a career within the family business of adventuring.
- The Alliance of Lordaeron splinters under economical pressures and internal conflict.
- It is revealed in Silvermoon that [Narsyssa Blackwood's](#) family had been involved in darker, forbidden magics in Quel'Thalas, and she is labeled persona non grata, and is exiled - forbidden from returning.
  - [Narsyssa](#) learns of this while traveling through the Kingdom of Stormwind, and strikes out on her own - learning to avoid major settlements. She focuses on continuing to master darker magics, including the void.
- After his defeat and then escape from Draenor through one of the many portals he opened, **Zer'zhul** is captured by the Legion and suffers tremendous pain and agony as has his soul tortured for his failures.
  - With his body torn to shreds, his soul is later bound within a suit of armor and placed within a block of ice. Bound to the armor, he is given one last chance - to weaken Azeroth in preparation for an invasion by the Legion.
  - The ice block is sent crashing down onto Azeroth's frozen polar cap where it is rooted at the peak of a glacier in the region called Icecrown. From there, **Ner'zhul** reaches out and begins to draw upon those seeking greater power.
  - **Kel'thuzad**, a sorcerer of Dalaran, begins to hear the voice of **Ner'zhul**.
- **Kael'Thas Sunstrider** and the other members of Dalaran's Council of Six expel **Kel'thuzad** from Dalaran due to his perverse studies and experiments.
  - **Kel'thuzad** departs Dalaran and establishes the Cult of the Damned, sworn in service to **Ner'zhul**, the **Lich King**, and the Scourge he aims to create.
  - He lures powerful nobles across Lordaeron to his cause, and takes up residence within Scholomance, a keep in southern Lordaeron, which becomes a school for cultists.

- Whispers of this cult reach [Ara'dana Dawnfire](#) in Quel'Thalas, and she departs her homeland with the intent of seeking out the Cult of the Damned. She is later admitted and begins studying under the fallen mage and his many other followers.
- **Varian Wrynn**, the young King of Stormwind, marries and is granted an Heir, [Anduin Wrynn](#).
- After learning of a series of raids on the edge of Quel'Thalas' southern border, [Ethrian Duskriider](#) takes a contingent of elven mounted rangers south in the human kingdoms of Lordaeron and Arathi to hunt a war band of orcs that survived the Second War, by **Zhar'fang the Mad** - a frenzied orc of the Dragonmaw Clan.
  - This hunt leads the elves into a conflict with a ruby dragon still enslaved by the orcs. The mounted spellbows engage in a desperate, frenzied battle against a swarm of dragon whelpings and young drakes, along with their orcish riders.
  - The elves claim victory and put the orcs to death after a prolonged battle. **Zhar'fang the Mad** is killed in the battle high up in the mountains. Many of the dragons are freed and released back into the world.
  - [Ethrian Duskriider](#) leads his spellbows back to Quel'Thalas.
- [Quellilia Dawnstar](#) begins her magical studies under the tutelage of private instructors.

## Year 19

### – A Year of Passings –

- [Colben Ornae's](#) mother and father pass away in Quel'Thalas.
  - The paladin travels west, across the sea, to explore and process the passing of his family. He arrives in Desolace, and settles in a small home by himself.
  - He has very limited encounters with the Kaldorei, but ultimately returns to Quel'Thalas after a while.
- [Dorian Fallowmarsh](#) is orphaned at the age of seventeen when his parents, [Ilisia](#) and [Ban'oriel Fallowmarsh](#) are killed while pursuing leads on a major archaeological find, somewhere off the western coast of northern Lordaeron.
  - [Dorian Fallowmarsh](#) inherits his family's rather quirky legacy as he becomes head of his family, responsible for the care of his younger siblings and the family's wealth and reputation.
- [Ary Wynters](#) is married to [Willier Sylaine](#) in an arranged marriage.
- [Ara'dana Dawnfire](#) returns to Quel'Thalas on a mission from the Cult of the Damned, to steal valuable and powerful tomes from one of Silvermoon's many vast archives.

- Ara'dana is able to use her prior history as one of Silvermoon's many skilled and well regarded magi as a means to gain access to the texts, and steals them from the archives.
- A former colleague, however, pursues Ara'dana in the hopes of learning where she has been. Believing her secret to have been exposed, preemptively attacks the mage and the two battle in the alleys of Silvermoon. She is scarred by the encounter after suffering an injury, but manages to defeat her former colleague and escape.
- Ara'dana Dawnfire returns to Scholomance in eastern Lordaeron and delivers the stolen elven tomes.
- Cael'braen Sunbreeze returns to Quel'Thalas after being contacted by a secretive cohort of magi in Silvermoon who sought to learn of other, darker magics.
  - With their aid, he is able to return to Silvermoon, and learns to conceal his use of fel magic, though he cloisters himself and avoids visiting his family. He works within the cohort to further expand the group's knowledge of darker powers.

## Year 20

### – The Third War Begins –

- Accounts from survivors detail the escape of the young orcish slave named **Thrall** from a Lordaeronian internment camp. **Thrall** meets with **Orgrim Doomhammer**, once Warchief of the Horde, and secures his blessing to lead the orcish remnants onwards.
  - Together, with the aid of the Frostwolf Clan, the orcs wage a series of bloody battles against Alliance forces in Lordaeron and break out the orcs from their internment camps.
  - **Orgrim Doomhammer** is slain during these battles.
  - **Thrall** comes into contact with **Grommash Hellscream**, another legendary figure of the Horde.
- Rallying the escaped orcs and forging a new Horde, **Thrall** leads the orcs west across the sea to Kalimdor.
- **Quellacia Dawnstar**'s brother, **Roshan**, is inducted into the Order of the Silver Hand, and her sister, Carinthia, is inducted into the Farstriders around the same time.

### – The Fall of Lordaeron –

- The Cult of the Damned, under the leadership and command of **Kel'thuzad**, unleashes the plague in Lordaeron.

- Master Sorcerer Ansinost Summerbough once again advocates for the Quel'dorei to take an outward facing, aggressive stance regarding foreign affairs, specific to the outbreak of the plague in Lordaeron - believing that only the Quel'dorei are wise enough to guide humanity through the crisis.
- Vangellis Falwell ventures south into Lordaeron with other clerics to aid the humans in addressing and countering the spreading plague.
- Ara'dana Dawnfire is one of the many cultists who work feverishly to help spread and perfect the plague. Her pursuits take her to the far east of Lordaeron where she works to help reanimated slain soldiers in the southern towns of far eastern Lordaeron.
- The Northgate Rebellion breaks out in Gilneas as the people trapped north of the Greymane Wall revolt against the **Genn Greymane's** decision to seal off Gilneas from Lordaeron and refuse to aid during the outbreak of the plague.
- Quel'Thalas remains isolated from the Alliance, and tightens security at its borders.
  - Master Sorcerer Ansinost Summerbough grows disillusioned with the politics of Silvermoon's ruling elite.
- The Scourge rises as a threat to the living.
  - The Scourge razes Lordaeron, bringing humanity to its knees.
  - Prince Arthas Menethil and Sir Uther the Lightbringer, first of the paladins of the Silver Hand, are dispatched by King Terenas Menethil II to investigate the plague and seek an end to it. They first encounter the Scourge and begin an effort to battle back the undead throughout the region with the support of Jaina Proudmoore of Kul Tiras, also a skilled sorceress of Dalaran.
  - It is discovered that plagued grain is responsible for the spread of the plague.
  - Prince Arthas Menethil and Jaina Proudmoore confront and slay Kel'thuzad, leader of the Cult of the Damned, and pursue the individual they believe to be guiding the necromancer's hand, one of the Nathrezim known as Mal'ganis.
- It is discovered that shipments of plagued grain have already reached the city of Stratholme, in eastern Lordaeron.
- Vangellis Falwell narrowly survives the initial outbreak, and withdraws with other Silver Hand forces to one of several strongholds which are fortified against the undead.
- In Quel'Thalas, First Lieutenant Ranger Ker'tina Silverflight returns to active duty service within the Farstriders after hearing word of brewing trouble in the south.
- Prince Arthas Menethil, believing it to be the only solution to combat the spread of the plague, orders the city of Stratholme to be razed to the ground.

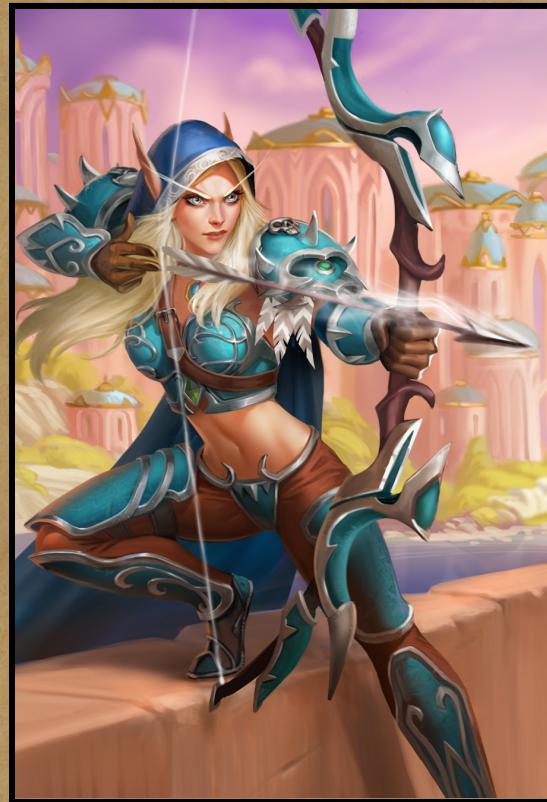
- While many soldiers comply with the orders, most notably the paladins under the command of **Sir Uther the Lightbringer**, one of the first paladins of the Silver Hand, refuse.
- The Order of the Silver Hand is disbanded by **Prince Arthas** in retaliation for disobeying his orders to participate in the Culling.
- The city of Stratholme in Lordaeron is razed, and its fires burn on for the next decade.
- **Prince Arthas Menethil** of Lordaeron leads an expedition to Northrend in pursuit of the Nathrezim **Mal'ganis** - the individual believed to be responsible for setting loose the Scourge.
- In Northrend **Prince Arthas** succumbs to the Scourge's power, abandons his forces, and becomes the **Lich King Ner'zhul's** champion.
  - **Prince Arthas** wipes out his own forces and raises them as his own elite force of undead.
- **King Genn Greymane** of Gilneas commands **Arugal**, a sorcerer, to summon the feral Worgen from the Emerald Dream in order to fight the Scourge in southern Lordaeron.
  - The Worgen decimate the ranks of the Scourge, but also penetrate into the kingdom of Gilneas where the Worgen curse spreads like wildfire amongst the beleaguered population already suffering through a civil war. Despite being spared the destruction brought by the Scourge, the Gilneans suffered another fate - that of being damned by the Worgen curse.
- **Jaina Proudmoore** leads the survivors of humanity west to Kalimdor, including numerous Quel'dorei clerics and magi, and establishes the city of Theramore.
- Many elves, including **Colben Ornae** and **Vangellis Falwellow**, return to Quel'Thalas in anticipation of the Scourge's advance.
- **Prince Arthas Menethil**, now champion of the **Lich King**, returns to Lordaeron and murders his father **King Terenas Menethil II**, and then razes the kingdom of Lordaeron.
  - The surviving humans in Lordaeron are hunted to the brink of extinction, and many flee south or west. Stormwind becomes a central hub for refugees fleeing the Scourge, a generosity which repays the debt owed to Lordaeronians by Stormwind for their aid during the First and Second Wars.
- **Quellicia Dawnstar** returns to Quel'Thalas with her family to attend the wedding of a cousin.
- **Hespir Everwyern** is dispatched to the southern regions of Quel'Thalas in pursuit of a supposed ruined sanctum on the western shores of the kingdom.
  - He and several other apprentices become trapped in the ruined sanctum and uncover the ghost of a Highborne sorcerer who served under **Queen Azshara** before the Sundering. They learn of how he died during the cataclysmic end of the War of the

Ancients, and are able to unlock much of the sorcerer's knowledge. With their task completed, they begin their journey into northern Quel'Thalas.

- [Erilihn Autumnsong](#) continues her duties with the Farstriders in northeastern Quel'Thalas.

### — The Invasion of Quel'Thalas —

- Prince **Arthas Menethil**, now a death knight in service to the Lich King, reaches out to **Dar'Khan Drathir** in Quel'Thalas, a magister of the Kingdom whose resentment for his own people's nobility stemmed from his lack of higher appointment.
  - **Dar'Khan** assists **Arthas Menethil** in the despoiling of Quel'Thalas by murdering several members of the Convocation of Silvermoon, interrupting the spell connecting the Sunwell to Ban'dinoriel, the barrier protecting and shielding the elven nation from the world beyond its borders.
  - As a result, the Scourge is able to march upon the far edges of the kingdom.
  - **Dar'Khan** also provides information to **Prince Arthas** about the Elfgates barring the way into the inner reaches of Quel'Thalas.
- The Scourge marches upon Quel'Thalas, though faces stiff resistance at the far borders, as well as several powerful barriers including two Elfgates, an army of Farstriders, magi, priests, legendary elven warriors, and the powers of the Sunwell itself.
  - [Ara'dana Dawnfire](#) at long last returns to her homeland, though in service to the Scourge and with the intent of seeing her kin slain and raised into undeath. She works alongside other necromancers of the Scourge to raise the undead into the service of **Arthas** and the **Lich King**.
  - [Quellacia Dawnstar](#)'s brother and sister, a paladin of the Silver Hand and a Farstrider, are called away from the family to aid in the defense. Her father, a magister of Quel'Thalas, is also called to the defense.



*Ranger General Sylvanas Windrunner*

- Approaching from the south, **Arthas'** Scourge marches along the Greenwood Pass, also known as the Thalassian Pass, from the plagued wastelands in eastern Lordaeron.
  - Elven rangers harass and harry the undead armies, striking from the cover of the trees and hills that line the pass. The Scourge suffer volley after volley of arrow and spell as they advance, and resorting to blighting the land in order to drive out the elven ambushers.
- **Sylvanas Windrunner, Ranger General of Quel'Thalas** and commander of the Farstriders, takes charge of the defense of the kingdom and coordinates a thorough defense of the southern gatehouse within the Thalassian Pass. There, the Scourge are bottlenecked and whittled down.
  - After costly delays, Scourge meat wagons and other siege engines are brought forth and used to demolish the gatehouse.
  - **Sylvanas** and her rangers withdraw deeper into the woodland and continue to harry the Scourge's endless forces, buying time for the kingdom's armies to prepare.
- **Quellacia Dawnstar** and many of her family members withdraw to a family estate in the western regions of Silvermoon City to take shelter and hide.
- **Magistrix Zyellia Bloodsong** remains in Silvermoon City during the initial advance of the Scourge in the far south.
- Many Quel'dorei join the fight to save their homeland, the defense of which is organized and led by **Ranger General Sylvanas Windrunner, Grand Magister Belo'vir Salonar, King Anasterian Sunstrider**, and other Quel'dorei of great renown.
  - **Hespir Everwyern**, along with the other apprentices he had been traveling with, are stranded in the far southern woodlands of Quel'Thalas, and struggle to survive against the unanticipated Scourge invasion. They venture east to a ranger lodge, trying to escape the onslaught. There, **Hespir** is reunited with his brother **Fel'tharanas Everwyern**.
  - **Lord Daenir Bloodsong**, a magister of Silvermoon, and father to **Magistrix Zyellia Bloodsong**, ventures south to join the defenders of Quel'Thalas in fighting back the Scourge.
  - **Fel'tharanas Everwyern** is reunited with his brother, **Hespir Everwyern**, at the Farstrider Enclave along the southeastern mountains of Eversong Forest. The spellbow vows to protect his younger brother against the undead. Duty bound, however, **Fel'tharanas** organizes the beleaguered ranger forces in the near area and prepares a counterattack to delay the Scourge forces. He leaves his brother to remain at the lodge.
  - **Colben Ornae** supports the defense of Quel'Thalas against the Scourge. He is posted to the capital and tasked with guarding the gates and walls of Silvermoon.

- [Ethrian Duskriider](#) supports the defense of Quel'Thalas against the Scourge, operating once again as commander of mounted spellbows who harass and harry the undead's flanks.
- [Vangellis Falwellow](#) is dispatched to aid in the defense of Windrunner Village. Along the way, he narrowly survives a deadly and brutal ambush by gargoyles and ghouls.
- [Zariasona Emberspirit](#) joins her family in preparing to defend the capital city, Silvermoon, against the Scourge's advance.
- [Master Sorcerer Ansinosth Summerbough](#) is dispatched to the southern reaches of Eversong Forest, and is tasked with securing magical sanctums and vaults in order to protect powerful artifacts from capture. In the fierce battles he fights, he suffers the loss of his entire cadre of apprentices, something which deeply affects the Master Sorcerer.
- [Vynlorin Shandaumath](#) and his mentor, **Lord Darkterror**, join the defense of Quel'Thalas in the south. Anticipating future waves of undead, he and his mentor slowly journey north and battle the Scourge along the way.
- [Llyreth Starseeker](#) takes part in the defense of Quel'Thalas against the Scourge. He fights beside the Farstriders to hold back the Scourge in the southern regions.
- [Aeydark Bal'annor](#) is dispatched south, with much of the army, to battle back the Scourge; he and his forces are eventually driven north.

### – The Elfgates of Quel'Thalas –

- Facing the first of two Elfgates barring the way into the kingdom proper, **Arthas** and his forces massacre the elven defenders and destroy the first barrier after a prolonged battle against **Ranger General Sylvanas Windrunner's** forces.
  - Despite inflicting a high rate of attrition upon the Scourge's living summoners and forces, each death ultimately only supplements the Scourge's forces as necromancers reanimate the fallen without pause. [Ara'dana Dawnfire](#) is one of the many necromancers who work ceaselessly to reanimate the dead.
  - Once through the first Elfgate, **Arthas** and the Scourge carve a deep path of death and destruction through southern Quel'Thalas and advance towards the second Elfgate.
- The Scourge spreads out across the woodlands south and southwest of the Elrendar River and the undead begin striking out at the elven settlements.
- Duskwatch Village, a southern settlement, is one of the first townships in Quel'Thalas proper to be razed by the Scourge.
  - The few defenders present are killed to the last, with the bulk of its soldiers already having left to delay the Scourge's advance further south and east.

- With the first and only township along the way to Thas'alah—the Mother Tree of Quel'Thalas—now erased, the Scourge advance on the ancient and sacred grounds.
- The Scourge assault and kill the defenders of Thas'alah and cut down the Mother Tree.
  - They begin to establish fortifications around the fallen tree, and begin construction on the Scourge Citadel known as Deatholme.
- With an initial foothold established, the Scourge spreads across the southern half of Quel'Thalas and advances on numerous other settlements.
  - Several Death Knights lead a strike force west and lay siege to the Windrunner Village, torching the woodlands along the outskirts and blighting the land to enrage the elves. The bait works, and the township's defenders emerge to drive out the Scourge, leaving themselves vulnerable to the overwhelming numbers brought forth by the undead.
  - **Ranger-Lieutenant Erilihn Autumnsong's** parents, **Visette** and **Galuin Autumnsong**, are slain by the Scourge in Windrunner Village.
  - Windrunner Spire comes under siege after the neighboring village is overrun by the Scourge. The ancestral home of the famed Windrunner family, its defilement marks a dark moment in the family's history, though only the first of many to come.
  - **Vangellis Falwell** and other reinforcements arrive at Windrunner Village, but are too late to save the township. They attempt to break through to the Windrunner spire but are unable, and are subsequently forced to withdraw to the Sanctum of the Moon where magisters are busy evacuating refugees to Silvermoon via portal.
- Halduron Brightwing leads a company of rangers south to counter the Scourge.
  - Included amongst their number is **Ranger-Lieutenant Erilihn Autumnsong**.
- The Sanctum of the Moon is next assaulted by the Scourge.
  - A desperate battle is fought by the elven defenders seeking to hold back the undead until the last of the surviving refugees from the nearby hamlets and townships are evacuated. Present and involved in the battle are **Vangellis Falwell**, **Ethrian Duskriider**, and **Master Sorcerer Ansinoth Summerbough**, among many others.
  - The Sanctum of the Moon is abandoned by the elven defenders, and the surviving forces withdraw north to Tranquillien, the largest town south of the Elrendar River.
  - **Ethrian Duskriider** is ordered north to assist the Farstriders in preparing for the coming defense of Silvermoon City.
  - **Fel'tharanas Everwyern** leads mounted spellbows and sorcerers west from the Farstrider Enclave, seeking to reinforce the Sanctum of the Sun and the eastern roads. With the bulk of the Scourge's vanguard already further north along the road, he and his forces are able to strike heavy blows against the undead army's flanks.

- Master Sorcerer Ansinoth Summerbough strikes east, seeking to gain entrance to a secluded arcane vault belonging to the Elrendar Fellowship, located just east of the Sanctum of the Sun. He becomes embroiled in the defense of the Sanctum, however, and is unable to reach the vault's secret entrance in time before the Scourge overrun the nearby area.
- Acting on information provided by **Dar'Khan Drathir**, Arthas seeks out the three crystals necessary to forge the Key of the Three Moons, an artifact necessary to breach the second Elfgate.
  - Arthas' forces assault the three temples housing the crystals, An'daroth, An'telas, and An'owyn.
  - The elven defenders **Koltira**, **Faltora**, and **Merriel** are slain defending An'owyn from **Thassarian**, one of Prince Arthas' powerful death knights.
  - **Koltira** is raised as one of the first Darkfallen, elves raised in service to the Scourge. He bonds with **Thassarian** in undeath, despite the human being his killer.
- **Ranger Lord Lor'themar Theron** and a company of rangers under his command arrive at An'daroth, one of the temples used to house the crystals of the Key of the Three Moons, only to discover they are too late to aid in its defense.
  - The recently reanimated elves that had once defended the temple ambush the **Ranger Lord** and his forces, and **Lor'themar Theron** is severely wounded in the fighting. As a result, the **Ranger Lord** loses his eye, and his forces are nearly massacred.
  - **Halduron Brightwing** arrives with reinforcements, including **Ranger-Lieutenant Erilihn Autumnsong** and many other Farstriders, and is able to rescue the **Ranger Lord**. They depart and return north towards Silvermoon City.
- **Ranger-Lieutenant Erilihn Autumnsong** departs from **Halduron Brightwing**'s company and aids nearby stragglers to evacuate their township.
  - The Ranger-Lieutenant then travels to Windrunner village, only to find their home and family destroyed.
  - **Erilihn** withdraws to Tranquillien, where they prepare to aid in the defense of the settlement under the command of **Ranger General Sylvanas Windrunner**.
- With the three crystals in hand, Prince Arthas forges the Key of the Three Moons and breaches the second Elfgate.
- Prince Arthas and his Scourge advance through the second Elfgate and push north towards the inner holdings of Quel'Thalas.
  - The Scourge begin their siege of Tranquillien, and also dispatch forces to the east to destroy or capture the Sanctum of the Sun.

- The Sanctum of the Sun is destroyed by the Scourge, and its defenders are routed. Those who survive scatter and flee eastward into the woodlands, and then north towards Lake Elrendar. Many survivors are ambushed by the Amani trolls in the woodlands. [Fel'tharanas Everwyern](#) manages to escape and take shelter at the Farstrider Enclave.
- [Master Sorcerer Ansinoth Summerbough](#), having no other choice but to press on with his task, gathers surviving defenders from the Sanctum of the Sun and strikes hard at the undead forces near the secret entrance to one of the Elrendar Fellowship's arcane vaults in the east. The assault costs the lives of many defenders, most of whom are left for dead. [Ansinoth](#) reaches the vault and activates the enchanted wards, sealing the vault entirely and preventing its capture and exploitation by the Scourge.
- The defenders of Quel'Thalas, including [Baranthore Sunstriker](#) and [Ranger-Lieutenant Erilihn Autumnsong](#), hold the Scourge at bay during the siege of Tranquillien under the command of [Sylvanas Windrunner](#), but are eventually forced to withdraw further north towards the river crossing.
  - [Ara'dana Dawnfire](#) is slain by the elven defenders of Tranquillien, and subsequently raised into undeath by one of the more powerful necromancers of the Scourge. Embracing undeath as a release from the shackles of mortality, [Ara'dana](#) begins to fall deeper and deeper into darkness, becoming twisted and depraved, far more than she ever was when living.
- The township of Goldenmist Village is razed by the Scourge.
- The township of Suncrown Village is razed by the Scourge.
- The Scourge pushes east towards Zul'Aman and the Farstrider Enclave. The Amani trolls wage a fierce battle against the Scourge, but ultimately withdraw and seal the gates to Zul'Aman. The Scourge does not expend its resources to lay siege to the Amani's holdings.
  - The Farstrider Enclave in the south eastern regions of the Eversong Forest is destroyed by the Scourge.
  - [Fel'tharanas Everwyern](#) and his brother, [Hespir Everwyern](#), strike north with a band of other survivors. They travel along the eastern edges of Lake Elrendar, and follow its northern river branch to the Farstrider Retreat just south of Silvermoon City.
- The Scourge pursues elven refugees north along the eastern edges of Quel'Thalas; they also continue to engage the scattered Amani populations lingering outside Zul'Aman.
  - The Scourge assault and then raze Dawnstar Village, and the nearby Dawnstar Spire.
- The Scourge advances across the Elrendar Crossing and assaults the inner holdings of the Kingdom of Quel'Thalas.

- Ranger-Lieutenant Erilihn Autumnsong continues to fight alongside the defenders of Quel'Thalas, under the command of **Ranger General Sylvanas Windrunner**, as their forces are pushed further north.
- The Scourge attempts to assault the Sunsail Anchorage by utilizing a narrow mountain pass, but are bottlenecked and held at bay by the defenders.
- The township of Fairbreeze Village is razed by the Scourge, enabling the Scourge's advance west towards the Sunsail Anchorage from a new direction.
- The Scourge flanks the defenders at the Sunsail Anchorage and burns many of the Quel'dorei's warships anchored in their berths.
  - The township and fortifications of the Sunsail Anchorage are razed by the Scourge.
- The township of Salonar Village and the East Sanctum beside it are razed by the Scourge.
- The Scourge advances further north and crosses the river heading west.
  - The Scourge assault and then raze the West Sanctum.
  - **Aeydark Bal'annor** and many other defenders withdraw to Silvermoon City.
- The remaining elven defenders in the northern half of Quel'Thalas are forced to withdraw towards Silvermoon City.
  - Master Sorcerer Ansinoth Summerbough teleports back to Silvermoon City and works to support the defenders in preparing for the coming siege.
- The townships of Falconwing and Starseeker Village are razed by the Scourge.
- Pushing east towards the coast, the Scourge assaults and then razes Duskwither Village, and the nearby Duskwither Spire.

### – The Fall of Silvermoon –

- **Ranger General Sylvanas Windrunner** leads a last ditch effort against Arthas' forces just south of Silvermoon City. She engages the Death Knight in one-on-one combat, but is slain by **Arthas** himself. She is raised into undeath as a banshee with her soul split into pieces.
  - **Andinthe Sunstriker** and Farstrider **Ranger Velonara** are slain defending the outskirts of Silvermoon City.
  - **Lord Daenir Bloodsong**, a magister of Silvermoon and father to **Magistrix Zyellia Bloodsong**, is slain on the outskirts of Silvermoon City along what is now known as the Dead Scar.
  - In the wake of **Ranger General Sylvanas Windrunner**'s death, **Grand Magister Belo'vir Salonor** assumes command of the defense of Silvermoon City.

- Ella'nora Emberlight barely survives the onslaught of the Scourge outside the city, safeguarded only by her older sister **Velare**. They secure a position within Silvermoon and attempt to wait out the fighting.
- Many of the surviving elven defenders rally to the defense of Silvermoon City against the Scourge's relentless assault, including **Master Sorcerer Ansinosth Summerbough**, **Baranthore Sunstriker**, **Althenar Sunstriker**, **Cael'braen Sunbreeze**, **Vangellis Falwellow**, **Colben Ornae**, **Ethrian Duskriider**, **Ranger-Lieutenant Erilihn Autumnsong**, and **Llyreth Starseeker**.
- **Vynlorin Shandaumath**'s parents, his aunt, and his uncle are slain by the Scourge in southern Quel'Thalas.
- **Ary Wynters** is caught just outside the city as the Scourge force their advance. They are knocked unconscious in the scramble to get back into the city.
- **Prince Arthas**, at the gates of Silvermoon City, demands the defenders surrender and submit to the Scourge, but he is rebuked by **Grand Magister Belo'vir Salonor**.
  - The **Grand Magister** organizes the defense of the city, but struggles to counter **Arthas'** forces as they breach the city's main gates.
- The Scourge storms into Silvermoon City and works to annihilate the elven populace.
  - **Ara'dana Dawnfire** unleashes terrible and unspeakable atrocities against her former kin as she aids the Scourge in despoiling Silvermoon City. She earns a reputation for burning her victims to death using shadowflame, and then raising them into undeath and ever-burning skeletons enslaved to her will.
  - **Sae'themar Sunfeather** fights back against the Scourge within Silvermoon city, but is driven to the point of exhaustion and near defeat. He secures himself in an abandoned apartment and waits out the fall of Silvermoon.
  - **Ranger-Lieutenant Erilihn Autumnsong** fights to defend the city against the undead, and serves under the command of Halduron Brightwing, one of the two acting leaders of the Farstriders in the wake of **Ranger General Sylvanas Windrunner**'s death.
  - **Aeydark Bal'annor** seeks out his wife and parents within the city and tries to evacuate them, though his parents are separated in the scramble. He is able to evacuate his wife, **Camilia Haven**, on horseback before journeying into the western half of the city to hold the defenses.
  - **Cael'braen Sunbreeze** and the cohort of dark sorcerers he had developed close ties with battle against the Scourge in the city, but many are slain in battle. **Cael'braen Sunbreeze** captures the souls of the fallen sorcerers and consumes their power for himself.
  - **Zariasona Emberspirit** and her mother are separated from the rest of their family within the city, and return only in time to witness the deaths of her sisters and father at

the hands of the Scourge. During their escape from the brutal scene, **Zariasona** suffers various injuries that scar and persist.

- The parents of **Ary Wynters** are killed by the Scourge inside the city.
- **Ary Wynters** and her husband, **Willier Sylaine**, manage to barely survive the onslaught and escape.
- **Ven'rallei Stormingdawn** manages to survive the Scourge's onslaught, but suffers the loss of his family.
- **Master Sorcerer Ansinost Summerbough** and **Althenar Sunstriker** battle the Scourge in the city's eastern districts, ceding ground bit by bit as the undead pour in through the gates. The pair combine their power to topple a damaged building in order to block one of the avenues, waylaying the undead - but only by a small amount.
- **Quelllicia Dawnstar** and her family, sheltering in the Dawnstar family estate in the western portions of the city, are driven out of their holdings by the Scourge. Her mother, **Wyleina Dawnstar**, remains behind with the estate guards to help hold back the undead while others flee to safety.
- **Aeydark Bal'annor** is slain defending the western districts of Silvermoon City.
- **Ethrian Duskriider** is forced into the western districts of Silvermoon City, and eventually driven out through the western gate. He and other survivors form a line of defense at the bridge connecting the city's western entrance to Sunstrider Isle.
- The Scourge assaults the Sunfury Spire, the throne and seat of power of the Sunstrider Dynasty in Quel'Thalas.
- **Quelllicia Dawnstar** and her cousins are evacuated from the besieged capital city and taken south, by ship, along the coasts. They are ferried to South Shore, in southern Lordaeron.
- **Archmage Idris Dawnstar**, father of **Quelllicia Dawnstar**, manages to escape the fall of Silvermoon.
- **Magistrix Zyellia Bloodsong** leads her retainers and guards outside the city walls in search of her father, **Lord Daenir Bloodsong**, who had been fighting on the frontlines.
  - They are witness to his corpse being dragged away by the Scourge to be reanimated.
  - **Magistrix Zyellia Bloodsong**, now head of the Bloodsong family with the confirmed death of her father, leads her retainers and guards against the Scourge in an effort to recover **Lord Daenir Bloodsong**'s body.
  - Many of the retainers and guards are slain in the battle, which becomes an outright slaughter with the Scourge overwhelming the elves.
  - **Magistrix Zyellia Bloodsong** barely survives the encounter and manages to withdraw.

- Magistrix **Zyellia Bloodsong** teleports to her family's estate on the edges of Silvermoon and secures it, confining herself and the remaining staff and non-combatants in service to the Bloodsong family. There, she waits out fighting and confronts the choices she had made, and the fate of her father.
- The capital of Silvermoon City is razed to the ground by the undead.
- **Grand Magister Belovir Salonar** commands his apprentice, **Magister Rommath**, to evacuate any remaining survivors and to withdraw the remaining military personnel to the Isle of Quel'danas to regroup and cement fortifications for a final stand. Those unable to escape the city are killed by the Scourge.
  - Llyreth Starseeker escapes the fall of Silvermoon City, and soon after learns of the deaths of his mother, brothers, and other family members - presumably at the hands of the Scourge. He later learns that his brothers were slain during the battle by a distant cousin blinded by ambition, and not the Scourge.
  - Dorian Fallowmarsh leads his three younger siblings to safety during the fall of Silvermoon using a system of underground tunnels used by his family (and several rare goods merchants) to transport rare items and goods in and out of the city. Dorian leads his siblings west, to the Sunsail Anchorage, where their escape is aided by the Farstriders.
  - Zariasona Emberspirit and her mother escape the fall of Silvermoon and survive in the outskirts of the crumbling city.
  - Master Sorcerer Ansinost Summerbough and Althenar Sunstriker are separated in the fighting. Althenar Sunstriker escapes the fall of Silvermoon and regroups with the other surviving defenders under **Magister Rommath**.
  - Ranger-Lieutenant Erilihn Autumnsong and Cael'braen Sunbreeze are among the many to withdraw to the Isle of Quel'Danas in preparation for the Scourge's further advances.
  - Unable to escape the city, Master Sorcerer Ansinost Summerbough and several other magi make a final stand in one of the ruined arcane sanctums within the city. There, in the crumbling halls of the sanctum, they unleash dark magics upon the undead and scorch the earth with their power, withdrawing deeper and deeper into the ruins. The small company of desperate sorcerers and mages hold out for days in the ruins.
  - Althenar and Baranthore Sunstriker are reunited on the Isle of Quel'Danas where they regroup with other survivors and prepare to make their stand.
- Throughout Quel'Thalas, Scourge laborers gather the corpses of the fallen, including that of **Sylvanas Windrunner**, and throw them into meat wagons to be raised into undeath by necromancers.

- Sylvanas Windrunner's body is separated and placed into a locked iron coffin as an act of vengeance for the ranger's defiant stand against the Scourge in life.
- The Farstrider Retreat, south east of Silvermoon City, at long last comes under siege, one of the last remaining holdouts.
  - There, [Fel'tharanas](#) and [Hespir Everwyern](#) join other Farstriders and magi in defending the enclave.
- Arthas' necromancers begin to raise the slain elves into undeath, transforming them into those referred to as Darkfallen, undead elves. These include Dark Rangers, Death Knights, ghouls, skeletons, wraiths, the San'layn, and other variants.

*It must be noted that, for the purposes of this chronicle, out of respect for those slain defending Quel'Thalas—the common home for all of high elven blood, the names listed below are the chosen identities of those raised into undeath against their will, and may not be similar to the names they held in life.*

- Notable among the slain Farstriders who are raised to be Dark Rangers are **Captain Areiel**, and rangers **Alina**, **Anya Eversong**, **Clea**, **Cyndia**, **Denyelle**, **Jess**, **Kalira**, **Kitala Starshadow**, **Lenara**, **Loralen**, **Lyana**, **Lelyias**, **Marrah**, **Thyala**, **Vorel**, **Vor'athil**, **Thandel**, and **Zanra**, among many others.
- Notable among the slain soldiers who are raised to become Death Knights are **Keritose Bloodbane**, **Lady Alistra**, **Andinthe Sunstriker**, **Azereki Ashenblade**, **Caladon Leechblade**, **Jayde**, **Orin Grimblade**, **Sylalleas Frostwind**, **Aeydark Bal'annor**, **Sylvie Fallensong**, **Duchess Fallensong**, **Danir Emberlight**, **Libbiara Blighrunner**, **Arachni Bloodseeker**, **Vik Mournblade**, **Mor'in**, **Eran Droll**, **Llanna Dreadmoore**, **Bloodrose Datura**, **Duchess Mynx**, **Nethos**, **Sapph**, **Baron Silver**, and **Raebyn Sorrowblade**, and **Vynlorin Shandaumath's** uncle, **Vorathien Shandaumath**.
- Notable among the slain defenders who are raised to become high ranking San'layn are the noble Blood-Princes **Tenris Mirkblood**, **Taldaram**, **Drevon**, **Valanar**, **Sandoval**, **Navarius**, **Atherann**, **Theraldis**, **Blood-Princess Thal'ena**, and **Blood-Lord Vorath**; other, though lesser ranking San'layn include **Prince Atherann**, and also **High Priest Andorath**, **Luthion the Vile**, and **Vanthyryne the Merciless**, the latter three who come into the service of **Prince Valanar**.



*King Anasterian Sunstrider, Last Monarch of Quel'Thalas*

- [Vynlorin Shandaumath](#) and his mentor **Lord Darkterror**, upon learning of the destruction of Silvermoon, journey south once more to seek out [Vynlorin's](#) family.
  - [Vynlorin Shandaumath](#) learns of his parents' death at the hands of the Scourge.
- [Fel'tharanas Everwyern](#) leads a breakout from the enclave where he and many other defenders have been holding up, including [Hespir Everwyern](#) and other apprentice magi. The Everwyern brothers are separated in the battle and [Fel'tharanas](#) continues to fight throughout Quel'Thalas - unable to immediately search for his brother.

### – The Corruption of the Sunwell –

- The Scourge, under **Arthas'** direct leadership, cross the water and assault the Isle of Quel'danas, home to the Sunwell.
  - This is accomplished by use of unholy frost magics, wielded by Arthas Menethil to freeze the water and enable his army's crossing.
  - Led by **Grand Magister Belo'vir Salonor** and **King Anasterian Sunstrider**, renowned Quel'dorei rangers, magi, priests, and soldiers stage a last stand on the Isle, including [Althenar Sunstriker](#), [Ranger-Lieutenant Erilihn Autumnsong](#), the noble brothers **Solanar** and **Falon**, **High Priestess Liadrin**, **Rommath**, **High Priest Vandellor**, along with many others.

- Grand Magister Belo'vir Salonar engages Arthas in battle, though he is dismembered by the Prince and left to be torn apart by the Scourge.
  - High Priest Vandellor and High Priestess Liadrin attempt to rescue the Grand Magister, though Vandellor is struck down and torn apart by one of the many abominations crafted by the Scourge.
  - Seeing complete a pact he made with High Priest Vandellor some time before, the Grand Magister teleports Liadrin away with his last breaths before he is slain by the undead. His apprentice, Magister Rommath, would later succeed him as Grand Magister.
- Anasterian Sunstrider, the King of Quel'Thalas, engages Arthas in single combat.
  - Anasterian's high elven runeblade Felo'melorn, an heirloom of the Sunstrider dynasty, is shattered during the battle by Arthas' runeblade Frostmourne.
  - Arthas Menethil, fallen prince of Lordaeron and now champion death knight of the Scourge, murders King Anasterian Sunstrider.
  - The king is survived by his son, Prince Kael'thas Sunstrider, who resides within Dalaran.
- Thalorien Dawnseeker, wielder of Quel'Delar—a High Elven blade forged by the ancient Kaldorei and dragonflights—is slain defending the main gates to the Sunwell Plateau.
  - Quel'Delar is thought lost following the battle.
  - Althenar Sunstriker is slain defending the Sunwell Plateau on the Isle of Quel'Danas.
- Arthas' forces proceed further inland and take control of the Sunwell Plateau.
  - The elven brothers Solanar and Falon recover the corpse of the fallen king Anasterian Sunstrider, as well as the shattered pieces of his blade, Felo'melorn, and bring him to a secure area of Silvermoon City that had been reclaimed. This act most notably spared the king a fate of undeath.
  - Baranthere Sunstriker manages to fight his way to the body of Althenar Sunstriker and burns the body, preventing his kin from being raised into undeath.
  - Ranger-Lieutenant Erilihn Autumnsong survives the final routing of the elven defenders and regroups with other rangers under Halduron Brightwing.
- The Sunwell is tainted as Prince Arthas uses the immense powers of the well to resurrect Kel'thuzad as a Lich.
- The townships of Dawnstar Village and Sun's Reach Anchorage, both on the Isle of Quel'Danas, are razed by the Scourge.
- Master Sorcerer Ansinoth Summerbough and other surviving magi, who had withdrawn into a ruined arcane sanctum within the capital and held it against the onslaught of the Scourge, finally emerge and begin to fight their way out of the city.

- With the **Prince's** task complete, the Scourge are set loose upon Quel'Thalas to hunt down the surviving defenders and make complete the destruction of Quel'Thalas.
  - The Magister's Terrace on the Isle of Quel'Danas is razed to the ground, and many of the artifacts within are either pillaged or destroyed.
  - **Dar'Khan Drathir**—the betrayer of Quel'Thalas—attempts to usurp **Arthas Menethil's** control and lordship over the Scourge, but is slain by the Death Knight and raised into undeath. He is forced into servitude as a slave of the Scourge.
- The Stone of Flame and the Stone of Light are stolen from the ruins of the Magister's Terrace by the undead **Dar'Khan Drathir**, and taken south into the blighted forests of Quel'Thalas.
  - The stones are placed in the twin structures straddling the Dead Scar, the Bleeding Ziggurat and the Howling Ziggurat.
- In the days immediately following the destruction of the Sunwell and the sacking of Silvermoon and Quel'Thalas, the Scourge turns its focus towards consolidating its gains and raising the dead.
  - **High Priest Vandellor**, who was slain defending the late **Grand Magister Belo'vir** on the Isle of Quel'Danas, is raised into undeath by the Scourge.
  - **Sylvanas Windrunner**—recently raised into undeath as a banshee herself—raises the fallen Farstrider **Ranger Velonara** into undeath, making her one of the first Dark Rangers.
- **Dar'Khan Drathir**, the betrayer of Quel'Thalas, is given lordship over the undead stronghold Deatholme in southern Quel'Thalas.
  - Hunted by survivors, **Dar'Khan** is branded a traitor, and condemned to death.
- **Hespir Everwyern** and the other apprentices he had been traveling with escape southeast into the Amani mountains, intent on waiting out the worst of the violence.
- With their task and the despoiling of Quel'Thalas now complete, **Arthas**, the resurrected **Lich Kel'thuzad**, and the bulk of the undead Scourge turn south, intending to return to Lordaeron.
  - **Ara'dana Dawnfire** remains behind in Quel'Thalas and works to help establish Scourge strongholds throughout Quel'Thalas. In undeath, she amasses a following of new cultists from among the few elven survivors. She eventually settles in Deatholme, in the far south of Quel'Thalas.
- In total, some ninety percent of all Quel'dorei living in Quel'Thalas are murdered during the Scourge's invasion.

*It is estimated that, in the wake of the Kingdom's fall, only some fifteen thousand Quel'dorei survive, a mere tenth of the hundred-plus thousand elves living before the Scourge's invasion.*

## — The Wake of the Fall —

- The elven people begin to congregate and regroup in the wake of the Kingdom's fall, and new directions are discussed. The elven people, however, are divided on which approach to take.
- Some elven survivors flee Quel'Thalas, desperate to escape the savage undead that now roam the kingdom.
  - [Sae'themar Sunfeather](#) is rescued from the ruins of Silvermoon by a search party; malnourished and exhausted, he is on the brink of death, but he is brought to the Duskwither Spire and is able to recover.
  - [Llyreth Starseeker](#) travels south, and joins a group of refugees traveling to the human kingdom of Stormwind.
  - [Fel'tharanas Everwyern](#), [Ethrian Duskrider](#), and [Master Sorcerer Ansinosth Summerbough](#) depart Quel'Thalas along with many other survivors after the fall of the Kingdom. They travel south towards the western coasts of Lordaeron.
    - [Fel'tharanas Everwyern](#) and [Ethrian Duskrider](#) link up with [Vereeza Windrunner](#) and join her forces in Dalaran.
    - [Master Sorcerer Ansinosth Summerbough](#) leads survivors even further along the coasts and is subsequently discovered by remnant Alliance forces who are preparing to depart for the western continent, known as Kalimdor, to follow [Lady Jaina Proudmoore](#).
- Other elven survivors choose to stay, and focus on rebuilding their lives and reclaiming their homeland.
  - [Colben Ornae](#) and [Zariasona Emberspirit](#) both remain in Silvermoon and work to support efforts to defend the survivors and rebuild the kingdom.
  - [Zariasona Emberspirit](#)'s mother struggles to cope with the devastating losses suffered during the Fall, and begins to shut herself away. She begins to lose her credibility as a magus amongst the Quel'dorei.
  - [Sae'themar Sunfeather](#) is among the many magi who remain in Quel'Thalas, Silvermoon specifically, and work to rebuild and provide relief to the survivors.
  - [Cael'braen Sunbreeze](#) continues to draw upon fel energy to sustain himself and power his magic; he continues to maintain his use of the Fel in secret, only. As a result, he does not suffer the withering effects that most Quel'dorei do in the wake of the Sunwell's destruction.
  - [Vangellis Falwellow](#) and other survivors fight their way back towards Silvermoon City and set to work supporting the defense and reconstruction effort there.

- **Hespir Everwyern** and the other surviving apprentices flee the Amani mountains and return to the ruins of Silvermoon City where they find other survivors.
- **Prince Kael'thas Sunstrider** returns to Quel'Thalas from Dalaran and surveys the destruction of his kingdom.
  - **Prince Kael'thas** recovers the stolen moon crystals bound to the inner Elfgate on his way north through the kingdom.
- **Prince Kael'thas Sunstrider**, seeking to rally his people, declares the birth of the Sin'dorei, Blood Elves, the survivors of Quel'Thalas who would forever honor the dead with their new name, and reclaim their lands from the Scourge.
  - The Sin'dorei adopt a new sigil to represent them, the Icon of Blood.
  - Though some only do so reluctantly, the Sin'dorei rally behind **Kael'thas**, now ruler of the elven people in the wake of **King Anasterian**'s death.
  - Many Sin'dorei and Quel'dorei, including **Ranger-Lieutenant Erilihn Autumnsong**, are distrustful of **Kael'thas** given the long years he's spent away from his people, having preferred to live instead in Dalaran with the Kirin Tor.
  - **Archmage Idris Dawnstar**, father of **Quelllicia Dawnstar**, decides to depart from Quel'Thalas in the wake of the Fall. He journeys south with other magisters, bitter over the new path chosen by the Prince and those seeking to call themselves Sin'dorei.
  - **Ranger-Lieutenant Erilihn Autumnsong** ultimately decides to stay in Quel'Thalas under **Prince Kael'Thas Sunstrider**, and works to aid in the reconstruction of the kingdom as one of the Sin'dorei.

*In total, it is estimated that of the some fifteen thousand surviving elves, some thirteen and a half thousand pledge themselves to **Prince Kael'thas Sunstrider** as Sin'dorei, leaving just a little under one and a half thousand elves who still identify as Quel'dorei.*

- **Prince Kael'thas Sunstrider** elects to destroy the tainted Sunwell, saving the nation from the spread of corrupt magics seeping out from it.
  - The Prince leads a coordinated assault on the Isle of Quel'Danas. He is joined by many of the surviving heroes who fought during the Scourge's initial invasion, including the brothers **Falon** and **Solanar**, as well as **Magister Rommath**, **Astalar Bloodsworn**, **Ranger Lord Lor'themar Theron**, **Halduron Brightwing**, **Galell**, **Lady Liadrin**, **Baranthore Sunstriker**, and others.
  - While assaulting the Isle, **High Priestess Liadrin** is confronted by the recently raised, undead former **High Priest Vandellor**, her adoptive father. The two engage one another in battle, and **Liadrin** strikes him down.

- The act of killing her father in such a manner shakes **Liadrin** to her core, and she renounces the Light in spite of the cruel fate brought upon **Vandellor** despite his devotion.
- It has since been recounted by certain individuals, though certainly not something easily proven, that upon his final death, the soul of the late **High Priest Vandellor** was ferried into the Shadowlands and granted purpose and duty within a realm known as Bastion.
- *Given the often fantastical stories spread of those who claim to have ventured beyond the Veil, it is not possible to verify this account, though it has been claimed that Vandellor's spirit played some role in the empowerment of a weapon brought back to Quel'Thalas in the year 35 which was used in battling the San'layn named Vorath. See notes in the relevant section for further detail.*
- **Prince Kael'thas, Magister Rommath, and Astalor Bloodsworn** each use one of the three moon crystals to perform a ritual by which they intend to destroy the Sunwell.
  - During their efforts to complete the ritual they are attacked, and **Falon** is slain defending **Magister Rommath**.
  - The spell is completed, and the act severs the elves' connection to the powers of the well.
- **Kael'thas** retains possession of the three moon crystals and transforms them into **Verdant Spheres** which are soaked with the power of the Sunwell, artifacts which he uses to empower his magic.
  - A large volume of first hand accounts report that they are frequently seen bound in a small orbit above the **Prince's** head.
- **Lord Solanar**, distraught over the death of his brother, abandons his family name and adopts the new surname Bloodwrath. He ascends as one of **Prince Kael'thas'** chief lieutenants, becoming widely known as **Lord Solanar Bloodwrath**.
- The Sin'dorei begin to succumb to withdrawal and turn to siphoning mana crystals to stave off the miserable effects of withering.
  - **Vynlorin Shandaumath** is one of the many elves who suffers from the effects of withdrawal. Regardless, he continues to use his powers to safeguard survivors in the south of Quel'Thalas.
  - **Ranger-Lieutenant Erilihn Autumnsong**, as a ranger who was much closer to nature than the arcane, does not suffer such severe symptoms of withdrawal like many Sin'dorei.
- **Ary Wynters** and her husband, **Willier Sylaine**, withdraw to one of Ary's family homes that managed to be spared the destruction wrought by the Scourge.

- **Kael'thas** establishes a new militant regiment, known as the Sunfury, which he uses to begin purging the undead from Quel'Thalas.
  - **Hespir Everwyern**, having remained in Quel'Thalas and been separated from his brother, is conscripted under the Sunfury forces and is put into service as a novice mounted spellcaster.
  - **Sae'themar Sunfeather**, being one of the Quel'dorei to have lived in Dalaran and served amongst the Kirin Tor, is conscripted into the Sunfury forces.
  - **Vangellis Falwellow**, **Cael'braen Sunbreeze**, and **Baranthore Sunstriker** enlist their support to **Prince Kael'thas Sunstrider**, and join the Sunfury forces.
  - **Colben Ornae** does not join the Sunfury forces, but instead remains in Silvermoon to aid in reconstruction and defense against both the Scourge and potential Alliance incursions—believing them to be in some part responsible for the destruction of Quel'Thalas.
- Along with much of **Arthas'** forces, **Andinthe Sunstriker**, now a death knight under the thrall of the Scourge, arrives in Lordaeron and is dispatched to hunt down the living.
- **Ethrian Duskriider** works on behalf of the Quel'dorei forces under **Vereesa Windrunner**, hunting the Scourge throughout Lordaeron and gathering survivors where they can be found.
  - His experience as a mounted spellbow gives him a heavy advantage over the Scourge and enables him to stay in the air and off the ground. His work results in the location and rescue of countless groups of survivors who are recovered and brought to Dalaran, or other settlements throughout Lordaeron.
- The surviving soldiers of the human armies cling to holdouts throughout Lordaeron, often led and protected by paladins of the disbanded Silver Hand.
  - Amongst the human populace, dwarves from Khaz Modan, and Quel'dorei from Quel'Thalas are also found and given refuge where it can be found.
  - Hearthglen, Tyr's Hand, Ambermill, South Shore, and the walled off kingdom of Gilneas remain as the last bastions of humanity throughout the north.



*Silvermoon City, home of the Sin'dorei.*

- **Thrall** establishes the New Horde on Kalimdor, rallying the Tauren and Trolls to become the first of its members.
- Sunfury forces under Prince Kael'thas Sunstrider begin to spread out across the ruins of Quel'Thalas and investigate their homes, towns, and holdouts, seeking out survivors.
  - [Sae'themar Sunfeather](#) is among the forces to return to their homes, and finds his family to have been raised by the Scourge. He battles against his siblings, and manages to save his mother who had been trapped within the family's estate.
  - Driven to madness by grief and terror, [Sae'themar's](#) mother is driven into a fit of rage and attempts to self mutilate. Beyond helping, [Sae'themar](#) is forced to put her to rest. In honor of the fallen, he assumes a new surname, Bloodfeather.

### – The Fall of Dalaran –

- **Arthas** and a reborn **Kel'thuzad** lead the Scourge onto Dalaran, seeking the [Book of Medivh](#) with which they intend to summon **Archimonde**, a demon lord of the Burning Legion.
  - The Scourge ravages the population of Dalaran, raising many into undead.
  - [Quin'el Dawnbringer](#) narrowly survives the destruction of Dalaran by joining several others seeking refuge within the impregnable Violet Hold.

- **Vereesa Windrunner** and those under her protection are protected from the Scourge by many noble defenders, both elven and human alike. She and the magi, rangers, and soldiers under her command hold out and resist the Scourge's onslaught.
- **Arthas** kills **Archmage Antonidas**, leader of the Kirin Tor in Dalaran, and **Kel'thuzad** summons **Archimonde** who promptly razes Dalaran to the ground.
- **Llyreth Starseeker** seeks to begin a new life in Stormwind, seeking work as a mercenary and bodyguard to those willing to hire.
- **Master Sorcerer Ansinosth Summerbough** and other survivors arrive on Kalimdor and are welcomed by Alliance forces led by **Jaina Proudmoore**, daughter of **Grand Admiral Daelin Proudmoore**, leader of the kingdom of Kul Tiras.
  - **Master Sorcerer Ansinosth Summerbough** settles amongst the others who are the first denizens of Theramore Isle.
- The surviving paladins of the disbanded Silver Hand reform into the Scarlet Crusade under the command of **Saidan Dathrohan**.
  - **Saidan Dathrohan** is killed, and then resurrected and possessed by the dreadlord **Balnazzar**.
  - Farstrider **Fellari Swiftarrow** and **Magister Arellas Fireleaf** are among the Quel'dorei to survive the Fall of Quel'Thalas who enlist in the Crusade. **Fellari** is dispatched to hunt the undead in Silverpine Forest, in western Lordaeron, while **Magister Fireleaf** is appointed High Wizard of the Scarlet Crusade.
  - 
  - **Alexandros Mograine, the Ashbringer**, is slain by his own son, corrupting the Ashbringer blade.
  - Unknown to the organization at the time, the Scarlet Crusade falls under the control of the dreadlord **Balnazzar** who utilizes them to sow chaos and discord amongst the surviving humans and elves in Lordaeron.
  - **Magister Fireleaf** pursues and engages a necromancer in the Plaguelands in a battle of sorcery which traps the both of them in what is deemed to be an eternal conflict; he is presumed dead by the Crusade some time later.
  - Many paladins of the Scarlet Crusade defect, given the increasingly concerning rhetoric amongst the crusaders, and forge their own order, the Argent Dawn, believing that the Crusade had fallen from its path. They re-establish Light's Hope chapel as their base of operations.
- **Archmage Idris Dawnstar**, father of **Quellacia Dawnstar**, arrives in Southshore where he is reunited with his daughter and other surviving family members. The family stays in

Southshore for a short while before traveling by ship to Stormwind City where they settle down.

## Year 21

### – The Battle of Mount Hyjal –

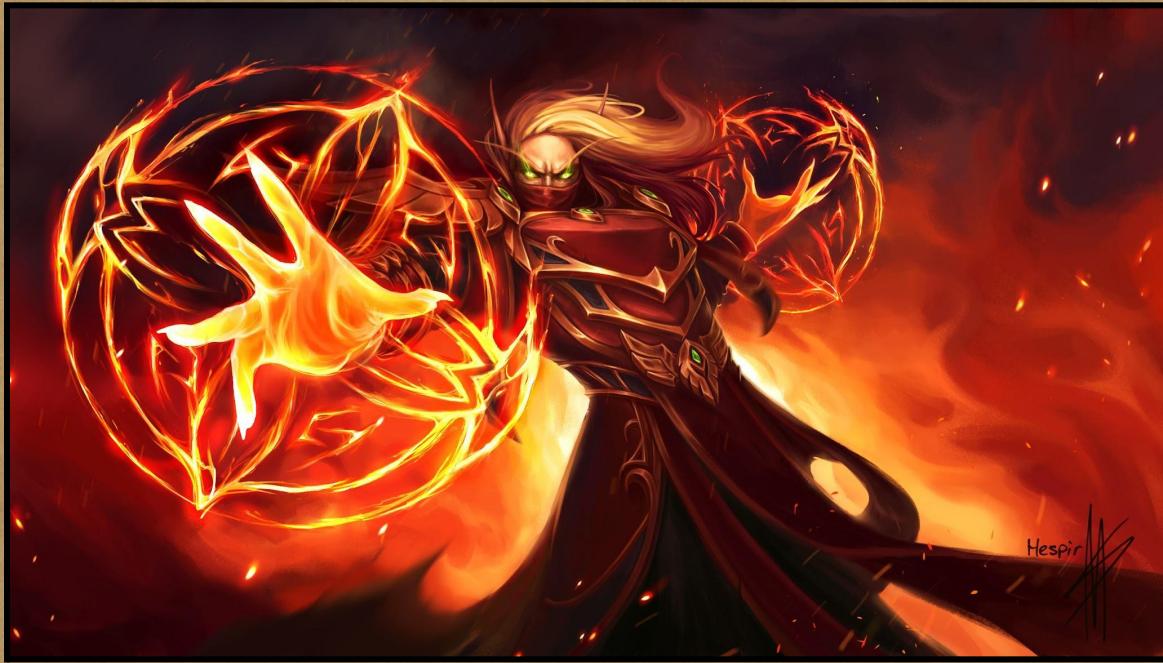
- Thrall's Horde, and the reconstituted Alliance forces under **Jaina Proudmoore**, rally beside the Kaldorei of Kalimdor to battle the resurgent Burning Legion.
  - Master Sorcerer [Ansinoth Summerbough](#) contributes his mastery of darker magics against the demons of the Burning Legion, as well as the Scourge which are also present on Kalimdor. His aggressive hostility towards the newly discovered Horde survivors on the continent damages his relations with the Alliance forces under **Jaina Proudmoore**, and he is formally disciplined following several instances of open conflict with both orcs and trolls.
- The Kaldorei, led by **Tyrande Whisperwind**, encounter the Alliance and Horde forces on Kalimdor and initially engage in hostilities before diplomatic ties are established.
  - **Grommash Hellscream** once again drinks the demon blood of **Mannoroth the Destructor**, believing it capable of providing the power needed to battle the Legion in Kalimdor. He is once again enslaved by the Burning Legion.
  - **Grommash Hellscream**'s Warsong Clan kills **Cenarius**, a Wild God of Kalimdor that is sacred to the Kaldorei.
  - This dramatic escalation leads the Horde and Alliance to hunt down **Grommash** and attempt to redeem him.
  - Successful in their efforts, **Grommash** is brought back under control.
  - **Thrall** and **Grommash** hunt down and slay **Mannoroth the Destructor**.
- The Nathrezim **Varimathras**, **Detheroc**, and **Balnazzar** are dispatched by the Legion to Lordaeron where they are tasked with overseeing the Scourging of the continent.
- **Illidan Stormrage** is released from his barrow den prison by **Tyrande Whisperwind** in order to enlist his aid in battling the Burning Legion.
- **Prince Arthas Menethil**, having journeyed to Kalimdor in service to the Scourge and the Legion, confronts **Illidan** and tempts him with an offer of great power.
  - **Illidan** is convinced by the death knight to hunt down and kill one of the Nathrezim, **Tichondrius**, who has in his possession the [Skull of Gul'dan](#). Consuming the powers of this skull, **Illidan** inherits powerful demonic magics.

- The combined forces of Azeroth defeat the Burning Legion at the battle of Mount Hyjal, resulting in the death of **Archimonde**.
  - Master Sorcerer [Ansinoth Summerbough](#) develops a deep seated resentment towards many of Theramore's forces and leaders due to their willingness to treat with the Horde; he even goes as far as to deem them just as severe a threat to the survivors from the Eastern Kingdoms as the demons or the Scourge.
- **Illidan Stormrage** is banished from Kalimdor for embracing demonic energies to fight the Legion with.
  - **Illysanna Ravencrest**, daughter of the hero **Kur'talos Ravencrest**, joins **Illidan** and becomes one of his most loyal followers.
  - During **Illidan's** time away from Kalimdor, he discovers, confronts, and then recruits the aid of the gaga. **Lady Vashj** is dispatched as an emissary to lead the naga forces under **Illidan**.
- In Stormwind, [Quelllicia Dawnstar](#) resumes her magical training and studies at the Arcane University.

### — Appointment of the Regent Lord —

- In Quel'Thalas, **Prince Kael'thas Sunstrider** appoints **Lor'themar Theron**, a Ranger Lord of the Farstriders, as Regent to rule in his stead. **Lor'themar** is commanded him to continue efforts to rebuild and safeguard the homeland.
  - **Halduron Brightwing** is also elevated, though to the rank of Ranger General, replacing the fallen **Sylvanas Windrunner** in that role.
  - **Magister Rommath** is also promoted, and appointed to the status of Grand Magister of Quel'Thalas, replacing the late **Grand Magister Belo'vir**.
- The Sin'dorei begin wide-ranging reconstruction efforts across the northern regions of Quel'Thalas.
  - [Ella'nora Emberlight](#) remains in Silvermoon to help the reconstruction efforts, including the provision of funding to help locate and settle survivors. The family pledges their loyalty to **Kael'thas** and his new direction for the Sin'dorei.
  - [Dorian Fallowmarsh](#) returns to Silvermoon City with his three younger siblings, having previously escaped during the destruction of the capital. They begin to pick up the pieces of their life, and recover what artifacts and rare goods could be salvaged from their home. **Dorian** begins to prepare for the next chapter in their life, knowing he will be responsible for providing.

- Prince Kael'thas Sunstrider reforges the shattered runeblade of the Sunstrider Dynasty, Felo'melorn, imbuing it with “magic, hatred, and a burning need for revenge.”
- Prince Kael'thas Sunstrider gathers his Sunfury forces and takes them south to support the Alliance against the undead in Lordaeron, and to gather aid from humanity to support Quel'Thalas in turn.
  - Vangellis Falwellow, Sae'themar Bloodfeather, and Willier Sylaine, the husband of Ary Wynters, are deployed with the Sunfury forces moving into Lordaeron. They supports Prince Kael'thas' forces in combat.
  - Hespir Everwyern accelerates his pyromancy training, embracing more and more wild methods in order to support the elven forces in Quel'Thalas. He does not deploy with Kael'thas' forces, but instead stays behind in Quel'Thalas to support the defense.



*Hespir Everwyern, apprentice to Ansinosth Summerbough.*

## Year 22

### – The Reunion of Elven Kin –

- Tyrande Whisperwind and Malfurion Stormrage arrive in Lordaeron while hunting Illidan Stormrage. While Malfurion works to understand the plague affecting the region,

**Tyrande** and **Maiev Shadowsong** venture further inland to begin tracking **Illidan**. During their search they come across **Prince Kael'thas Sunstrider** and his forces.

- Together, the Sin'dorei and Kaldorei forces battle against the Scourge in order to escort an evacuation caravan. This rare show of cooperation between the divided elven races is the first notable point of contact between the two since the Exile of the Highborne some seven thousand years earlier.
- Despite the collaboration between forces, **Tyrande** is swept away by a river during an engagement. **Maiev** relays the news back to **Malfurion**, and proclaims that **Tyrande** had died in the battle, intending to focus **Malfurion's** attention on hunting **Illidan**.
- The presumed loss of **Tyrande**, however, brings **Malfurion** and **Illidan Stormrage** into an accord, and with the aid of **Prince Kael'thas Sunstrider** the elves seek out and rescue **Tyrande**.
- Out of gratitude for saving the life of **Tyrande**, **Malfurion** allows **Illidan** to escape.
- **Illidan Stormrage** flees and uses a rift left open by the Lich, **Kel'Thuzad**, to escape Azeroth and flee to the Outlands.
  - Despite his getaway, he is pursued by the warden **Maiev Shadowsong**, who remains intent on his capture.
- **Ary Wynters**, having mostly recovered from injuries sustained during the Fall of Silvermoon, begins to venture out once more.
  - **Ary** seeks out sorcerers and magi within the Kingdom from whom they can learn to wield magic.
- **Grand Admiral Daelin Proudmoore** journeys west from Kul Tiras in pursuit of his daughter, **Jaina Proudmoore**, and those who fled Lordaeron with her.
  - **Thrall's** Horde murders **Daelin Proudmoore** in Theramore with the aid of **Jaina Proudmoore**, for which **Jaina** is declared persona non grata by the leadership and people of Kul Tiras.
  - With the murder of **Daelin Proudmoore**, the island nation of Kul Tiras cuts off ties with the Alliance after it refuses to pursue the Horde and to seek justice.
    - **Lady Katherine Proudmoore** assumes the mantle of Grand Admiral that was held by her husband in life.
  - **Master Sorcerer Ansinoth Summerbough** abandons Theramore and the Alliance following its failure to retaliate following the murder of **Daelin Proudmoore**. His disappointment in Theramore and Quel'Thalas' leadership leads him to depart and bury himself in study and practice once more.

- He gathers as much research from the ruins of his sanctum in Quel'thalas and avoids a whole stretch of conflict on Azeroth in favor of furthering his mastery over magic.
- With the second defeat of the Burning Legion on Azeroth, many of the Legion's servants, now leaderless and directionless, begin to carve out their own domains and see to the corruption of Azeroth independent of any centralized leadership.
  - One such individual to pursue this endeavor is the Kaldorei sorcerer turned Satyr **Alzzin**, the first student of **Lord Xavius**—the most celebrated sorcerer of the Highborne **Queen Azshara**.
  - **Alzzin** ventures into southern Kalimdor and corrupts the Shrine of Eldretharr within the Highborne city of Eldre'Thalas. There, he begins to corrupt the native guardians and ancients, and spreads corrupting vines and energy throughout the eastern regions of the city.
  - Taking on the sobriquet of “Wildshaper”, **Alzzin**’s presence looms over the city as his hold on power within the region spreads.
- The Horde begins construction on Orgrimmar.
- The Sin'dorei in Quel'Thalas continue to try and rebuild, though they struggle dearly in holding back both the Scourge, and the Amani who take advantage of the weakened elven survivors.
  - [Ella'nora Emberlight](#) focuses her attention on the duties of House Emberlight, and remains loyal to the Sin'dorei through their ongoing struggles over the next decade.
  - A Sin'dorei warrior named **Lana'thel** uncovers the High Elven blade **Quel'Desar** and takes it up as her own. She comes to serve under **Prince Kael'thas Sunstrider** himself.
- [Quin'el Dawnbringer](#) remains in the ruins of Dalaran despite many calls to return home. Thinking himself too weak to face the destruction brought upon his homeland, he chooses to stay in Dalaran.
- **Magister Duskwither** works to rebuild the Falathrien Academy on Sunstrider Isle and Duskwither Spire to use as bases of operations to conduct research and studies on a substitute for the Sunwell, intending to cure the Sin'dorei's magical addiction.
  - He dispatches his apprentices to begin exploring new avenues and conducting research to discover potential leads.

### – The Battle for the Frozen Throne –

- In the southern regions of the Eastern Kingdoms, from the destruction wrought by the Scourge, **Jaelyne Za'vi**, having been learning to surf in Booty Bay, begins to perfect her form at the sport.
- The Death Knight **Prince Arthas** returns to Lordaeron and betrays the Nathrezim placed in charge of the Scourge in his former homeland. He drives them out, takes control, and compels the Scourge to wipe away all traces of life within the ruined Kingdom of Lordaeron.
  - At the same time, due to a crack in the Frozen Throne, upon which the **Lich King** is seated, control over the undead Scourge begins to weaken.
- In the Outlands, the Kaldorei warden **Maiev Shadowsong** and her sentinels and wardens capture **Illidan Stormrage**, and imprison him.
- In Lordaeron, **Prince Kael'thas Sunstrider's** forces are outnumbered against the Scourge forces they are tasked with battling in Lordaeron, and he receives unexpected help from the Naga - led by **Lady Vashj**.
  - As punishment for allying his forces with the naga, **Grand Marshal Othmar Garithos**, leading of the Alliance forces in Lordaeron, sentences the Sin'dorei forces to death and has them imprisoned within the dungeons of Dalaran.
  - **Lady Vashj's** forces rescue the Sin'dorei and aid them in escaping Lordaeron through a portal to the Outlands. **Lady Vashj** promises the Sin'dorei an opportunity to survive in the wake of the Sunwell's destruction.
- Discovering the capture and imprisonment of **Illidan Stormrage** by the warden **Maiev Shadowsong**, **Lady Vashj** and **Prince Kael'thas Sunstrider** join forces and launch an assault on the Kaldorei forces, and manage to liberate **Illidan**.
  - This conflict brings Highborne descendent sorcerers, the Sin'dorei, and Kaldorei forces into direct conflict with each other in a way not seen since the War of the Ancients.
- **Lady Vashj** introduces the Sin'dorei to **Illidan Stormrage**, who assures the elves of the power he can offer, referring to the Fel.
  - **Prince Kael'thas Sunstrider** swears the Sin'dorei's loyalty to **Illidan**, and leads his people in the consumption of the Fel as a substitute for the arcane.
  - Having already a considerable history of consuming fel energy, **Cael'braen Sunbreeze** eagerly embraces this new path for the Sin'dorei and openly begins to practice his dark sorcerer as a warlock in service to **Prince Kael'thas**.
  - **Vangellis Falwellow** is one of the many Sin'dorei who partake in the acceptance of Fel magic as a substitute for the Sunwell's energy.
  - After a bitter and unpleasant first exposure to absorb fel energies, **Ranger-Lieutenant Erilihn Autumnsong** rejects any future consumption of the Fel.

- News of Prince Kael'thas' arrival in the Outlands reaches the Quel'dorei forces at Allerian Stronghold in Terokkar Forest, soldiers of the Alliance Expedition who survived the destruction of Draenor.
  - Among their number, Fëanor Quel'dorah initially believes the arrival of the Prince to be an effort to rescue the stranded Expedition, and is ecstatic to learn of his coming.
  - The subsequent discovery of fel addiction and use amongst the Sin'dorei, however, foments tensions between the elven expeditionary forces and the Sunfury soldiers.
  - Attempts to communicate with the Sin'dorei do not go well for the Quel'dorei forces.
- **Sylvanas Windrunner** is invited to meet with the Nathrezim in Lordaeron and agrees to a pact with them to betray and defeat **Arthas**, who had taken control of the Scourge and turned against the Legion.
  - Informed of the **Lich King's** waning power, **Sylvanas** and her dark rangers venture north to Deatholme and recover her corpse, which she inhabits once more.
- The demon lord **Kil'jaeden** commands **Illidan** and his forces to return to Azeroth and destroy the **Lich King**.
- **Sylvanas Windrunner** and her Darkfallen lead a revolt against Arthas in Lordaeron, and break the **Lich King's** control over many of the scourge in Lordaeron.
  - **Sylvanas** creates a new faction called the Forsaken, and titles herself the Banshee Queen. The Dark Rangers become her most trusted operatives.
  - **Sylvanas** aligns herself with **Grand Marshal Othmar Garithos** and the Nathrezim **Varimathras** in Lordaeron in order to secure the Capital City from the Scourge. Despite siding with the Alliance forces, **Sylvanas** betrays them and murders the remaining Alliance survivors.
- **Arthas** is driven out of Lordaeron by **Sylvanas'** Forsaken, and summoned to Northrend by the **Lich King**.
  - **Andinthe Sunstriker** is among the Scourge forces brought to Northrend under Arthas' command.
- **Kael'thas Sunstrider's** forces journey north to Icecrown in service to **Illidan Stormrage**, drawing many soldiers from Quel'Thalas and leaving it further weakened against attacks by the Scourge.
  - **Colben Ornae**, **Baranthore Sunstriker**, **Cael'braen Sunbreeze**, and **Vangellis Falwellow** join the Sunfury forces traveling to Northrend, but **Colben** is dispatched back to Silvermoon partway through the campaign to reinforce Silvermoon's garrison against continued Scourge attacks.

- Illidan, Kael'thas, and Vashj's forces battle against Arthas and his Scourge in Northrend in an effort to stop the death knight from his efforts to merge with the Lich King.
- Lana'thel, wielder of Quel'Dalar, joins the mission north, but is slain by Arthas Menethil - cut down by his runeblade, Frostmourne. She is raised into undeath as Blood-Queen Lana'thel, leader of the San'layn, a sect of vampiric elves.
- Prince Kael'thas engages Arthas in battle. It must be noted here that elven runeblades, unlike other weapons, grow stronger each time they are forged. Due to the nature of these blades, unlike during King Anasterian's battle against Arthas, Felo'melorn did not shatter against Frostmourne when Kael'thas battled the death knight.
- It is alleged that the Banshee Queen Sylvanas Windrunner returns to Quel'Thalas with the intention of making contact with the survivors, but after an unsavory encounter with Regent Lord Lor'themar Theron and Halduron Brightwing she withdraws back to Lordaeron.
- Under the command of Captain Aeldon Sunbrand, a newly formed company called the Blood Hawks is dispatched into the western, ruined half of Silvermoon City and tasked with driving out the last of the Scourge, and the Wretched, and any other enemies that linger.



*The Death Knight Arthas Menethil battling Illidan Stormrage.*

- Arthas Menethil defeats Illidan and merges with the Lich King.
  - Defeated, Illidan, Kael'thas, and Lady Vashj return to the Outlands.

- Prince Kael'thas' blade, Felo'melorn, is left behind in Northrend, though the circumstances of this occurrence are not currently known.
- Hespir Everwyern finally journeys to the Outlands to join the Sunfury forces and is made to embrace fel energies as a substitute for the arcane. He has a difficult time acclimating, which leads to several traumatic experiences that affect his social and emotional state.
- Vangellis Falwellow is tasked with healing and counseling Hespir Everwyern, among many other Sin'dorei who had suffered during the fighting in Northrend.
- The Quel'dorei rangers manning the Quel'Danil Lodge in the Hinterlands approach the Wildhammer Dwarves of Aerie Peak, ruled by **High Thane Falstad Wildhammer**, and forge an alliance to hold back the Scourge, the Amani and Revantusk forest trolls, and the remnant Horde still lingering in the region.
  - This pact draws upon threads dating back to the Alliance of Lordaeron, when the Wildhammer and Bronzebeard dwarves, the Quel'dorei of Quel'Thalas, and the humans of Lordaeron, Dalaran, Stromgarde, Gilneas, and Stormwind came together to form the Alliance as a bulwark against the threat posed by greater evil.
- After failing to make peaceful contact with the Alliance in Stormwind, the Forsaken Banshee Queen, **Sylvanas Windrunner**, seeks out the aid of the Horde. She then works to establish ties with the Tauren, which leads to the formal induction of the Forsaken into the Horde.
- Distraught by her plight, and unable to look at her blade any longer, the San'layn **Blood-Queen Lana'thel** destroys Quel'Delar and scatters the pieces.

## Year 22

- **Illidan Stormrage** and the Sin'dorei and Naga, led by **Kael'thas** and **Lady Vashj**, respectively, arrive in the Outlands and begin to fortify the ruins of the world for their own purposes.
  - **Illidan Stormrage** begins training the first generation of Demon Hunters.
  - Colben Ornae grows wary of **Illidan Stormrage** and **Prince Kael'thas'** pact with the demon hunter - uncomfortable with their draw towards the Fel.
  - The Sin'dorei struggle to adapt in the wastes of the Outlands, still suffering from fatigue and withdrawal after the destruction of the Sunwell. The consumption of fel energy, while suitable in the short term, only worsens the Sin'dorei's magical addiction, leaving them vulnerable without a steady supply.
  - Conflict between the Sunfury forces under **Prince Kael'thas**, and Quel'dorei expeditionary forces **Ranger-Captain Auric Sunchaser** occurs on a more frequent basis, and tensions continue to sour.

- Fëanor Quel'dorah's opinions of the Sin'dorei solidify as hostilities intensify and the consumption and use of fel magics by their magisters continues to push them into closer alignment with the demonic servants of the Legion that the Alliance Expedition had spent the past two decades fighting.
- The former Highborne sorcerer turned Satyr, **Lord Vyletongue**, ventures into the vast caverns of western Kalimdor known as Maraudon and spreads corruption throughout the caves.
  - He works to summon other demons and corrupt the wildlife within the caverns.
- **Arthas**, now ruling the Scourge as **Lich King**, begins to raise the dead left behind in the numerous battles fought since the rise of the Scourge.
  - The Lich Kel'Thuzad assumes command of the remaining forces of the Scourge in eastern Lordaeron.
  - The Lich Amnennar the Coldbringer assumes command of the remaining forces of the Scourge in southern Kalimdor.
  - The Scourge begins construction on the necropolis Acherus: the Ebon Hold, which is intended to become the headquarters of the Death Knights of Acherus.

[Vol. I](#) | [Vol. II](#) | [Dev Notes](#)

[Back to the Top](#)

## INDEXES

## CHARACTER NAMES:

*Player Character names only; NPCs not included.*

Adanas'lor Sunstriker, Ansinosth Summerbough, Adela Duskriider, Althenar Sunstriker, Althuron Skyshroud, Andinthe Sunstriker, Ara'dana Dawnfire, Arial'adan Emberblossom, Aridaen Greenwalker, Aridaeus Greenwalker, Ashor Sunstriker, Ashuna'alorn Everwarden, Atalas Skyshroud, Avana Sunblade, Baranthore Sunstriker, Cael'brael Sunbreeze, Caelen'lor, Caestas Starseeker, Cellestria Silverspear, Colben Ornae, Connissa Eversworn, Cyllabor Skyshroud, Danebb Skyshroud, Dath'solan Skyshroud, Dorian Fallowmarsh, Elbathan Skyshroud, Elessiar Greenwalker, Elevandra Emberblade, Ella'nora Emberlight, Elunara'dana Skyshroud, Eriihn Autumnsong, Ethrian Duskriider, Fëanor Quel'dorah, Fel'tharanas Everwyern, Galadorei Thesh'fira, Gladathan Skyshroud, Gwenthir Summerbough, Haeldron Dawnbrook, Hespir Everwyern, Husani Goldemist, Hylian Sunstriker, Jaelyne Za'vi, Kelsunas Skyshroud, Kelvath Dawnweaver, Ker'tina Silverflight, Korus Verdentbloom, Kor'abath Skyshroud, Llyreth Starseeker, Luthran, Maldan'tiel Ravenbrook, Maeunar Skyshroud, Melor Sunstriker, Mor'drathan Skyshroud, Mylitha Sunfletcher, Narsyssa Blackwood, Nori'del Virtis, Ornalad'anel Skyshroud, Quelllicia Dawnstar, Quin'el Dawnbringer, Rayne Sunstriker, Reyana Skyshroud, Sae'themar Bloodfeather, Selen'dial Everbloom, Sharana'asal Sunstriker, Sharliasong, Sin'thorn Brookhollow, Talas'arien Sunstriker, Tal'thas Duskriider, Tayan'adara Autumnbloom, Terimas Skyshroud, Tessela Greenwalker, Thaelea Solarsphere, Thero'shan Ary Wynters, Tirian Felo'dorah, Vangellis Fallowmarsh, Ven'rallei Stormingdawn, Vynlorin Shandaumath, Vin'tor Sunstriker, Zariasona Emberspirit, Zyellia Bloodsong.

*Character names are colored according to class.*

## ARTIFACTS & WEAPONS:

Amethyst Focus, Ar'thenar the Blood Taker, Ban'dinoriel, Balah'Serrar, Belore'Serrar, Book of Medivh, Dragon Soul/Demon Soul, Eye of

Aman'Thul, Felo'dinal, Felo'melorn, Frostmourne, Key of the Three Moons, Quel'dalar, Quel'felo, Quel'lassan, Quel'Serrar, Raven's Eye, Scourgebane, Stone of Flame, Stone of Light, Stone of Spark, Thas'dorah, Skull of Gul'danTidestone of Golganneth, Val'quellar, Verdant Spheres.

## ORGANIZATIONS:

**Aldor, Alliance** (*Alliance Expedition/Sons of Lothar, Explorer's League, Kirin Tor Offensive, SI:7, Silver Covenant*), **Argent Crusade** (*Argent Dawn, Ashen Verdict, Ebon Blade, Order of the Silver Hand*), **Argent Dawn**, **Armies of Legionfall**, **The Blackfoot Company**, **Burning Legion** (*Dawnblade, Fel Horde, Sunfury*), **Cenarion Circle** (*Cenarion Expedition*), **Church of the Holy Light**, **Draenei** (*Aldor, Army of the Light, Artificers, Ashtongue Auchenai, Deathsworn, Broken, Council of Exarchs, Hand of Argus, Rangari, Sha'tar, Vindicators*), **Dragonscale Expedition**, **Ebon Blade**, **Eversong Accord**, **Forsaken**, **Horde**, **Iron Horde**, **Kaldorei Empire** (*Dragon Riders of Loreth'Aran, Highborne, Moon Guard, Shen'dralar, Sisterhood of Elune, Wardens*), **Kirin Tor** (*Council of Six, Tirisgarde*), **Kingdom of Quel'Thalas** (*Blood Hawks, Blood Knights, Blood Watch, Convocation of Silvermoon, Darkfallen, Dominion of the Sun, Elrendar Fellowship, Farstriders, Knights of the Blue Lance, Reliquary, Scryers, 34th Silverhawks Unit, Sunfury, Sunreavers, Sunreaver Onslaught, Sunsworn*), **Moon Guard**, **Nightfallen**, **Order of the Silver Hand**, **Scarlet Crusade** (*Crimson Legion, Scarlet Fleet, Scarlet Onslaught*), **The Scions of Antiquity**, **Scourge** (*Cult of the Damned, Darkfallen, Ebon Blade, San'layn*), **Sha'tar** (*Aldor, Scryers*), **Shattered Sun Offensive**, **Shen'dralar**, **Sunfury** (*Bloodwarders, Crimson Hand, Dawnblade, Eclipsion, Firewing, Illidari, Sunhawks, Sunseekers*), **Twilight's Hammer**.

## DEVELOPMENT NOTES:

