

Morchie's the Infinite Dragonflight version of Chromie (OBVIOUSLY) and their journeys through time cause them to set aside their differences, and join forces to stop the Alliance and Horde's squabbles ((but Morchie has other ideas.....)))

OH ALSO THE VOID ELVES WERE DOUBLE AGENTS THE WHOLE TIME IDIOTS <lol at the idea you guys were ever getting Light Undead and Not Instantly wiping out the Alliance for it!!!>}}

PREVIOUSLY, AT THE SEPULCHER.....

Remornia, not to be found in Kintessa's hands at the Sepulcher of the First Ones, was secretly pilfered by the party of Dr. Boom.

He is joined by:

1. Archmage Vargoth (who wears Zayle, Shadow Cloak) and his familiar, Rakanishu.
2. Mr. Chu (the bodyguard of Madam Goya, and REAL leader of the Shado-Pan).
3. Murgulis and Lil'idan, two Demon Hunters (who think Illidan was a horrible leader, and aim to bring the Nightborne and Void Elves into the fold).
4. Kil'ruk the Wind-Reaver, who after pledging the Klaxxi to the Black Empire, realizes they aren't any stronger at all, and the Old Gods didn't hold up their end of the bargain.
5. Dagra Thaurissan II, who is finally old enough to avenge his father, and take the throne from the Council of the Three Hammers after Moira wasn't allowed to give orders after Magni came back.
6. Tekhan, a Warlock who aids Rafaam (and the original creator of the Obsidian Statues Ner'zhul used in the Third War, before recalling them to Ahn'Qiraj as C'thun had awoken).
7. Vintner Iltheaux, who had learned of the secret ingredient in Arcwine from Margaux before she had been executed (which was actually just watered down juice).
8. Trade Prince Gallywix, the financier of this hairbrained scheme.
9. Ol' Barkeye, who nobody can ever understand anyway, so he's just there for moral support.
10. Catrina Muerte (who's "friends" with Lilian Voss and is like, totally over the Scarlet Crusade, just as much as Lilian is, and is Alonsus Faol's daughter).
11. Mama Diggs, the Silent Partner of the Venture Co Cartel, aiming at monopolizing all Azerite known to exist.
12. Madam Goya herself, who just came "*to enjoy the fresh air*", and gave support from the sidelines, so *she* says...
13. Squeamlish, a Druid from Candle Rock (who worships The Darkness and gained the power to summon Wax Ragers in secret, in order to spread The Darkness over Azeroth), and knows King Togwaggle is useless and only takes orders from Queen Wagtoggie.
14. Queen Azshara, now with nowhere to go and nothing better to do, after her patron N'zoth was killed, decides to babysit these idiots because apparently she's stuck in this form.

15. Madame Lazul, Princess Talanji's grandmother and wife of Bwonsamdi.
16. Kriziki, one of the original Arakkoa Outcasts, the adopted daughter of Madame Lazul, and the one who made up the Curse of Seethe in first place (which wasn't even real btw, but enough of the Arakkoa believe it which made it true), AND unbeknownst to her, the daughter of Aviana.
17. Hagatha, the one who fed Arugal false information about where the Worgen Curse came from, as it wasn't even real in the first place.
18. Vessina, The Sethrak Shaman, who upon them finding Remornia, concocts this plan, in order to gain Sylvanas' favor and remove those pesky Vulpera once and for all
19. And Madame Shadow, the leader of the Council of Shadow, who grants extra Fel power to certain Warlocks (and the one who manipulated Sylvanas, Sargeras, and everyone behind the scenes, AS THERE IS NO WORLD GOD AZEROTH), and is actually the only Void Lord, and just wants to watch how this all unfolds.....

The twenty of them plan a little game just for the Hell of It, because they resent Sylvanas having been taken into custody by the idiots in the Alliance. As they already have both Scythes of the Unmaker, they return to Bob's Tavern, where they begin to plot their evil plan to take over Azeroth. Vargath, Mr. Chu, Kil'ruk, Tekhan, Vintner Iltheaux, Gallywix, Madam Goya, Azshara, Madame Lazul, Hagath, and Vessina (AKA The Adults In The Room") realize they can use "The League of Idiots" to Sylvanas' advantage and make the REAL plans. Madame Shadow remains silent but decides to work with them anyway, because she is SO BORED, and the Old Gods have been useless the whole time.

Madame Shadow bubblehearts back to Dreadscar Rift, and begins gathering other warlocks for her Council of Shadows. She teaches them ways to increase their power over Destruction magic, enabling them to change the color of their Fire Spells, as well as converting Draenei Mages who learn the truth about Azeroth into full-fledged Eredar Warlocks.

Back in The Maw, Sylvanas reunites with Nathanos and the group, who help her resurrect Denathrius from Remornia. Sylvanas then orders them to return to Orgrimmar, while Catrina Muerte gathers Lillian Voss and The Royal Apothecary Society. She tells them they are to finally eliminate the loathsome Scarlet Crusade and use The Scarlet Monastery as a base of operations until they can retake the Undercity. The Royal Apothecary Society gets to work on a new and improved Plague that can hold someone on the edge of death without killing them, while Catrina Muerte is to organize a meeting with Alonsus Faol, Calia Menethil, and Derek Proudmoore. Kil'ruk, meanwhile, is to free any remaining Klaxxi, as well as to search for Xeril's notes on alchemy to hand off to The Royal Alchemist Society for use with the plagues.

Mr. Chu and Kil'ruk return to Pandaria and begin to assemble the Shado-Pan and the Klaxxi, while Madam Goya remains in Revendreth operating the Black Market Auction House. Madam Goya comes into possession of the Breath Of The Undying Serpent from the Headmaster Void Elf Monk on the Wandering Isles! She informs him of its true purpose, which allows the Cloud Serpents of Pandaria to officially be recognized as a true Dragonflight. He rendezvous with Mr. Chu in Pandaria and gives him the missive from Madam Goya that The Shado-Pan are to escort Yu'lon to Wyrmmrest Accord in Dragonblight while he heads to the Dragon Isles so as not to draw suspicion. He bides his time until the explorers are distracted chasing Fyrrak underground, then returns to Magister Umbric for further planning.

Archmage Vargath and Rakanishu return to Maldraxxus and speak with The Primus to get things in motion. The Primus forces Kel'thuzad to marry the Margrave Stradama, on advice from Vargath and he graciously grants them the Staves of Aluneth (which he got from the Void Elf Archmage) and Atiesh (which he got from Original Naxxramas Years Ago) as wedding gifts. With these staves, the Liches of Maldraxas, The Baroness Antolyte and the 4 other leaders of the Houses of Maldraxxus celebrate their wedding by taking The House of Constructs and overthrowing the last Marquess of Maldraxxus with Kel'thuzad.

After defeating the House of Constructs, the 5 Marchioness' combined might allows the powers of Atiesh and Aluneth to release the Shade of Medivh who speaks to the Void Elf Archmage. The Shade of Medivh angered at his warnings not being headed decides to speak to Vargath to finally learn how to break The Curse placed on him (secretly put in place by Madame Shadow and Madam Lazul). Vargath mercifully tells him how to do so, if he can set up a meeting with Lothraxion for Denathrius, while Kel'thuzad is granted a second chance to keep his magic by The Primus if he leaves to join forces with The Winter Queen.

The Locus Walker speaks with Alleria, who wishes to make amends with Sylvanas after the incident in the Sunwell. The Locus Walker informs her not to speak to Vereesa about their plans, as Sylvanas said she had already made her choice and has no desire to mend bridges. Alleria travels back to Orgrimmar where she speaks with Thalyssa and Vintner Iltheaux, and inform them that Lor'themar should gather the other members of the Blood Elf Triumvirate, as Sylvanas has plans to make sure they are taken care of.

Thalyssa and Iltheaux return to Suramar and begin stockpiling barrels of Arcwine, to distract the Orcs and Night Elves at a later date. Thalyssa heads to Ardenweald, where Malfurion, now powerless, is unable to stop her as she speaks to Elune and The Winter Queen who have taken his druidic powers away, so as not to interfere with Sylvanas' plans. The two of them lecture Malfurion how the Tear they gave Tyrande was actually a red herring and has no actual use. The two plan for The Emerald Dream, The Emerald Nightmare, and Ardenweald to act as a hub for Sylvanas' army, to allow them to appear wherever they want on Azeroth, even in the dreams/nightmares of its citizens. In addition, Tyrande will soon perish from the Night Warrior's powers, because the World Trees destruction by Sylvanas was part of their plan as well, and Tyrande has now complicated things. With nothing to do but watch, Malfurion resigns himself to his fate and spends the rest of his days in the Star Lake Amphitheater where the Fae put on more plays about the mockery of Malfurion's life.

Queen Wagtogle, Trade Prince Gallywix, Mama Diggs, and Squeamlish head to the Orgrimmar Auction House and begin discussing finances. Wagtogle and Gallywix are to quietly begin taking over the Auction Houses across Azeroth, through fees and gradually buying out the competition. Mama Diggs prepares the Venture Co. and any available miners to begin harvesting as much Azerite that remains after Battle For Azeroth, so as to corner the market. Squeamlish is sent off with Hagatha and Ol'Barkeye to Silverpine Forest. Ol'Barkeye SOMEHOW manages to unite the Gnolls on Fenris Isle, while Hagatha speaks with Fiona. Fiona "knows a guy" and the Scythe of Elune fell off the back of her caravan and tells Hagatha she will search out for any Worgen who were originally turned by Arugal, and not Genn, as they will be more useful to the Sylvanas' cause, due to the loophole about their deaths. Squeemlish travels to Tirisfal Glades, and begins training Forsaken in the arts of Druidism (along with Kel'Thuzad's assistance) in the Whispering Forest.

Bwonsamdil returns to The Darkmoon Faire after the events in De Other Side, where Madam Lazul has been giving fortunes to unwitting customers unaware that they aren't even real. Madam Lazul and Bwonsamedi decide to just have Talanji work on resurrecting Hakkar because they're out of other ideas at this point. Kriziki is sent off to speak to Princess Talanji, to ask that she finally returns Hakkar to his full power. She is EAGER to do so, as the Zandalari do not respect her rule over Her Father's, AND in return she requests command over The Hakkari which she uses to raise their corpses as her personal army, using her powers of resurrection.

Kriziki is sent on a journey to find herself and ends up learning the truth about her and Aviana. Aviana (secretly commanded to by Elune) is sent to gather the Arakkoa on both Draenor AND Outland, as well as the Harpies on Azeroth, and to bide their time in Mount Hyjal until Elune gives the command.

Murgulis and Lil'idan make their way to The Sunreaver's Command. They tell them to gather the other Sunreavers and any remaining Horde members in Northrend, and return to Silvermoon, before splitting up. Murgulis heads to the Broken Shores and begins training the Nightborne in the ways of the Demon Hunters, while Lil'idan heads through Alliance territory (without arousing suspicion) and begins training the Void Elves.

Together with Sylvanas and Nathanos, Denathrius recruits The Harvester of Wrath to form an army to annihilate Prince Renethal's rebellious court after the First Light's Offensive on Renethal was ineffective. The Void Elf Archmage walks right up to Kael'thas and gives him Felo'melorn in order to make him NOT *FEEL* totally useless (even though everyone knows he is). Denathrius' army, Lothraxion's connections with The Light, and Kael'Thas receiving his firepower bonus (before Sylvanas can find a more worthy Fire Mage) manage to UTTERLY ANNIHILATE Renethal and succeed at reclaiming Revendreth. Denathrius gives Lothraxion Remornia for use later, and sends him back to The Vindicaar.

At the Vindicaar, Lothraxion manages to recreate the "Arthas Succeeding His Father" cinematic and put Velen down for good. Madame Shadow makes an appearance and begins converting the Lightforged to that which they hate most. They then take the Vindicaar for a joy ride and do the same for the Dranei at the Exodar, before finally taking everyone home to Tempest Keep and picking up their cousins the Broken too, just for good measure.

Dagran Thaurissan II takes Kael'Thas to see Jaina because Dagran knows he has a thing for her but knows she really wants Arthas instead. Kael'Thas declares his love for her and gives her Ebonchill as a proposal gift (and secretly because he knows Jaina would say HELL NO otherwise (because really they need Jaina more than they need Kael'thas) and she says "I GUESS")) as she winks to Dagran. Dagran takes Jaina aside and gives her a warning about what he and his mother have in the works with Sylvanas and that he needs her to work with them, after her insult to Sylvanas at the Undercity. After telling Jaina the plan involves her and Sylvanas, he whispers to her that he only brought Kael'Thas so that he wouldn't *FEEL* totally useless (even though everyone knows he is). Jaina believes this message after her ordeals in the Crimson Lands in Drustvar and receiving messages from the Drust in Thros, The Blighted Lands. He warns her to avoid letting anyone else in the Alliance know of their plans.

Derek and Calia take Jaina's Ship and crew it with Forsaken, creating a haunted ghost ship the other Kul Tiran and Bloodsail Buccaneers fear, unaware of its true origins. Calia and Derek pick up Princess Talanji and her Blood Troll army and manage to drop them at Jaguero Isle, as Booty Bay has now been abandoned due to the ghost stories that now have made their

way to Gadgetzan as well. Oh and Gadgetzan has managed to become Streets of Gadgetzan fancy too.

Azshara meets the Hakkari army, turning Booty Bay into a new home for the Naga now, since Nazjatar kind of needed redecorating anyway and she's bored with the wallpaper after centuries. Lady Vashj ends up coming to visit and they chit chat about needing a family reunion, so Vashj gathers the Naga from around Azeroth and they make a second base of operations in Vashj'ir.

Talanji makes her way north from Stranglethorn. Utilizing her endless Hakkari army, they gradually manage to take control of the various Troll settlements that dot the Eastern Kingdoms. By managing to perform rituals at every site simultaneously during a solar eclipse, Hakkar is returned to full power. Talanji and Hakkar begin preparing an improved version of the Blood of Mannoroth, utilizing Madame Shadow's help, and bring the concoction to Vintner Iltheux. He begins tainting portions of the Arcwine with it for use on the Orcs and other races later.

Thalyssra takes portions on the untainted Arcwine and takes it to Thros, The Blighted Lands in Drustvar. Watering the ground with such powerful magic, Thalyssra manages to restore the powers of Goruk Thar and Gorak Zhar. Together, they manage to bring Drustvar back into the fold and combine Thros, The Blighted Lands with Ardenweald, The Emerald Dream, and The Emerald Nightmare, and Malfurion realizes his life just got so, so, so, so much worse. The Night Fae and The Winter Court continue to point and laugh at him, now joined by The Drust. They decide to make him the back half of the horse in any future plays from here on out.

Now joined to Ardenweald, a new portal at Gol'Inath connects the realm to Thros. Thalyssra returns to the Sunwell, where the Shade of Medivh, Jaina, Alleria, Magister Rommath (now in position as the Sun King and in possession of Felo'Melorn), Kel'Thuzad, and Kael'thas (*who was only included so that he wouldn't FEEL TOTALLY useless (even though everyone knows he is)*) are waiting. Together with Aluneth, Ebonchill, Felo'melorn, and other various Legion Artifacts the Void Elves have come into possession of, they manage to turn the Sunwell into a vat of every kind of magical energy possible, and dubbing the new well "The Witches' Cauldron". The Elven and Forsaken mages still all swap to the flavor of the patch Spec just as they always do.

Pelagos takes Kleia to the Bastion of Loyalty to have her ascend as the Firstborn of the Forsworn. Together, the two of them and Kyrestia unite to lead the Forsworn, the Kyrian, and Helya. Valkyr, Kyrians, and Mawsworn blessed by Helya in Gorgoa: The River of Souls are even more powerful than normal Valkyr, and Sylvanas plans to use them to raise her enemies and fuel her army eternally.

Tekhan returns to Ulduum where he reunites with Rafaam. Together, the two of them begin to create more Obsidian Statues (remember those old things from WC3?) for combined use with the Maldraxxi necropoli. Dargan and Moira, now in control of Ironforge and possession of the Staff of Origination from the Hall of Explorers, have given it to Rafaam in order to perform such rituals. Together, Rafaam, Tekhan, and the Maldraxxi begin to attack Dalaran (still located at the Broken Isles and unable to inform the explorers still distracted in the Dragon Isles). Repeating the Archimonde cinematic (and appropriately thematic for Rafaam) it crumbles into dust once more.

The Dark Rangers (including the ones who rejoined the Alliance as double agents) gather in Silvermoon under Nathanos' command. Squeamlish is now able to fully embrace The Darkness thanks to the additional arcane and druidic powers granted to her. Under the cover of The Darkness, the new Forsaken and Elven druids, Talanji and the Hakkari, and the rest of Sylvanas' forces in the Eastern Kingdoms complete their domination of the continent and graciously allow anyone who surrenders to Let Them Eat Plagued Caked (just as they did years ago). Kel'thuzad returns to Scholomance and is awarded tenure for his years of service.

The 4 Covenants and Sylvanas easily defeat Bolvar upon their return from the Shadowlands, and take control of the Death Knights who do not willingly join them. Now with the powers of life and death thanks to Elune's alliance with The Winter Queen, Sylvanas gathers her forces around Wyrmmrest Temple. The Paladins of Northrend attempt to fight back against Sylvanas' army, but upon seeing Lothraxion among her forces, it is too big a hit to their morale, leading them to be easily routed. The Blood Elf Highlord Paladin wielding the Corrupted Ashbringer, and Lady Liandrin are spared and allowed to join Sylvanas' forces.

Yu'lon and the Shado-Pan travel to see the Dragon Aspects in Wyrmmrest Temple but are angered by their absence (as they are in the Dragon Isles) and take this as a great dishonor (dishonor on their whole family, dishonor on Yu'lon, dishonor on Niuzaao) and prepare to leave, before encountering Sylvanas and her army. Hakkar and Talanji rendezvous with Sylvanas, eager to improve upon the Death Knight blood plagues. Conversing between themselves, they realize they have a way to finally challenge the Dragon Aspects for control of the Dragon Isles. Sylvanas agrees to give them a fighting chance, as between Elune, the Shadowlands, The Darkness, and her undead army, there is little hope of them winning in open conflict. Tekhan and Rafaam arrive with Sylvanas' Obsidian Statues and improved Necropolis, and realize that the Staff of Origination can be used to create such a creature that could rival the Dragon Aspects, but only if five dragon lineages can combine efforts. The Winter Queen volunteers the Faerie Dragons of Ardenweald, and Yu'lon dedicates the Cloud Serpents to the cause as well.

Needing three more donors, Talanji postulates that Hakkar's Winged Serpents may be close enough, if the five lineages utilize the Witches' Cauldron. In addition to wanting to help with such a project, the Shade of Medivh suggests that such a source of power could be used to create their own Dracthyr, much the way it brought back Kel'thuzad. Morchie and the Infinite Dragonflight set out to find another ally.

Sabellion, angered by having not received the crown of the Black Dragonflight, returns to Northrend. He seeks out the Obsidian Dragonshrine where he begins receiving visions and hearing voices as he spends time in the Obsidian . Visited by the Shade of Onyxia, he becomes overwhelmed with rage and fury. Hearing his sister after so long, he decides to return to Outland, where he takes control of the Netherwing Dragonflight to take what is rightfully his. Visited by Morchie, he realizes his opportunity and goes with her to the Witches' Cauldron.

The five groups on Sylvanas' side unite to create their own version of Chromatus named Prismatus. Such an explosion of arcane energy draws the attention of the Alliance and remaining Horde leaders who have been left out of the loop. As the adventurers rush to the Isle of Quel'Danas, Alexstraza, the other Dragon Aspects, and the now tamed Chromatus, request Parley with Sylvanas for her high crimes and misdemeanors. Alexstraza requests the right of Mak'gora, taking everyone in attendance by surprise, as such a custom is unheard of by those outside the Horde.

Sylvanas refuses to duel Alexstrasza after her experience against Saurfang, but offers her new creation against Chromatus, winner takes all. Alexstrasza agrees to accept this compromise, on the condition that Alexstrasza's Breath of Life may finally put Sylvanas to rest, should her champion fail. Nervous at the thought, but not wanting to back down, she agrees, on the condition of a group of impartial judges, so as not to taint the results.

Netherspite, Chromie, and Morchie agree to referee the match between Chromatus and Prismatus. Through Netherspite's portals and Chromie and Morchie's powers over time, the two hydras are engrossed in a knock down, dragon-out fight lasting 25 rounds, with Winner Take All victory decided. Sylvanas and Alexstrasza resign themselves to this deal, as now that Galakrond has been defeated, this is the last thing standing between the Dragon Aspects and their retirement.

The Raid consists of 25 rounds going through various arenas and nostalgic Raid Boss arenas including:

Theater of Pain - Maldraxxus

Gurubashi Arena - Stranglethorn Vale

Celestial Court - Timeless Isle (Will drop Pandaria Legendary Cloaks xmog)

Kel'thuzad Scenario - Naxxramas (Will drop Atiesh xmog)

Vault of C'thun - Ruins of Ahn'Qiraj

Magtheridon's Lair

Black Temple Summit (Will drop Warglaives of Azzinoth xmog)

Obsidian Sanctum

Eye of Eternity

Trial of The Crusader

Ruby Sanctum

Quick Battle For Mount Hyjal Scenario to Stop Archimonde as an Intermission

Anvil of Conflagration

Throne of Four Winds

Spine of Hakkar (They're tired of hearing everyone bitch about that one Deathwing fight)

Terrace of Endless Spring from Siege of Orgrimmar (Will drop Kor'kron Juggernaut)

The Coliseum from Highmaul

The Crucible from Black Rock Foundry

Twisted Nether Archimonde Instance to add Insult to Injury to his previous defeat

The Font of Night from The Nighthold

Felstorm Breach from Tomb of Sargeras

The Ritual Chamber from Ny'alotha, the Waking City

The Netherwing Ledge (Sumo push into the Twisting Nether)

Seat of the Pantheon - Antorus, the Burning Throne (Nailbiter moment down to the wire as both Hydras are tied)

The Last Prison - The Eternal Palace (Where Chromatus is imprisoned once and for all)

Declared the victor and now with the powers of life and death at her command, Sylvanas prepares to give the orders to her army to wipe out the Alliance and the Horde races not allied with her. As she turns back to give the command, everyone in The Eternal Palace realizes that

the whole fight was simply in order to distract you from the fact that in 1998, Tal-Inara and Ve'nari threw the Alliance and Horde off The Ring of Transference, and plummeted 16 loading screens through Oribos into The Maw.