

Throne of Destruction Saga  
Act II - Lightfall (Expansion Y.0)  
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Prelude to Lightfall - Events of the Worldsoul Saga: Midnight

When the **Void** descended upon Azeroth to claim its Worldsoul, it met the fiercest resistance from two souls - **Alleria Windrunner**, a native of Quel'Thalas, and her husband **Turaylon**, a human from the nation of Lordaeron, long an ally of Quel'Thalas. Both nations had been ravaged by the Undead Scourge, and were now threatened by the darkness of the Void and its dread masters, the **Lords of the Void**.

Alleria had learned to wield the powers of the Void for herself. Turaylon wielded the Void's opposing power, the Holy Light. Together, they led the heroes of Azeroth against the Void's invasion, striking into the dark realm itself and laying low one of the vile Void Lords to end the incursion. Tragically, both heroes lost their lives in the doing, making the ultimate sacrifice to spare their homelands, and their entire world.

Their son, **Arator Windrunner**, known as the **Redeemer** by the followers of the Light, had been fighting far from his parents at the hour of their sacrifice, and held a great shame in his heart that he had not been there to fight at their side. Perhaps he might have changed their fate... With the Void defeated, Arator rededicated himself with greater fervor to the Light, vowing that he would defend the homelands of his parents against anything that would threaten them.

His vow will be tested, very soon...



## Act II - Lightfall

Strife wracks the **Eastern Kingdoms...** and beyond. The **Nathrezim** lurk in the shadows, fomenting discord among the races and nations of the world. Lordaeron has become embroiled in internecine conflicts. The Forsaken strive to re-establish their old holdings with the aid of their blood elf allies, against fervent opposition from the rebuilding human nations who look to re-take their undead-ravaged lands. **Arator the Redeemer** has become a rallying point for the followers of the Light, their zealous desire to see Lordaeron purged of all they regard as evil only adding to the volatility of the situation.

The peace between **Alliance** and **Horde** is being tested like never before. Will former allies rally to their faction's aims, or have bonds once forged in the heat of battle grown brittle with time? In such times, a common cause has often served to unite would-be enemies. But a crisis at this point may also serve as the wedge to divide Azeroth forever. And leave it vulnerable to its greatest enemies...

The moon above the **Tirisfal Glades** turns blood red. A sinister castle fills the sky to the north, shrouding the land in dark mist. The Nathrezim and their cultish servants emerge from the shadows, proclaiming the arrival of their master and creator. **Sire Denathrius** has come, and he has declared that Lordaeron will become the seat of his new empire.

Darkness has fallen, and none can see even the smallest glimmer of light...



### Major Features

**A Living World: Lordaeron** - Sire Denathrius has invaded Lordaeron! Explore the changes in the newly remade regions of the **Gilneas Territories**, **Stromgarde**, the **Plaguelands**, and **Tirisfal**.

**New Campaign: The Dread War** - From **Gilneas**, the heroes of Azeroth must retake Lordaeron from the darkness that has claimed it. Battle the **Nathrezim** and their wicked allies while rallying the people of Lordaeron.

**New Hero Class: Dark Ranger** - Souls that have faced the darkness and all that dwells within it. Strike down the fiercest of foes as a **Monster Slayer (ranged)**, a master of tools and tactics. Stand fast against evil as a **Nightward (support)**, a guardian who turns the darkness back against itself. Seek out the wicked wherever they hide as a **Witchhunter (melee)**, and purge them without mercy using anti-magic powers.

Dark Rangers wield a unique new weapon that combines ancient elven metalwork with modern engineering principles known as the **Night Arsenal**. These instruments are made of many component

parts, designed to be rapidly rebuilt and reconfigured into multiple different weapons, whichever one the Dark Ranger requires for any given situation. When using ranged abilities, it might become a **Great Bow, Throwing Glaive**, or dual **Pistol Bows**. For close-quarters fighting, it can be a pair of **Twin Blades**, a **Lance**, or a **Bladed Whip**.

Dark Rangers may personalize their Night Arsenal to adopt a favored default form it will take when out of combat, or when using non-weapon specific abilities.

**New Features: Dawnfire and Duskfall Talents** - Wield the sacred power of the Holy Light. Turn the darkness against those who serve it. Empower your abilities like never before.

**New Dungeons and Raids** - Darkness envelops Lordaeron, unleashing new threats and empowering old enemies. Even would-be allies have been driven to the edge by the trials they have faced. The heroes of Azeroth will face their greatest challenges yet, for the darkest days are still ahead...

**Patch Updates** - Sire Denathrius is a being of fiendish intellect that has pulled the strings of mortals, gods, and all manner of creatures and powers. His scheme will unfold across many updates, revealing revamps to the **Twilight Highlands** and new realms that lie beyond the known world of Azeroth...

## Introduction - Nightfall

North of **Tirisfal**, above the coastal sea, a great floating castle has appeared - **Nathrezzar, the Citadel of Dread**. Forged from the broken remnants of the Nathrezim's adopted homeworld of Nathreza and conjured to manifest on Azeroth, Nathrezzar shrouds the Tirisfal Glades in perpetual gloom, turning the land into the perfect stronghold for **Sire Denathrius** and his dark forces.

The **Cult of the Damned** emerge from the shadows, flocking to the banner of Denathrius and becoming the **Cult of Dread**, hoping to earn the favor of the Nathrezim's master and become his undead servants. Alongside the Nathrezim come demonic allies called from the Twisting Nether. Malevolent creatures from the Shadowlands, the ravenous **Devourers** and the frightful **Sepulcroi**, also serve at the Dread Lord's behest. All who serve Denathrius are the **Dreadsworn**, and they have vowed to conquer first Lordaeron and then the rest of the world in the name of the Sire.

The weakened lands of Lordaeron fall quickly to Denathrius' Dreadsworn. Only the nation of **Gilneas** stands strong. Gilneas becomes a rallying point for the heroes of Azeroth. Champions from across the world gather there, ready to turn back the night. The battle for the future of Lordaeron is about to begin.



## Y.0 Campaign Storyline - The War of Dread

**Gilneas City** becomes the base of operations for the heroes and Azeroth, where they plan the campaign to liberate Lordaeron from the Dreadsworn forces of Denathrius. The War of Dread begins here.



### -New Zone: Gilneas Territories-

This zone includes revamped elements of the original **Gilneas**, **Silverpine**, **Western Hillsbrad**, and **Western Alterac** regions. **Gilneas City** serves as the new Capital.

The Gilneas Territories largely lies under the thrall of the most enigmatic of Denathrius' new allies - the **Sepulcroi**. A wicked race experimented on by the **Jailer**, they wield a crude but potent mastery of **Domination** magic, which they employ on behalf of the Sire. The Sepulcroi have been encountered digging into the earth around the Dalaran Crater, attempting to access Azeroth's ley line network for some unknown purpose.

While the heroes of Azeroth strive to push back the Sepulcroi and other **Dreadsworn** forces, tensions rise due to the presence of the **Dawnfire Redemption**, an army of Light-devoted warriors sworn to **Arator the Redeemer**, whose zealous actions in rooting out the forces of evil begin to endanger innocent lives and put them at odds with those who should be their allies.

## Gilneas Territories Dungeons

**The Blackwald Purgation** - The zealous **Dawnfire Redemption** launches a crusade against the Gilneas Territories to purge it of all they deem unholy. Their attack on the Blackwald provokes **Hagatha, Witch of the Woods**, who warns of dire futures for all Lordaeron.

**Lightbreak Gaol** - The **Sepulcroi** have transformed the remnants of the **Dalaran Crater** into their stronghold, where they are binding **Dawnfire Redemptionists** to their will with Domination magic. Their leader, **Tortaach Lightbreaker**, has even successfully bound one of the naaru.



## The Sepulcroi

Sepulcroi are creatures of Death that seethe with the dark energies of the realms beyond the veil. They conceal twisted and mutilated forms beneath dark cloth bandages and cold metal. Owing to experiments carried out on them by **Zovaal the Jailer**, they possess a crude mastery of Domination magic.

Hailing from the **Shadowlands**, they were once banished to the **Maw** by Zovaal during his time as the **Arbiter**, deeming the entire race to be so wicked that they were beyond redemption. After he became the Jailer, Zovaal experimented upon the Sepulcroi to perfect his mastery of Domination magic.

His early experiments left them twisted and mutilated beyond recognition, with a resistance to Domination magic that also made them useless to the Jailer's goals. Too hateful of the Jailer to become willing servants, the Sepulcroi were bound by Zovaal into prisons and cast into the depths of the Maw, intended to be lost forever.

Unbeknownst to the Jailer, **Sire Denathrius** tracked the Sepulcroi and arranged for them to be freed. They began operating as mercenaries in the most remote realms of the Shadowlands, being skilled at trapping, binding, and caging the wills and souls of other beings, whom they would sell to the highest bidder. Now, many have been called upon to repay their debt to the Sire, and have come to Lordaeron to serve his will.



### -New Zone: Stromgarde-

This zone includes revamped elements of the original **Arathi Highlands**, the **Hinterlands**, **Eastern Hillsbrad**, and **Eastern Alterac** regions.

Throughout the region, demons offer power to tribes of ogres and trolls, while the **Cult of Dread** seeks to undermine the growing strength of the human nations from within. In the Hinterlands, troll tribes clash with **Dreadsworn** forces, and something dark has been stirred up in the hollows of the mountain.

To the south-east, the demonic allies of Denathrius led by **Mala'deva**, the shivarra queen and Monarch of Desecration, have raised up a great black demon citadel where they labor to open a portal into the Twisting Nether to bring in further demonic reinforcements.

### Stromgarde Dungeons

**Cathedral of Desecration** - The fortress-citadel of the shivarra. The armies of Stromgarde seek to drive the demons from the cathedral to close the demon portal there, but Mala'deva's servants prove too numerous and powerful to uneasily unseat. As Mala'deva reveals that the portal's true purpose is to access the **Seat of the Pantheon**, the heroes of Azeroth will have their hands full simply trying to survive.

**Shadra's Hollow** - Beneath the mountain-carved ziggurats of the trolls is the lair of the spider loa, **Shadra**. Echoes of the frightful demigod still lurk in the many tunnels and tombs, the **Sepulcroi** can be found carving tunnels along ley lines while weaving spells of Domination magic, and something darker still... the mad trolls in the deepest catacombs howl fiendish prayers to **Y'Shaarj, the Sevenfold Terror**, who has begun to weave her own web of malign influence...



### **Mala'deva, Monarch of Desecration**

Queen of the **shivarra**, Mala'deva has ruled her people since the earliest ages of the cosmos. She embodies the essence of desecration, showing that nothing holy or sacred is beyond the power of demon kind to destroy. She warred with other ancient primordial demons for eons before **Sarger** usurped mastery over all demonkind. Mala'deva was given an ultimatum by the Dark Titan - serve his will, or be confined eternally to **Tarratus, the Prison World**. Unlike many of her rivals, Mala'deva chose to humble herself so that she would retain at least a modicum of freedom.

The shivarra became the prophets and heralds of Sarger, preaching the glory of his **Burning Crusade** and the righteous destruction it brought to the cosmos. But Mala'deva never truly believed Sarger to be a worthy master of demon-kind, with his far reaching goal to be establishing a lasting order once the

current cosmos had been remade. There would be no place for demon kind if the Dark Titan's designs came to be.

When Sargeras was imprisoned in the **Seat of the Pantheon**, Mala'deva seized the opportunity to return demonkind to the existence they were meant for. Her shivarra had long proven resistant to infiltration efforts by the nathrezim, but she respected **Denathrius'** cunning mind and capacity for undermining established order. The two forged a pact that would see Denathrius and the nathrezim inducted into demonhood, and they continue to work towards a scheme that will have dire consequences not just for Azeroth, but for perhaps all of reality.



### **-New Zone: The Plaguelands-**

This zone includes revamped elements of the original **Western Plaguelands** and **Eastern Plaguelands** regions.

The Plaguelands have bloomed anew with death and corruption. The tearing of the Veil allowed more Death magic to flow into the world, galvanizing the plague of undeath to become even more powerful and virulent. Dominion of the Plaguelands has fallen to **Val'thressa the Bio-Vizier**, one of Denathrius' most capable Nathrezim. Val'thressa has been experimenting with the plague of undeath, blending it with the Devourers she has called from the Shadowlands to birth a new strain of the creatures - **Plague Eaters**.

The **Dawnfire Redemption** has fortified the sacred regions of **Light's Hope** and **Tyr's Hand**, seeking to establish supply lines so they may mount a direct assault on Tirisfal. Many of the Dawnfire suffered when the plague ravaged their homelands, and their grief and hatred only serve to make them more zealous and volatile in their purgations.

### **Plaguelands Dungeons**

**Stratholme - Echoes of Dread** - Sight of one of the first great atrocities of the war with the Undead Scourge. The horror and anguish born from that act has stilled the very flow of time - flames never burn

out, smoke never clears, the souls of the dead, of the city itself, trapped in endless suffering and ruin. The **Dreadsworn** have come seeking to harvest a bounty of souls, but even they may underestimate the power of the misery that has become incarnated here...

**The Dawnfire Enclave** - The ruins of the Scarlet Crusade's holdings have been resurrected by the **Dawnfire Redemption**, turning Tyr's Hand into a veritable fortress. However, Val'thressa unleashes her new **Plague Eaters** upon the enclave, while the manipulations of the Nathrezim seek to turn the Redeemers against any and all outside their ranks.



### Val'thressa, the Bio-Vizier

One of the Nathrezim and **Sire Denathrius'** most loyal and capable servants. She infiltrated the agents of the **Everliving Parliament** and sowed the seeds of their misguided **War of Life** against Azeroth, ensuring that the powers of Life would accomplish little more than weakening their own position in the great game of the cosmos.

Trained to successfully imitate the denizens of the Realm of Life, Val'thressa developed a genuine fascination for the ways living things could be twisted into new forms, and has begun to practice that art upon the creatures of the Realm of Death as well, calling forth **Devourers** from the In-Between to experiment on. She has even blended their essence with her own, twisting her into a truly monstrous state.

Val'thressa expressed a desire to further experiment on the **plague of undeath** that blights the Plaguelands, using her life-shaping art to increase its horrible effects. The Plaguelands are even more

putrid and nightmarish than ever, and Val'thressa dreams of spreading the effects across all of Azeroth, transforming it into a world of living death full of the horrors that she has created.



### -New Zone: Tirisfal-

This zone includes revamped elements of the original **Tirisfal Glades** and **Undercity** regions, as well as the new **Nathrezar** region that has appeared floating in the air off the northern coast.

The dark sorcery of **Sire Denathrius** has shrouded the land in dark mists and the moon above in blood light. **Dreadsworn** forces fill the land, commanded by the Nathrezim. Off the coast hovers Denathrius' new stronghold, the **Citadel of Dread**, built into a broken fragment of the world of Nathreza that has been plucked from the Twisting Nether and conjured onto Azeroth.

The Forsaken were driven from the newly rebuilt capital city of Lordaeron, and now fight a losing battle against the Dreadsworn to hold the Undercity. The **Dawnfire Redemption** has brought a mighty force to the **Scarlet Monastery**, preparing for an assault on Denathrius' citadel, but their growing extremism continues to put them at odds with the heroes of Azeroth and the rest of their allies.

### Tirisfal Dungeons

**Scarlet Dawn Monastery** - The **Dawnfire Redemption** has occupied the Monastery once used by the Scarlet Crusade, rechristening it the Scarlet Dawn Monastery. The manipulations of the Nathrezim have

led the Redeemers into capturing citizens of Lordaeron, members of both the Horde and the Alliance, and conducting trials, tortures, and executions. The Redeemers trust no one, assured only of their own righteousness, prepared to commit any atrocity in the pursuit of their goals. What should have been a stronghold for justice has again become a madhouse for zealotry. Has the spirit of the Scarlet Crusade been reborn...?

**Halls of Mourning** - While the Undercity became a dark sanctuary for the forsaken, much of the capital city of **Lordaeron** that lay above it was left in ruin for years. Newly rebuilt, it has now fallen into the grasp of the **Dreadsworn**. Within, the Nathrezim conduct dark sorcery that threatens to bring the echoes of the slaughter committed long ago by **Arthas Menethil** come to life, unleashing a vengeful storm of wrathful ghosts upon Lordaeron.



**Y.0 Raid Storyline - The Citadel of Dread**

The **Citadel of Dread** is Denathrius' new seat of power, built atop the world fragment of **Nathrezzar**. From here, the Sire orchestrates his invasion of Lordaeron. The heroes of Azeroth have led their allies into Tirisfal - the armies of **Gilneas**, **Stromgarde**, and the **Dawnfire Redemption** - to mount an all-out assault on the citadel and bring an end to Denathrius and his Dreadsworn.



### Citadel of Dread Bosses

-**Molaach the Persuer**- A **Sepulcroi** of supreme cruelty, **Molaach the Persuer** has tracked down countless souls and brought them to the Citadel of Dread to be twisted into Denathrius' puppets.

-**The Cult of Dread (Champion of Death, Champion of Souls, Champion of Blood)**- Obsessed with the powers of Death, the **Cult of Dread** venerate Denathrius as a god. Their champions employ the powers of the Shadowlands in battle.

**-Halford the Will-Broken & Darchondrius the Puppet-Master-** The crusader **Halford** once served the **Argent Dawn**, and joined the ranks of the Dawnfire Redemption to retake Loraderon from the forces of evil. But the Nathrezim can twist any soul, and Halford's mind has been overtaken by the wicked **Darchondrius**.

**-Gaardach the Soul-Herder, Sepulcroi Magus-** One of the most skilled soul-cagers of the Sepulcroi, **Gaardach the Soul-Herder** has bound the restless dead from across Lordaeron to his service.

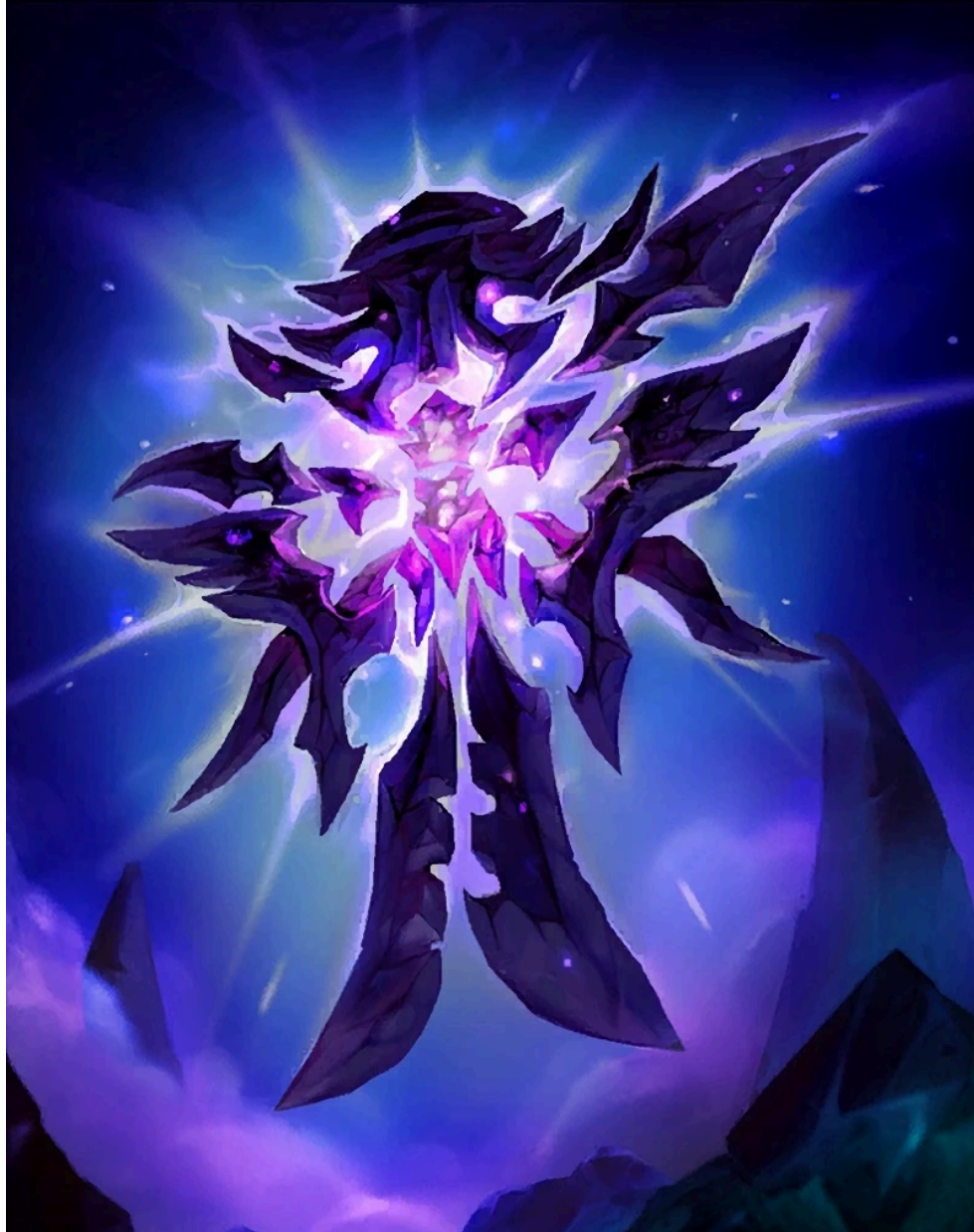
**-Mu'ra, Caged Light-** A naaru captured by the Sepulcroi and their Domination magic. Though they resist complete domination, Denathrius has employed his own knowledge of how to torment beings of light. Now, the naaru is forced to unleash their powers upon the very heroes that seek to free them.

**-Golgut, Plague Given Form-** A monstrous **Plague-Eater** created by the twisted experiments of **Val'thressa**, this atrocity has become a living embodiment of the plague of undeath.

**-Val'thressa, the Bio-Vizier-** One of Denathrius' most valued servants, **Val'thressa** has turned her passion for altering living beings into a mania, mutating her own self into ever more horrific forms. This monstrous being has orchestrated enough suffering for the people of Azeroth. The Bio-Vizier must die.

**-Malryka and Malenya, Twin Blades of the Desecrator-** The cherished daughters of **Mala'deva**, sent to act as the personal guard for Sire Denathrius as part of his bargain with the shivarra monarch. They will not allow any into the Sire's inner sanctum, the **Dreadspire**.

**-Remornia, Blade of the Sire-** The sentient blade **Remornia** once served as a vessel for Denathrius' soul. His ascension into demonhood shattered Remornia, but through dark sorcery she has been given a dreadful new form. Now as before, she is the Blade of the Sire.



### Y.0 Story Resolution

After defeating Remornia, the heroes of Azeroth approach the **Dreadspire**, the throne of Denathrius at the heart of the Citadel of Dread. **Arator** and the **Dawnfire Redemption** forces arrive to reinforce the heroes, under the light of three powerful naaru.

As the allied forces close in, the Dreadspire reacts by unfolding like a mechanical flower, revealing **Denathrius** and many of the **Sepulcroi** within. An elaborate cage-like structure encompasses the interior of the Dreadspire, built with the knowledge Denathrius obtained from his torture of **Z'rali in Revendreth**, now wrought with runes of Domination magic by the Sepulcroi.

To the cage, Denathrius adds one final element - the **Voidchryx**, the shadowed core of a Prime Naaru named **Lu'cen**. The Prime attacked the **Black Empire** eons ago and were subdued by the Old Gods, who then used the Voidchryx to shadow any naaru who challenged the Black Empire's rule of Azeroth, forcing the Light from the world in ancient times. As part of his bargain with the Old Gods, Denathrius had the dark heart of Lu'cen delivered into his keeping. This final piece completes Denathrius' newest weapon - the **Cage of Darkness**.

Powered by the Voidchryx, the Cage of Darkness unleashes its horrific magic against the approaching naaru - **Void Domination**. Dark lightning forces the screaming naaru into cages of black metal, bound in Void-augmented Domination runes. These **Caged Naaru** are drawn into place within the Cage of Darkness, fueling its power with their stolen light. A shield of dark energies shrouds the Dreadspire, neutralizing the power of the Light in those who approach. Arator and the Dawnfire Redemption forces can only watch in horror as their powers fade away, while the holy naaru become nothing more than fuel for Denathrius' weapon. Demoralized and powerless, the Redemptionists retreat.

With the Cage of Darkness in operation, Denathrius has turned the tide of the **War of Dread** back in his favor. His fortress is shielded against assault and the power of the Light is now hideously vulnerable to his new weapon. In the face of this major setback, the Dawnfire Redemption is forced to withdraw from Tirisfal, and without their support the heroes of Azeroth must fall back and plan a new strategy.

Within the Dreadspire, Denathrius declares that there is nowhere the Light can hide from him. It is time for the final phase of his plans for Lordaeron to unfold. He summons to his throne one of his Nathrezim, an agent that he has not seen in many long millennia - **Lothraxion the Redeemed, High Commander of the Army of the Light**.



## Patch Y.0.5 - Chosen of the Light

The **War of Dread** enters a devastating new phase. The forces of **Sire Denathrius** are back on the offensive, while the defenders of Lordaeron fracture under the strain of war. The naaru have been driven from the land by the threat of Denathrius' new powers, and the shadows grow darker and more profound...

At the forefront of the war are champions from both factions, bearing ancient grudges. For the light, **Arator Windrunner** struggles to reunite the splintered forces of the **Dawnfire Redemption**, many of whom are bereft and tormented without the light of the naaru. The Nathrezim **Varantheras** has risen to command her Sire's **Dreadsworn** legions, and she does so with unrelenting brutality.

Standing between both forces is the polarizing figure of **Lothraxion the Redeemed**, a Nathrezim child of Sire Denathrius who swore himself to the **Army of the Light** long ago. Lothraxion openly confesses to all that he was originally sent by the Sire to infiltrate the forces of the Light to work against them, but his heart was changed by the Light's promise of unity and the valor of those who serve it, and he long ago became a true believer - the Prime naaru **Xe'ra** and other high officers of the Army of the Light all knew his history.

Still, he is a Nathrezim, and the bond with his kin and his Sire is strong. He desires to reunite with his people, but he believes that this can only be accomplished when they choose to abandon their wicked ways and embrace the Light as he has. Lothraxion believes that this is possible for each and every Nathrezim, and even the one who Sired them all, if only all sides can be made to understand what can be gained from unity rather than war.

Lothraxion strives to bring the fighting to an end both for the sake of his kin who may yet see the Light, and for the Redemptionists who threaten to stain their souls with more suffering and bloodshed. Loathed by the Nathrezim as a traitor, mistrusted by the Light as kin to their hated enemy, Lothraxion fights a seemingly hopeless battle to bridge the impossible divide between light and darkness...



### **New Gameplay Event: Protect the Light, Hunt the Light, Reap the Light**

Armed with the power of **Void Domination**, Dreadsworn forces are targeting the Dawnfire Redemption. Denathrius' armies are hunting the naaru across Lordaeron, turning them into **Caged Naaru** for the Sire's diabolical purposes.

The blasphemies of the Dreadsworn have driven the Dawnfire Redemption to greater heights of zealous fury. Factions of Redemptionists have begun taking extreme actions to root out the forces of evil from Lordaeron, using the power of **Dawnfire Light** to burn swathes of devastation across the continent.

In the midst of the carnage, a mysterious clandestine organization known as the **Yellow Hand** has appeared to take advantage of the conflict. They bring magical relics that can harness both the power of the **Void Domination** and **Dawnfire Light** to increase the bearer's power. All they require in payment are a portion of these harvested powers for their own purposes. Even the **Sepulcroi** have begun to strike their own bargains with the Yellow Hand, secretly trading some of the Caged Naaru without the Sire's knowledge...

The power of the **Dreadsworn** will swell as they cage more of the Light. Countless innocents will be sacrificed if the **Redemptionists** are left unchecked. The **Yellow Hand** owe allegiance to none but themselves, their true goals unknown. The heroes of Azeroth must choose which challenges to meet, which cause to serve, which rewards to claim, and deal with the consequences of their decisions.

Walk the twilight path, to either dawn or nightfall.



### New Gameplay Event: Guardians of Tirisfal

Disturbed by the growing War of Dread and the ramifications it may have, the archmage **Khadgar** arrives in **Gilneas City** to confer with the heroes of Azeroth. Khadgar warns that the ley lines of Lordaeron have been greatly destabilized by the actions of the **Sepulcroi**, who have been observed by the heroes to be digging deep below the earth and conducting operations in regions with large concentrations of ley lines.

Khadgar identifies locations all across Lordaeron where the ley lines have been disturbed by the Sepulcroi, and dispatches the heroes on missions to attempt to assess and repair the damage. The heroes clash with Dreadsworn forces and employ sorceries and arcane technology devised by Khadgar and his allies.

The Sepulcroi have entrenched themselves in their many dig sites, and the heroes do not have the resources to drive them permanently from their holdings - they can only hope to inflict setbacks upon them, and obtain fragments of knowledge to try and understand the goal of their operation.

As the picture becomes clearer with every completed mission, Khadgar determines that the Sepulcroi are inlaying runic structures of **Domination** magic along the ley line network, slowly assembling some vast lattice of spellwork. A runic spell of colossal, continent spanning scope, which will use the ley line network to deploy Domination magic on a vast scale. The central nexus of this Domination spell-lattice is being centered on **Caer Darrow**, below the **Scholomance**, where the **Sepulcroi** and the **Nathrezim** have been observed gathering in great force.

Khadgar continues to direct the heroes in efforts to slow the completion of the Domination spell-lattice, but unless the heroes can discover the ultimate purpose of the spell and organize a campaign to take Caer Darrow in time, the completion of the Sepulcroi's goal may bring disaster to all of Azeroth.



## New Storyline: Children of Light and Darkness

### **-Part I: Demon's Bargain-**

After untold bloodshed on both sides, **Lothraxion's** tireless entreaties to **Sire Denathrius** bear fruit - a ceasefire with Denathrius agreeing to meet with **Arator** and the **Dawnfire Redemption**. Representatives from all factions meet atop the **Dreadspire**, where Lothraxion proclaims himself as living proof that the Light and the Nathrezim can coexist, and entreats his Sire to consider the potential of unity.

Denathrius admits that the possibilities are intriguing and is willing to call an end to hostilities, if the forces of Light can prove that they are willing to work together with him on an endeavor that will benefit both sides. As a gesture of goodwill, Denathrius releases the **Caged Naaru** taken by the **Cage of Darkness**, restoring them to the Dawnfire Redemption. He also vows to halt any further naaru hunts by his Dreadsworn.

Denathrius then reveals his proposal for a joint effort between Dreadsworn and Dawnfire, and conjures an image of the **Seat of the Pantheon**. He explains that he discovered the location of this fabled edifice

where the infamous **Dark Titan Sargeras** is being held captive by the renegade demon **Illidan Stormrage**. Arator and Lothraxion both recognize Illidan as the slayer of Xe'ra and the prophesied Chosen of the Light - the child of Light and Darkness.

Denathrius explains that the **Titan Pantheon** who imprisoned Sargeras there have withdrawn from the cosmos, seemingly abandoning the Seat, and declares that the Dark Titan must not remain so lightly guarded, by a being who bears the title 'the Betrayer', who has harmed both Nathrezim and naaru, and who once served the Dark Titan and may chose to do so again.

If the Dawnfire Redemption will aid Denathrius in securing the Dark Titan in greater confinement, one reinforced with **Domination** magic prepared by his **Sepulcroi** allies, then Denathrius will be willing to end all hostilities with the Light. He even promises that he will relinquish an even greater treasure to them, gesturing meaningfully at the **Voidchrys** within the Cage of Darkness.

Arator has grave misgivings about Denathrius' offer, but it is too tempting to refuse - the prospect of freeing all of the Caged Naaru, of reclaiming the Voidchrys of the Prime naaru Lu'cen, and of bringing Illidan Stormrage to answer for his crimes against the Light. Lothraxion is also enthused at the prospect of bringing an end to the war, and opening dialogue with his kin to offer them the Light, certain that working together is the surer path to unity.

Ultimately, the Dawnfire Redemption agrees to the operation. The heroes of Azeroth and other factions of Lordaeron are not prepared to so quickly trust the Sire or his scheming, but Arator refuses to be swayed from his path and prepares his forces to assault the Seat of the Pantheon.

## **-Part II: Seat of the Pantheon-**

Using the great Netherportal at the **Cathedral of Desecration** in Stromgarde, the forces of Sire Denathrius and the Dawnfire Redemption join together to storm the Seat of the Pantheon. A handful of Azeroth's heroes are permitted to accompany the Dawnfire by Arator, hoping that whatever history they may have with Illidan will convince the Betrayer to surrender himself and his prisoner peacefully.

The Seat of the Pantheon remains empty, the Titans having abandoned it, but a gateway to a vast prison-structure contained beneath the Seat is revealed by Denathrius. Within, the allied forces face Titanforged jailers, automated defenses, and even Constellar Wardens - the fierce resistance sees the allied forces separated.

The heroes of Azeroth managed to reach the interior **Vault of the Pantheon**, where **Sargeras** is bound slumbering in a Titan-wrought stasis cage, just as the Dreadsworn arrive, with the Dawnfire Redemption nowhere to be seen. Denathrius dispatches the **Sepulcroi** to secure the bound Dark Titan, only for an eruption of demonic fel-fire to erupt amongst them. Descending into the prison in wrath is **Illidan Stormrage**, bearing the scars of his great struggle to subdue Sargeras, but his power undiminished by time or exile.

**Illidan** and **Denathrius** clash furiously, with green and crimson flame washing over the chamber. Within the stasis cage, Sargeras stirs, sensing his own power now commanded by Denathrius. After a fierce exchange of blows, Illidan gains the upper hand, driving Denathrius to the chamber floor and bringing his glaive to the Sire's throat. Illidan's eyes flare beneath his blindfold as he declares that he knows what the Sire intends. The Sire sneers in defiance, but shows a flicker of fear as Illidan draws back for the killing blow.

However, as he strikes, Illidan is bound in chains of **Dawnfire Light**. **Lothraxion** and the naaru enter the chamber, weaving more chains of light around Illidan. The demon hunter rages against his bindings, turning to attack Lothraxion, snarling that his master desires only destruction. Illidan nearly breaks free to strike Lothraxion before **Arator** arrives, smashing Illidan to the floor. Unable to defeat so many enemies alone, Illidan is captured and bound in chains of Dawnfire Light. Denathrius recovers, and joins his Dreadsworn as they secure Sargeras, the Sepulcroid overlaying the Dark Titan's stasis cage with runes of Domination.

### **-Part III: The Chosen One-**

The operation has succeeded, and both factions have claimed their prizes - the Dark Titan is bound more securely than ever in Denathrius' keeping, while Illidan Stormrage is the prisoner of the Dawnfire Redemption. Arator then demands that Denathrius fulfill the rest of their compact and turn over the **Voidchrys of Lu'cen** as the 'great treasure' that he promised to relinquish to them.

The Sire refuses, claiming that he never explicitly promised the Voidchrys, and considers the taking of Illidan to be treasure enough. The **Cage of Darkness** that the Voidchrys powers is Denathrius' greatest defense against the Light, and he will never give it up. He mockingly thanks the Dawnfire for their shared endeavor and will consider future alliances should he require their assistance again. He also thanks **Lothraxion** for his loyal service, proclaiming that he would never have obtained Sargeras so easily if his child had not convinced the forces of the Light to aid him, nor could he have perfected his Cage of Darkness without the knowledge of the Light Lothraxion so readily shared with him. Denathrius and his Dreadsworn depart, leaving Lothraxion and the forces of the Light behind.

A furious Arator turns on Lothraxion, proclaiming him a traitor striking him with burning Dawnfire Light before the Nathrezim can profess his innocence. Badly wounded, blinded in one eye, Lothraxion is also taken into custody. Outnumbered, the heroes of Azeroth are unable to intervene. Arator vows that the outrages of Denathrius will not go unpunished. The full fury of the Light will at last be unleashed, and all darkness will be burned away, when the Chosen One at last assumes their true destiny.

*"Sometimes, the hand of fate must be forced."*

In chains of light, Illidan Stormrage can only glare defiantly.



### Y.1 - The Purging of Lordaeron

The Light comes to Lordaeron, responding to the fulfillment of the prophecy - the **Child of Light and Darkness** has been found, and bound to the destiny of the Light.

**Illidan Stormrage**, subdued by the **Dawnfire Redemption**, cannot resist the influence of the Light poured into his soul by the many gathered naaru. The Lightforging is afflicted upon him despite his resistance, and when the process is complete he rises transformed, his will bound implacably to the Light.

Now, the full fury of the Light will be unleashed...



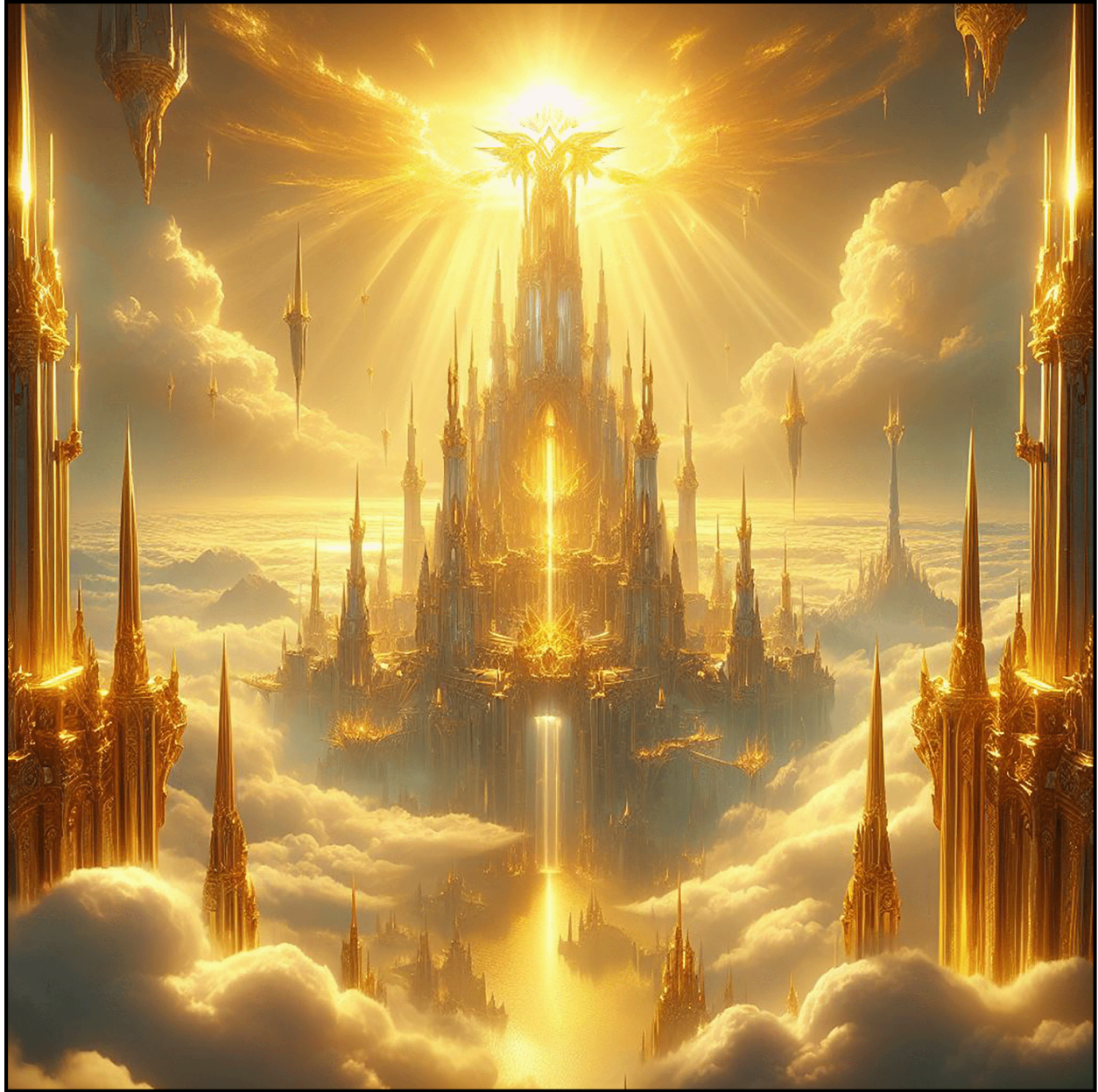
### **-New Revamped Zone: Twilight Highlands-**

The **Twilight Highlands** were once a realm blighted by the presence of the **Void**. When the Void descended upon **Quel'thalas**, it also sought to manifest here but was driven back by **Arator the Redeemer**. While Arator's actions spared the rest of Lordaeron from much suffering, it kept him from joining his parents in Quel'thalas for the final deciding battle against the Void, which saw them give their lives for the cause. This left a wound on Arator's heart that has made him utterly ruthless in the battle against the forces of darkness, and it is why he is now prepared to take extreme action to destroy Denathrius.

The Highlands now lie all but purged of the Void's influence, and the Light is in full ascendancy. Where the Bastion of Twilight once stood, there is now the great cathedral-fortress of **Mythringal**, built around great golden gateways to the very **Realm of Light** itself. From this gateway marches a vast army, the **Light's Host**, to fight at the behest of the chosen one, **Illidan Stormrage**.

Their fevor at its zenith, the **Dawnfire Redemption** launches a campaign of purgation, intending to finally drive the darkness from Lordaeron. Armies of holy warriors reinforced by mighty naaru and other entities of the Light begin attacks all across the continent, using the Light to burn swathes of destruction, destroying everything they see as tainted by evil... and they see that taint in everything.

All of Lordaeron will burn.



**Y.1 Raid Storyline - The Purging of Lordaeron**

The **Dawnfire Redemption** has begun its crusade, burning a swathe across all Lordaeron to annihilate the Sire in his citadel. Portals to the Realm of Light will be employed to move their forces across the continent at speed. They will shatter the new age of demons that Denathrius represents before it has even truly begun. But the price will be a continent burned by unfettered zeal.

**Lothraxion**, remembering how his home realm of **Revendreth** suffered from the Light's fury, is horrified by the prospect of an entire world turned to ashes. Desperate to halt what he sees as a grave mistake, he entreats the heroes of Azeroth to avert this madness. **Illidan Stormrage** is the key. If his Lightforging can be undone, the forces of the Light will lose focus. The heroes must survive the carnage of the Dawnfire's crusade and infiltrate **Mythringal**, using its gateways to reach the head of the Light's forces where Illidan will be.

They will only have the slimmest of chances to avert disaster for all of Lordaeron.



### Purging of Lordaeron Bosses

-**The Dawnclad**- A new generation of **Warframe**, powered by **Dawnfire Light**, this machine guards the sacred gates of Mythingal.

-**Iryander, Priest of the Sacred Gates**- Lightforged to battle the Burning Legion long ago, the draenei **Iryander** was called upon to minister to the gateways through the **Realm of Light**. The heroes of Azeroth must seize these portals and use them to pursue the Dawnfire Redemption forces across Lordaeron.

-**Gogdrogan, Condemned to Tarratus- (Stromgarde Incursion)** The Dreadsworn have launched an assault on the **Cathedral of Desecration** to retake the Netherportal there from the Light. **Mala'deva** opens the portal to disgorge the mighty **Gogdrogan**, a demon of a kind never before seen on Azeroth.

**-Engru, Eater of the Light- (Plaguelands Incursion)** In the Plaguelands, the **Devourers** have evolved once again by feeding on the Light. A monumental fiend, **Engru**, won't stop until it has consumed every naaru in Lordaeron.

**-Glaur, Dominated Light- (Gilneas Incursion)** The **Sepulcroi** have used Domination magic to trap and cage many beings, but have struggled to achieve true lasting control over their victims as the Jailer could. Their experiments in binding the Light have created an abominable mix of Light and Domination magic, the colossal creature **Glaur**.

**-Sa'ru, the Wroth- (Tirisfal Incursion)** The Light returns to Tirisfal, encircling the **Citadel of Dread** in vast numbers. The naaru **Sa'ru** blazes with righteous fury, threatening to turn the entire region into ash. They must be made to back down.

**-Lothraxion the Repentant-** Tormented by his mistakes and misguided actions, Lothraxion has aided the heroes thus far, but as the Light burns brighter he begins to fall under the will of the **Chosen One**. Does the Light demand the destruction of his Sire and his kin? Does it will him to stop the heroes? What is the true path he must follow?

**-Arator Windrunner, the Dawnfire Redeemer-** Driven to the edge with holy fury, **Arator Windrunner** will stop at nothing to drive the darkness from his father's homeland, but there may be nothing left to protect if the Dawnfire Crusade is not ended.

With **Lothraxion** and **Arator** subdued, the heroes of Azeroth return to the **Dreadspire**. The shell of darkness that shields Denathrius' inner sanctum stands, but curiously the **Cage of Darkness** has not responded to the approach of the naaru and the Light's forces. **Illidan** stands before the shielded Dreadspire, preparing to tear his way through the shroud when the heroes arrive. Declaring that nothing must stop him from destroying Denathrius, Illidan proclaims that the heroes are not prepared to face the full fury of the Light.

**-Illidan Stormrage, Chosen by the Light-** Lightforged and filled with holy purpose, Illidan is more powerful than ever. The fury of the Light builds within him as he prepares to shatter Denathrius' final defense and confront the Sire. The heroes must fight with everything they have simply to survive the Chosen One's onslaught.

Having drastically underestimated Illidan's power, the heroes of Azeroth are at a loss as to how to possibly free him from the grip of his enforced Lightforging. Finally, Illidan loses patience and subdues the heroes with devastating force, before turning his fury upon the shrouded Dreadspire.

## Y.1 Story Resolution

Illidan carves through the Dreadspire's shroud and enters the inner sanctum, only to discover that the **Voidchryx** at the center of the **Cage of Darkness** is gone. Sire Denathrius stands beneath the empty cage, and when Illidan seizes him his form dissolves like smoke - it was an illusion left behind to taunt Illidan and the heroes. Illidan demands to know where Denathrius is. As the image fades, the Dread Lord merely chuckles and speaks a single word.

*"Guess."*

Far from the Dreadspire, in the excavations the **Sepulcroi** have made beneath the island of **Caer Darrow**, Denathrius stands before a new **Cage**, one far larger and more elaborate that blazes with Domination runes. Built by the Sepulcroi to tap into the ley line network spanning Lordaeron, Denathrius completes the construction by placing the **Voidchryx** at its heart.

Triumphant, Sire Denathrius declares that his victory is assured. His brother Zovaal sought to use Azeroth's World soul to defeat all the great powers of the cosmos at once, but his plan was too ambitious and he overreached. Instead, Denathrius has chosen to defeat them one by one.

He shattered the unity of **Death** by allying with the Jailer. He ensured the fracturing of the Pantheon of **Order**. He orchestrated the conflict within the Parliament of **Life**. He has loosed the Old Gods, who war with their weakened creators for dominance of the **Void**. Sargeras, the great master of the demons of **Disorder**, is his prisoner. Only one power remains to be humbled by his hand. The forces of the Light have come to Azeroth in vast numbers, lured by Denathrius into his trap. And now...



*"The trap is sprung!"*

The Voidchryx activates the new **Domination Cage**, sending darkness coursing through the ley line network. The continent-spanning spell shrouds all of Lordaeron in **Void Domination**, wreaking havoc upon the forces of the Light. Naaru are locked into Domination cages and plummet from the sky like shooting stars.

The great cage becomes both trap and siphon, pulling the light from the Dawnfire forces and binding it into Azeroth's ley line network. Every naaru caged and bound into the trap weakens the Light and strengthens the cage's reach. Void Domination flows into the sacred gateways of **Mythringal**, causing the **Realm of Light** itself to begin to collapse into the trap, draining the Light from across the cosmos. The more of the Light that is drawn into Azeroth, the more it begins to damage the **Worldsoul** at the world's heart, threatening to burn it out completely.

*This is the **Lightfall**.*



The Dawnfire Redemption is crippled by the Domination Cage, many of them stripped of their Lightforging and returned to their prior state. **Lothraxion** is one such being, transformed back into an ordinary Nathrezim, even regrowing his horns. Spirit broken, he does not resist as other Nathrezim appear and bid him return to their ranks.

**Illidan's** Lightforging is also reversed, and he returns to his senses, warning the heroes of Azeroth that Denathrius must be stopped at all costs, for the Betrayer knows what the Sire intends with the capture of Sargeras. With the crippling of the Light, there is no force left in the cosmos that can possibly stand in Denathrius' way should he succeed...



### **Y.1.5 - The Prophecy Fulfilled**

The heroes of Azeroth reel from the disaster unleashed by Denathrius, as the **Domination Cage** continues to devour the **Light**. The naaru continue to plummet from the sky like falling stars, and Azeroth's Worldsouls heave with torment as the Light burns it - both the mightiest child of the cosmos and one of its fundamental forces threaten to destroy one-another if something is not done.

Meanwhile, **Denathrius** and the bulk of his followers have departed Azeroth through the Nethergate at the **Cathedral of Desecration**, preparing an even more apocalyptic scheme. The Domination Cage interferes with portal magic, making offworld travel virtually impossible - the Cage must be dealt with before pursuing the Sire.

All is not yet hopeless - Illidan Stormrage has returned with the knowledge necessary to avert disaster, but time is of the essence. All forces must rally to assault the Domination Cage beneath **Caer Darrow**. The Cage must be destroyed before Azeroth's soul and the Light are both extinguished forever.

### **New Gameplay Event: The Lightfall**

The original **Light Hunt** events have been modified by the **Lightfall**. Now, naaru plummet from the skies and impact regions across Azeroth like meteorites. These **Caged Naaru** are seen as prime resources for the forces of many factions. The heroes of Azeroth must rush to the site of these Lightfall incidents and secure the Caged Naaru against those who would exploit them. The **Dreadsworn** forces of Sire Denathrius, demons loyal to **Mala'deva**, agents of the **Yellow Hand**, and extremists of the **Dawnfire Redemption** desperate to regain their powers all seek to capture the Caged Naaru at any cost.



### **New Megadungeon: The Domination Cage**

Most of the **Sepulcroi** loyal to Denathrius remained behind on Azeroth to guard the **Domination Cage** and ensure the ruination of the Light. Their underground excavation of the ley line network beneath

**Caer Darrow** has been transformed into a heavily fortified stronghold protecting the Domination Cage at its heart.

**Illidan Stormrage** joins the heroes of Azeroth in the assault on the Cage, along with unexpected allies - **Arator Windrunner** and other members of the shattered **Dawnfire Redemption** join the attack. Even with their Light taken from them, they are determined to set things right and save their world. Illidan's contempt for the Redemptionists is plain, especially Arator, but he accepts their presence and takes command of them, splitting their force from the heroes to attack on multiple fronts.



### **Domination Cage Megadungeon Bosses**

-**Sorvos the Bereft, Dawnfire Vindicator**- A Grand Vindicator of the **Army of the Light**, **Sorvos** came to Azeroth to fight for the Chosen One and went mad when the Light was stripped from him. The manipulations of the Dreadsworn have turned him against the heroes.

-**Memnon the Dismantler, Sepulcroid Torturer**- Notably cruel even amongst his cruel kin, **Memnon the**

**Dismantler** has made it his passion project to twist and turn those stripped of the Light into puppets of Sire Denathrius.

**-Govelious, Dominated Arcane-** The Sepulcroi have experimented in attempting to bind the magic of Azeroth's ley lines to their twisted will. Tearing loose the arcane power still ambient within the ley lines, they have created an **arcane elemental** bound by their crude **Domination** magic.

**-Overseer Varantheras-** Sire Denathrius' top lieutenant, **Varantheras** oversees the Domination Cage. She is also the jailer of **Lothraxion**, who is tormented relentlessly at her hand. But Lothraxion's torments have only served to reawaken his faith in the Light, and that its unity is the salvation of his darkness-born kin.

The heroes manage to defeat Varantheras and free Lothraxion from his torment. Lothraxion urges mercy for his vicious sister, sparing her life and allowing her to flee. Lothraxion has lost all desire to inflict violence on others, especially his own people, but vows to lead the heroes into the heart of the Domination Cage where the **Voidchrys** that powers it can be found.

**-Acherok the Torn, Sepulcroi Abomination-** A hideous monstrosity created by the Sepulcroi from their own kind, **Acherok** is a vicious, mindless defender of the Cage's inner reaches. His torment is so palpable, it can be brought into tangible form when combined with Domination magic as **Pain Elementals**.

**-Nyara Thalta, Herald of the Yellow Hand-** Within the depths of the Cage, the Sepulcroi conduct secret dealings far from the sight of even Sire Denathrius. Agents of the **Yellow Hand** are present, and dark bargains are struck. An agent of the Yellow Hand, **Nyara Thalta**, confronts the heroes, throwing back her robes to reveal herself as a monstrous **Faceless One**.

**-Baelach the Subjugator, Sepulcroi Lord-** The wicked leader of the Sepulcroi, **Baelach's** ancient pact with Sire Denathrius enabled the lord of the Nathrezim to make extensive use of the Sepulcroi and their Domination magic. Baelach was the architect of much of the Domination Cage, and stands guard over the dark artifact at its center.

**-The Heart of Lu'Cen-** The heroes of Azeroth reach the Domination Cage's heart and discover the Voidchrys within. This Void-tainted relic is the crystalline core of the prime naaru **Lu'Cen**, one of the oldest and strongest of their race. As the heroes seek to remove the Voidchrys from the Cage, its darkness threatens to engulf them and Lu'Cen manifests as a **Voidfallen Naaru**. **Illidan, Arator, and Lothraxion** lend their support to the heroes as they confront the horrors of the Void that the Voidfallen Lu'Cen threatens to unleash.

### Domination Cage Story Resolution

The darkness of **Lu'Cen** nearly overwhelms the defenders of Azeroth, suppressing both Arator and Illidan. **Lothraxion** alone manages to reach the **Voidchrys**, even as the darkness begins to devour him. Lothraxion declares that if a creature born of darkness like himself can find the Light then so can Lu'Cen, and if there is one thing the Light has taught him, it is that no matter how deep the darkness, souls can never fail to find the Light if they join together.

The Light wells up within Lothraxion, drawn to him from within the **Domination Cage**. The darkness of Lu'Cen falters as the Light returns to Lothraxion. The horrors of the Void howl in outrage as Lothraxion tears off his horns and plunges them into the Voidchrys, piercing it with an explosion of the Light. The darkness vanishes as the Voidchrys shatters, leaving behind a single pure shard of Lu'Cen's light. Lothraxion sinks to his knees, the empty shards of the Voidchrys piercing his body. Without the Voidchrys to power it, the Domination Cage collapses. The Light ceases to be drawn to Azeroth, and the **Caged Naaru** break free to rejoice at their freedom.

**Arator** cradles the fatally wounded Lothraxion, who dies at peace having witnessed the freedom of the Light, his body dissolving while the heroes look on. **Varantheras** reveals that she witnessed Lothraxion's demise, and though she derides her brother for his actions, she is more confused than angry or contemptuous. Never had she known that nathrezim could achieve such... peace.

The cause of her Sire lost, she flees with most of her kin. Some Nathrezim remain behind in surrender however, having heard Lothraxion speak of the Light and seen him sacrifice for it, and wanting to understand more. The legacy of the **Redeemed** will perhaps be all that he hoped it would be.



### **New Storyline: Children of Darkness and Light**

The **Domination Cage** has fallen, and the **Light** is no longer being devoured by it. Yet the Light has been horribly diminished and fractured as a force in the cosmos. Only a handful of naaru escaped being caged, and many of the mortal followers of the Light have yet to regain their connection with it, leaving them powerless still. What's more, the **Worldsoul** still shivers in pain as much of the Light burns within the ley line network, unable to unbind itself from the soul of Azeroth, innumerable naaru still trapped and in torment.

**Arator**, recovering the last pure shard of **Lu'Cen**, approaches **Illidan Stormrage** and beseeches him to take up the shard, to become Lightforged again and lead them as the **Chosen One**, this time of his own accord and not through forced conversion. Illidan denies Arator in disgust, declaring that the half-elf has learned nothing from his ordeal, or **Lothraxion's** sacrifice.

Illidan again proclaims that there *is* no 'Chosen One' - no one single being that could hope to shoulder the woes of the cosmos alone. Indeed, the prophecy of the child of light and darkness is itself absurdly vague, and could refer to countless individuals - Illidan perhaps, but also Arator himself, the child of Turaylon and Alleria, champions of 'light and darkness.' Or Lothraxion, a child of darkness reborn in the

light. Or any number of Azeroth's heroes, caught between light and dark and struggling to survive in wars of extremes. No one being could do alone what they have all accomplished together. Arator cannot place all his hopes on some mythical champion who will do everything for him - he must do everything he can, trust that others will do the same, and that united they will prevail.

Illidan's words strike a chord within Arator, and he realizes the truth - he cannot place a burden on others that he is not willing to shoulder himself. All people are children of light and darkness - mortals living between extremes. Arator accepts the **Shard of Lu'Cen** himself, reigniting his Lightforging and restoring his connection with the Light.

Naaru gather around Arator, jubilant, but he halts them with a gesture - he is not a Chosen One who will blindly follow the path of the Light and enforce it upon all things. He realizes now that the true purpose of the **Chosen of the Light** isn't to follow the Light, but to ensure the Light follows them. The Light unfettered will make its unity into shackles upon all souls, binding them to one singular path, no different than the Domination magic of the Jailer. Instead, a mortal soul must accept the realities of living between extremes, and guide the Light gently and wisely so that it does not overwhelm and oppress.

Arator and Illidan part ways. Arator descends into the ley line network with **Khadgar** and the rest of his **Dawnfire** followers, intending to begin the long work of drawing out the Light, rescuing the naaru, and easing the burden on the World soul. Meanwhile, Illidan turns his attentions to following **Sire Denathrius**. With the Domination Cage destroyed, portal travel from Azeroth is again possible. Illidan journeys to the **Nethergate** at the **Cathedral of Desecration**, intending to use it to follow the Sire.



## Y.2 - Gates of Damnation

Millennia ago, the **Dark Titan Sargeras** rallied demonkind to his banner, creating the **Burning Legion**. All those who would not bow to him were jailed upon **Tarratus**, an entire world turned into a prison. Ever since, these demon prisoners have raged against their confinement, their fury undiminished by the passing ages. Now, **Sire Denathrius** has come to this world with Sargeras as his prisoner..

### -New Zone: Tarratus-

**Illidan Stormrage** successfully activates the **Nethergate** at the **Cathedral of Desecration**, allowing the heroes of Azeroth to pursue Sire Denathrius. Beyond the portal lies Tarratus, the prison world. The outer wastelands of the world become a staging ground for the heroes, who find Denathrius' **Dreadsworn** forces locked in combat with **Titanforged** crafted by Sargeras to oversee Tarratus.

Denathrius and his servants have brought the encaged Sargeras and many caged Naaru to the towering **Gates of Damnation** that lead into the heart of Tarratus, beyond which lie uncountable numbers of demons imprisoned by Sargeras over the eons. With the Dark Titan's power shackled to his will, Denathrius will open the gates of Tarratus and use the demons within to launch a terrible new **Burning Crusade...**



**Y.2 Raid Storyline: Gates of Damnation**

The Gates of Tarratus are a fortress in their own right, and Denathrius' assault has provoked gaolers and prisoners alike into a frenzy. The fury of the imprisoned hordes, creatures even Sargeras could not cow or control, emanates from the black walls of the prison.

The heroes of Azeroth pursue the Sire into the gates in a desperate race against time. If they do not stop Denathrius before he throws wide the **Gates of Damnation**, a tide of demons will surge forth to overwhelm the universe.



## Gates of Damnation Bosses

**-Yazmadra, Champion of the Desecratrix-** The mightiest servant of **Mala'deva**, this shivarra warrior channels unspeakable demonic sorceries that have laid low the armies of entire worlds.

**-Cagebreaker Molaach-** The Sepulcroi are masters when it comes to caging and binding, and **Molaach's** insight into breaking the bonds of Tarratus has proven invaluable. The prison will soon be breached thanks to his efforts.

**-Lhugan and Kulainn, Twin Destronnan-** Demons of a rare breed known as the **Destronnan, Lhugan** and **Kulainn** were entombed in Tarratus millennia ago after refusing to serve Sargeras. Sire Denathrius has freed the two, and they are eager to unleash destruction upon anything in their path, including Azeroth's heroes.

**-Tribunal of Restriction-** A **Titanforged Tribunal** constructed by Sargeras to oversee Tarratus. The Tribunal sees all intruders to Tarratus as its enemies, and turns its formidable defenses against the heroes of Azeroth.

**-Degaton, Watcher of Tarratus-** The master of the **Titanforged** of Tarratus, assigned by Sargeras to watch over the prison world eons ago. The Domination magic of the Sepulcroi and the corruptive sorceries of Mala'deva have left **Degaton** utterly deranged.

**-Circle of Dread - Sepulcroi Champion, Nathrezim Champion, Shivarra Champion-** Sire Denathrius assigns his mightiest champions to guard the ascent to the **Tarratus Apex**. Pledged to his service, they are each the pinnacle of their respective races, and together their terrifying power will be a formidable obstacle.

Denathrius reaches the prison's apex along with the caged form of **Sargeras**, intending to use the Dark Titan's power to shatter the prison he created. His ally **Mala'deva**, once the high priestess of the Burning Legion, operates the cage of Sargeras, working together with her shivarra to to usurp the Dark Titan's full powers. With every passing moment, she draws closer to success.

**-Mephistroth, Right Hand of the Sire-** One of the first of the Nathrezim created by the Sire's hands eons ago, **Mephistroth** has mastered the powers of the demonic, unleashing both fel fire and devouring darkness upon the heroes of Azeroth.

**-Detheroc, Left Hand of the Sire-** **Detheroc** is a master of the Nathrezim's abilities to infiltrate, beguile, control, and corrupt. He uses all of his manipulations and illusions to turn the heroes of Azeroth against one-another in defense of the Sire.

**-Sire Denathrius, the Dread Lord-** **Sire Denathrius** has made mortals, monsters, and gods all dance like marionettes to his grand design. He has only grown more powerful since he faced the heroes of Azeroth

in **Revendreth** years ago. His schemes have all led to this moment. The time for subtleties is over.

Sargeras' prison thrums with demonic magic as the shivarra do their work. The Dark Titan's power flows into the Gates of Tarratus, and their bindings begin to break. The Sire conjures up his fearful new mourneblade, **Mournehowl**, and stands ready to unleash hell.

## Y.2 Story Resolution

**Sire Denathrius** unleashes all of his new demonic powers against the heroes of Azeroth, and nearly succeeds in overwhelming them before the arrival of **Illidan Stormrage** helps the heroes turn the tide. But Illidan choosing to aid the heroes has a grave cost, for it leaves **Mala'deva** free to bring Sargeras' power under her control...

Denathrius falls, but before a fatal blow can be struck, Mala'deva and her shivarra complete their spellwork. The bindings of Tarratus shatter, and the **Gates of Damnation** are thrown wide. A tide of fel energy pours out of Tarratus, and the furious howl of a billion demons fills the air.

Within the blazing fel light of Tarratus, mighty and terrible shapes take form and begin to emerge. **Sargeras** claws at his prison, proclaiming Denathrius a fool. What hope does the Sire have of controlling these demons when Sargeras himself could not? Denathrius sneers in response.

***"Who said anything about controlling them?"***

The Sire struggles to his feet, while a rapturous Mala'deva joins him to welcome the release of her kin. Demons begin to emerge from Tarratus. The oldest. The strongest. Born at the dawn of the cosmos, the first demons to ever exist, the gods and progenitors of all demon kind. The Pantheon of the Fel.



### **The Demon Monarchs.**

Illidan and the heroes of Azeroth are overwhelmed by their very presence, and can do nothing but withdraw in the face of their approach.

## -Epilogue-

Illidan and the heroes of Azeroth flee and return to **Lordaeron** through the Nethergate. Illidan can close the gateway to Tarratus to prevent a direct invasion, but its only a matter of time before the demons unleashed by Denathrius turn their fury upon Azeroth. Denathrius' scheme has succeeded, but no one has any idea what the Sire intends next, nor what the first move of the **Demon Monarchs** will be now that they are free...

The heroes are then surprised by the approach of an expected arrival... descending in starlight is one of the **Constellar, Seraphone**, proclaiming to come at the behest of **Elune**. The Moon Goddess' bond with the **Titan Eonar** has provided her with insight into Sire Denathrius' next move.

Upon freeing the Demon Monarchs, the Sire intends to lead them to the site of demonkind's first and greatest victory over the **Titan Pantheon** and the forces of Order. The place where Sargeras betrayed his kin and shattered their unity forever.

The world of the **Titanfall. Nihilam.**

**The Doom World.**



The **Throne of Destruction Saga** concludes in [Act III: The Demon Monarchs](#)

## Lists

The only thing I like on Earth... the only thing I *truly* like... is **lists**.

### Lightfallen Lordaeron Mining

Night Iron - Metal ore saturated with the darkness of an eternal nightfall

Nathrezite - Mineral deposits once found on the demon world of Nathreza

Illuminium - A rare metal that resonates with the power of the Light

Blood-Soaked - The ore deposit has absorbed the shed blood of the innocent

Haunted - The ore deposit has attracted the unquiet spirits of the dead

Plagued - The ore deposit has become suffused with the Plague of Undeath

Light-Graced - The ore deposit has felt the touch of the Holy Light

Voidcaged - The ore deposit is locked within a prison born of the Void

Tarratine - The ore deposit has been suffused with the essence of the demon world Tarratus