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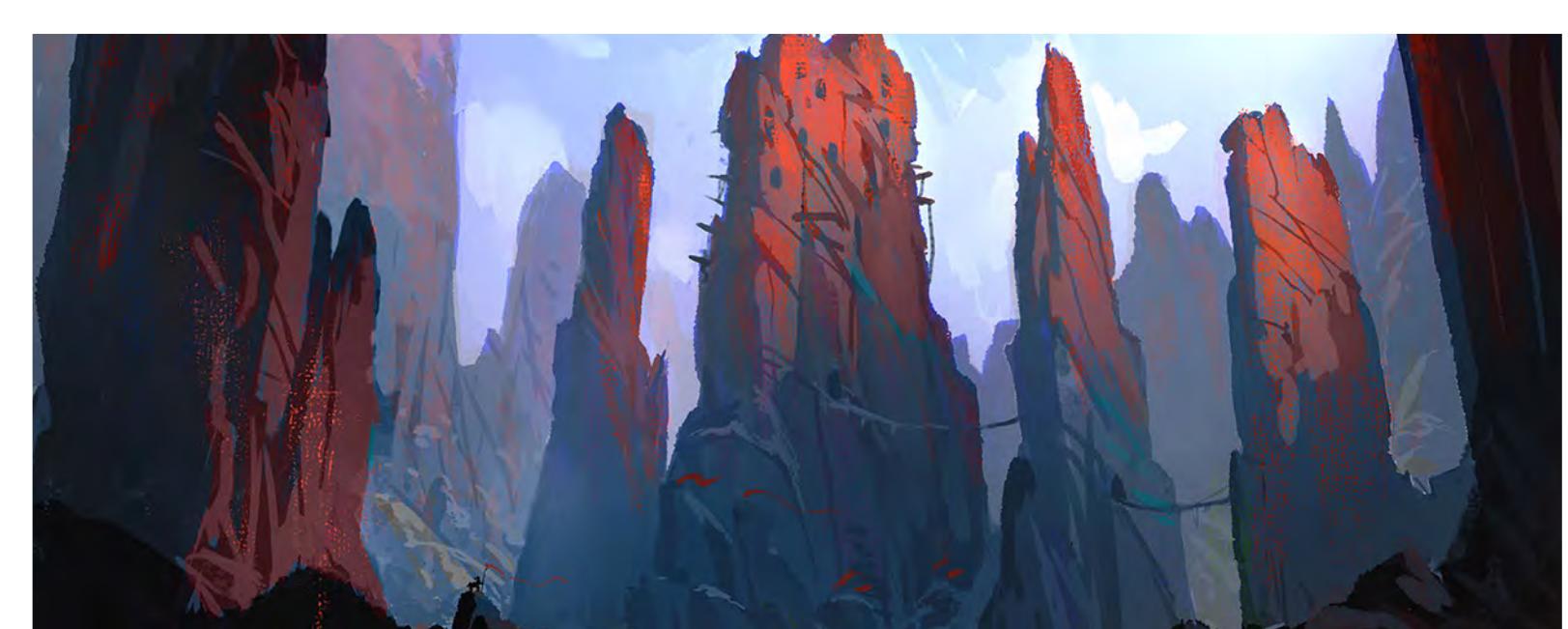
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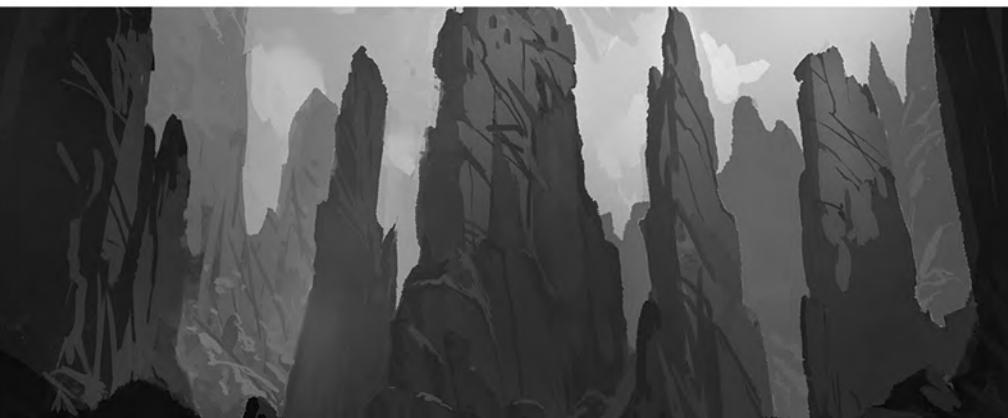
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Credits



“There are few universal truths that
immortality teaches you. First among them
is that no one on Azeroth—mortal and
immortal—ever forgets their home.”

ANACHRONOS THE ANCIENT



We of the bronze dragonflight are born with the blessing of time and the privilege of seeing stories unfold. Thus, when the Queen of Dragons asked us to scribe a tome of draconic history, we flew to her side to do so. It is through Alexstrasza we have the honor of teaching others about our glorious first home: the Broodlands—more oft cited in mortal history as the Dragon Isles. It is a place we know well, one we've been homesick for since that sad day we were forced to depart it. When telling its story, it is important to start from the beginning.



We live in a blessed time, friends. The instinct to return home stirs within all draconic blood in this world. If you were given this to read, then you must feel it too. For our bronze brothers and sisters, the call is a reminder that the time of the dragons has not ended. Our newest story has just begun.



THE ASPECTS

Chapter I

We open in a time before mortal counting, where among our colossal draconic ancestors, Galakrond, the largest of them, began consuming all life on Azeroth.



"Guardians are needed, guardians representing the five essential Aspects that have helped mold this world and will continue to. You will literally be those Aspects, using them in whatever manner necessary."

CONAR THE LIFE-BINDER



To save our world, five primal dragons (or “proto-dragons”) united to banish Galakrond, ultimately succeeding in sending his corrupted body careening into the icy earth. The area where he fell would become known as the Dragonblight, the final resting place for many of our kind thereafter.



For this great deed, the heroic proto-dragons were uplifted by the titans, who transformed them into the majestic Aspects we now know. Through their titanic keepers, the titans also altered countless dragon eggs to grow into the grand dragonflights that soar the skies today. Our newly empowered Aspects and their kin were charged with safeguarding the world, and it flourished . . . until one of the Aspects forsook the others.

ALEXSTRASZA

The Life-Binder

Alexstrasza, Aspect of the red dragonflight, was tasked by the titan Eonar with ensuring that life flourishes across Azeroth.



Alexstrasza cherishes life in all forms and is beloved by all other dragonflights. Seen as the heart of our kind, Alexstrasza was bestowed the title of Dragon Queen. Even without her titan-granted powers, she stands as the strongest among us.





“This is my gift: compassion for all living things. A drive to protect and nurture them. And the ability to heal that which others cannot, birth what others may not, and love even the unlovable—who surely need such grace more than any other souls.”

CONAR THE LIFE-BINDER

KALECGOS

The Spell-Weaver

Malygos was the original Aspect of the blue dragonflight, charged with both the preservation and policing of all arcane magic on Azeroth.



The Spell-Weaver upheld his duty with distinction . . . until Deathwing nearly eradicated Malygos' entire flight, a monumental loss that endangered their kind for millennia. Malygos' guilt caused him to withdraw from the world, returning only to begin a war of his own, one that would ultimately cost him his life.

After the death of Malygos, a young dragon named Kalecgos was chosen by his dragonflight to lead them. With his flight small in number, and with their duty believed to be fulfilled, Kalecgos encouraged those who remained to disperse, taking up the task of the preservation and protection of arcane artifacts across Azeroth.

“Magic must be regulated, managed, and controlled. But it must also be appreciated and valued and not hoarded. Such is the contradiction you must deal with. May you be dutiful and joyous both.”

NORGANNON
KEEPER OF CELESTIAL
MAGICS AND LORÉ



NOZDORMU

The Timeless One

Nozdormu, Aspect of the Bronze Dragonflight, was entrusted with safeguarding the one true timeway.



To impress the importance of his task, Nozdormu was shown the moment of his death to demonstrate that even his mastery over time was not without its limits. Nozdormu and his flight rarely intervened in the events of the world, remaining focused on their task of monitoring the infinite timeways of our reality.

“Unto you is charged the great task of keeping the purity of time. Know that there is only one true timeline, though there are those who would have it otherwise. You must protect it. Without the truth of time as it is meant to unfold, more will be lost than you can possibly imagine. The fabric of reality will unravel. It is a heavy task—the base of all tasks of this world, for nothing can transpire without time.”

AMAN’THUL
HIGHFATHER OF THE PANTHEON



YSERA

The Awakened

Ysera, formerly known as the Dreamer and Aspect of the green dragonflight, was given stewardship over the flowering wilds, watching over them from within the splendor of the Emerald Dream.



Tragically, Ysera's life ended after being corrupted by the darkness of the Void. The Dreamer's daughter, Merithra, must now pick up the pieces of her broken heart and help her dragonflight find their path forward.



"You are bound to the waking Dream of Creation. Nature is your realm, and all things have caught glimpses of the Emerald Dream when they sleep. You see them all, Ysera. And they see you, though they may not know it. Like the Life-Binder, you touch all living beings, and sing to them the songs of creation and interconnectedness."

CONAR THE LIFE-BINDER

WRATHION

The Black Prince

Since Deathwing was defeated, the black dragonflight has been left leaderless, though the young dragon Wrathion has designs for claiming the title of Aspect.



“My blessing upon you will seem humble compared to those which have been bestowed upon the others: the managing of time, of life, of dreams and magic. I offer you the earth. The soil, the ground, the deep places. But know that the earth is the basis of all things. It is where we are rooted. Where you must come from, if you are to go to. Here is whence true strength comes. From deep places within the world, and within oneself.”

KHAZ'GOROTH
SHAPER AND FORGER OF WORLDS



Neltharion succumbed to the whispers of the Old Gods, casting aside his name and becoming Deathwing before his ultimate defeat. Now, Wrathion hopes to blaze a new path forward to restore his flight.





“Know that from this day forth, the black dragonflight will honor its ancient charge and stand in defense of our world . . . along with its champions.”

W R A T H I O N

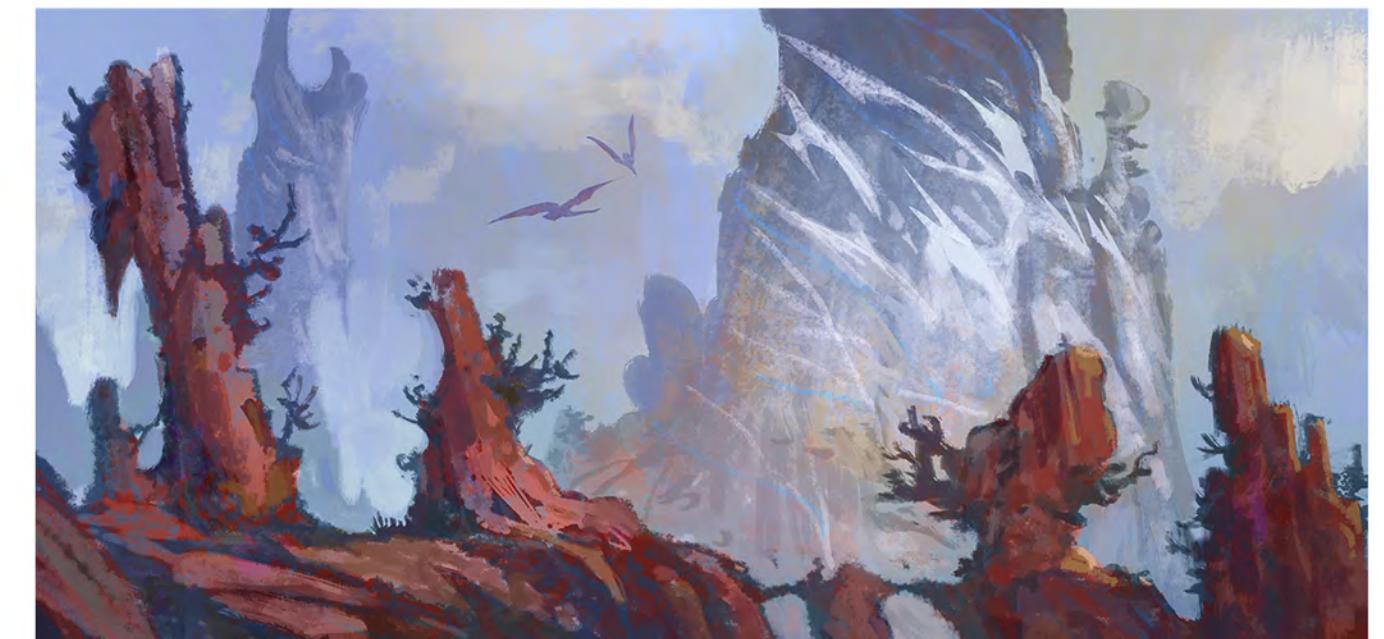
THE WAKING SHORES

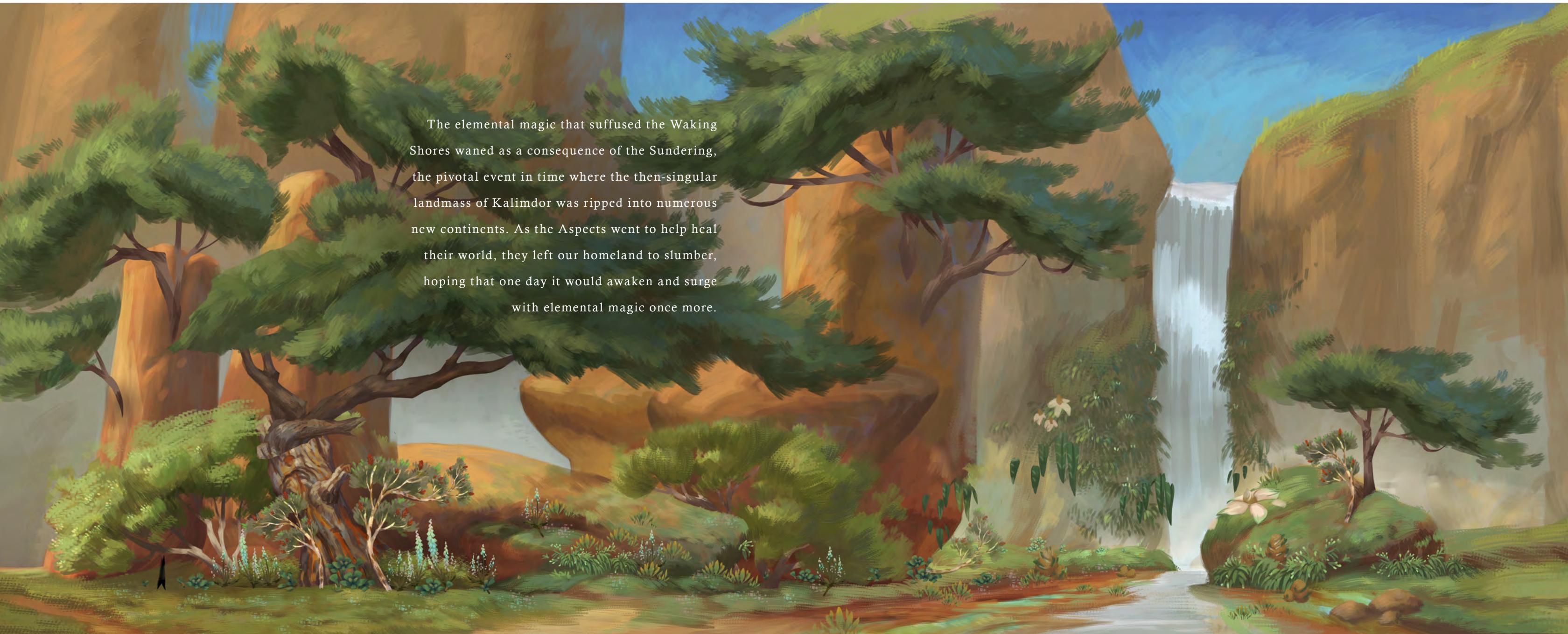
Chapter II

Mortals invited to our Broodlands will arrive in the natural harbors of the Waking Shores. The power of the elementals permeates all life in these lowlands and can even be glimpsed in the beasts that make their home here.

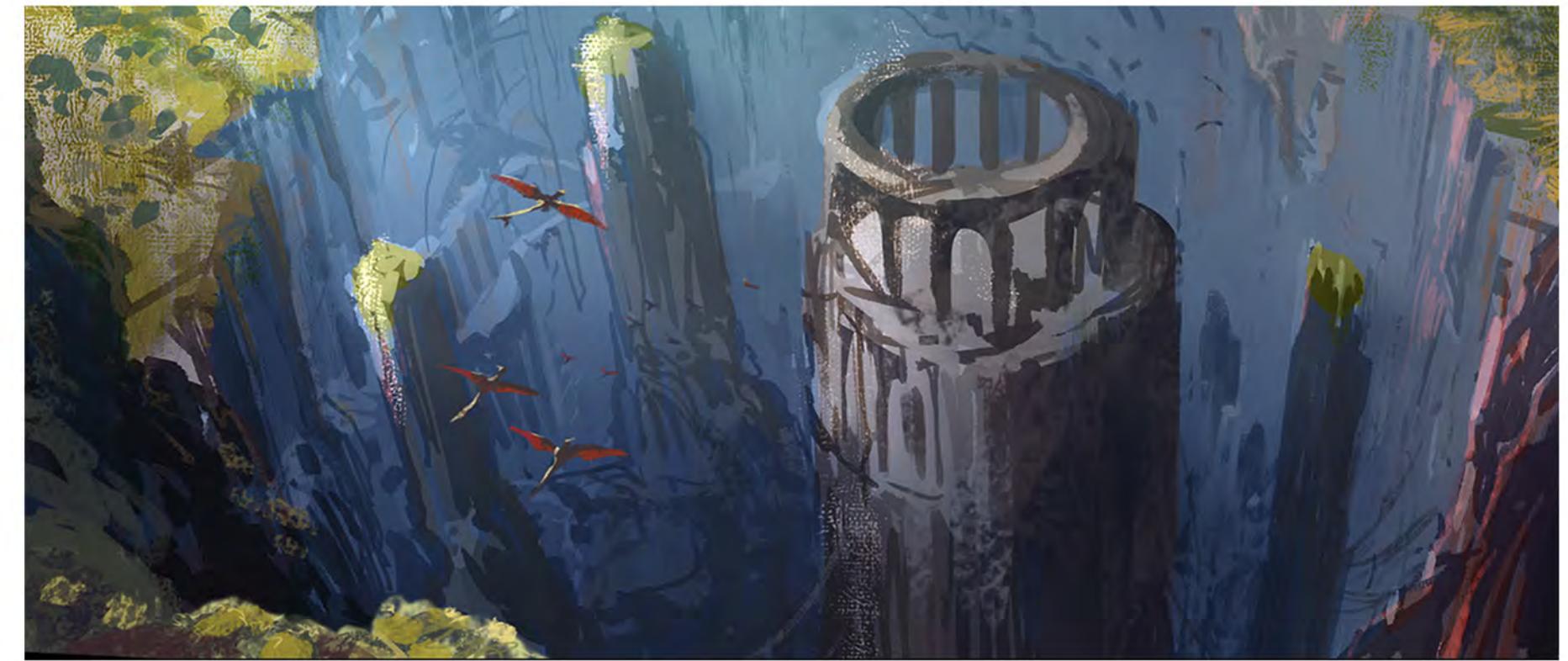


When the dragons first settled the Waking Shores, the titan keepers aided their chosen champions, helping build structures that could withstand the elements. The elements themselves were made manifest here, taking physical shapes befitting their alignments: elementals of roaring earth, rushing air, voracious fire, and ever-shifting water.



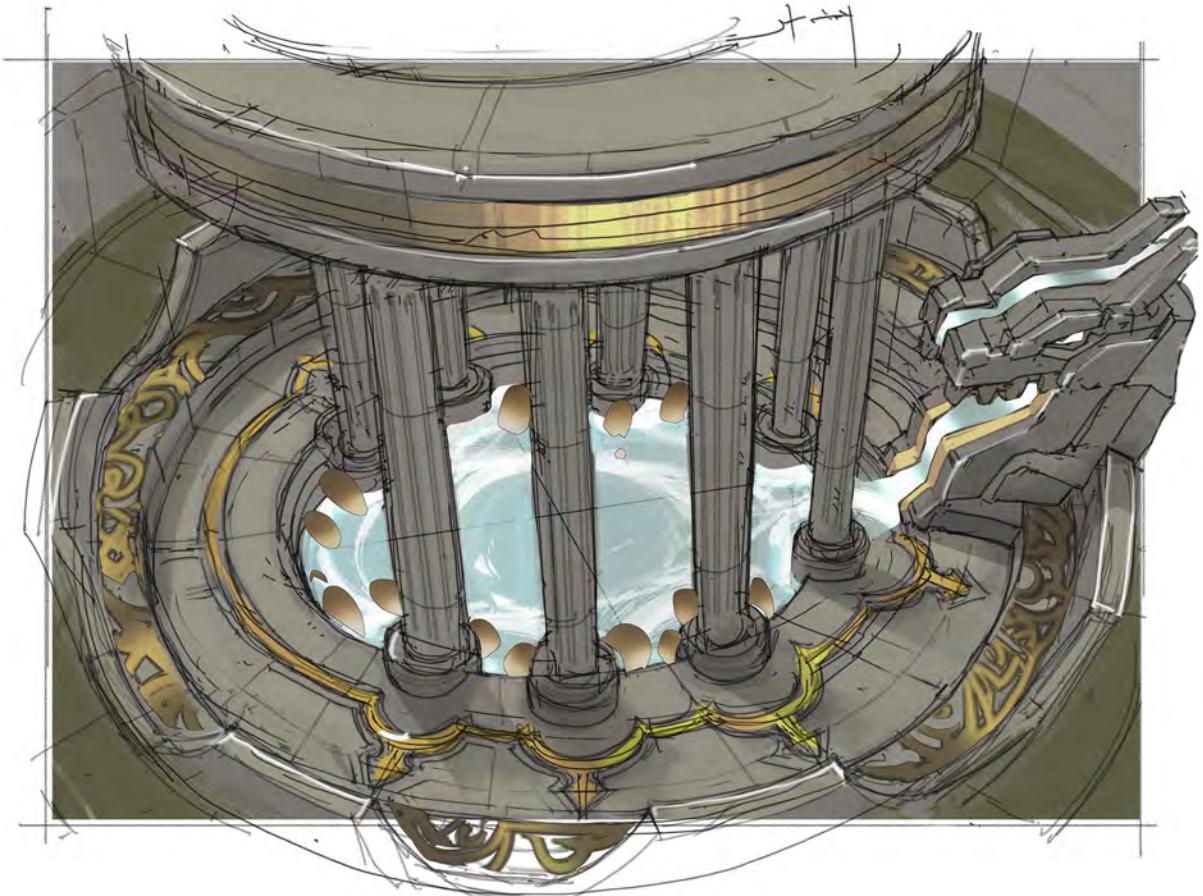


The elemental magic that suffused the Waking Shores waned as a consequence of the Sundering, the pivotal event in time where the then-singular landmass of Kalimdor was ripped into numerous new continents. As the Aspects went to help heal their world, they left our homeland to slumber, hoping that one day it would awaken and surge with elemental magic once more.



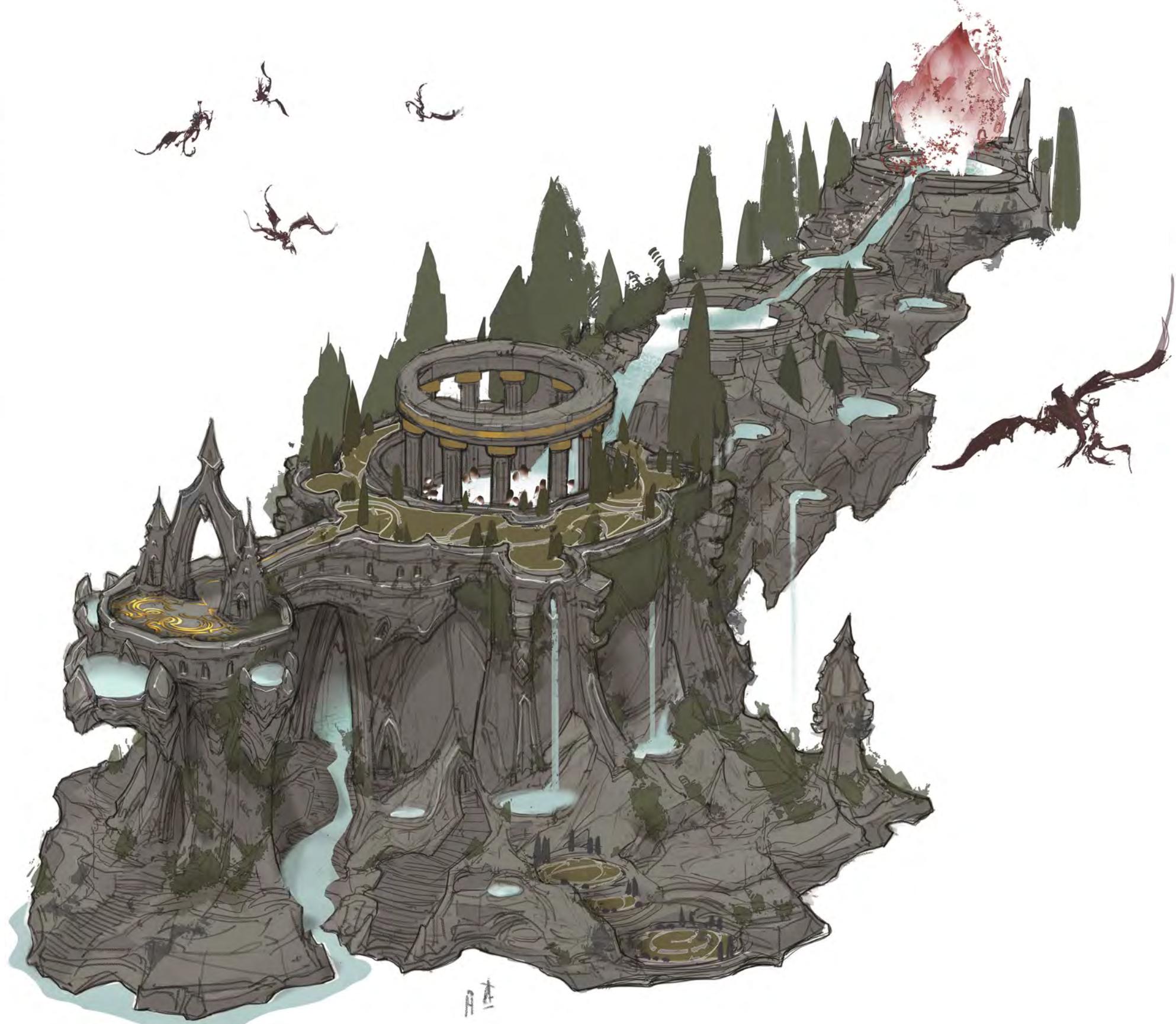
Without the care of their benefactors, the titan-wrought structures and naturally shaped environs of the Waking Shores will inevitably return to their untamed state. The primordial power enshrined here shall remain a confluence of natural energy, until we take up the tools to reshape it once again.

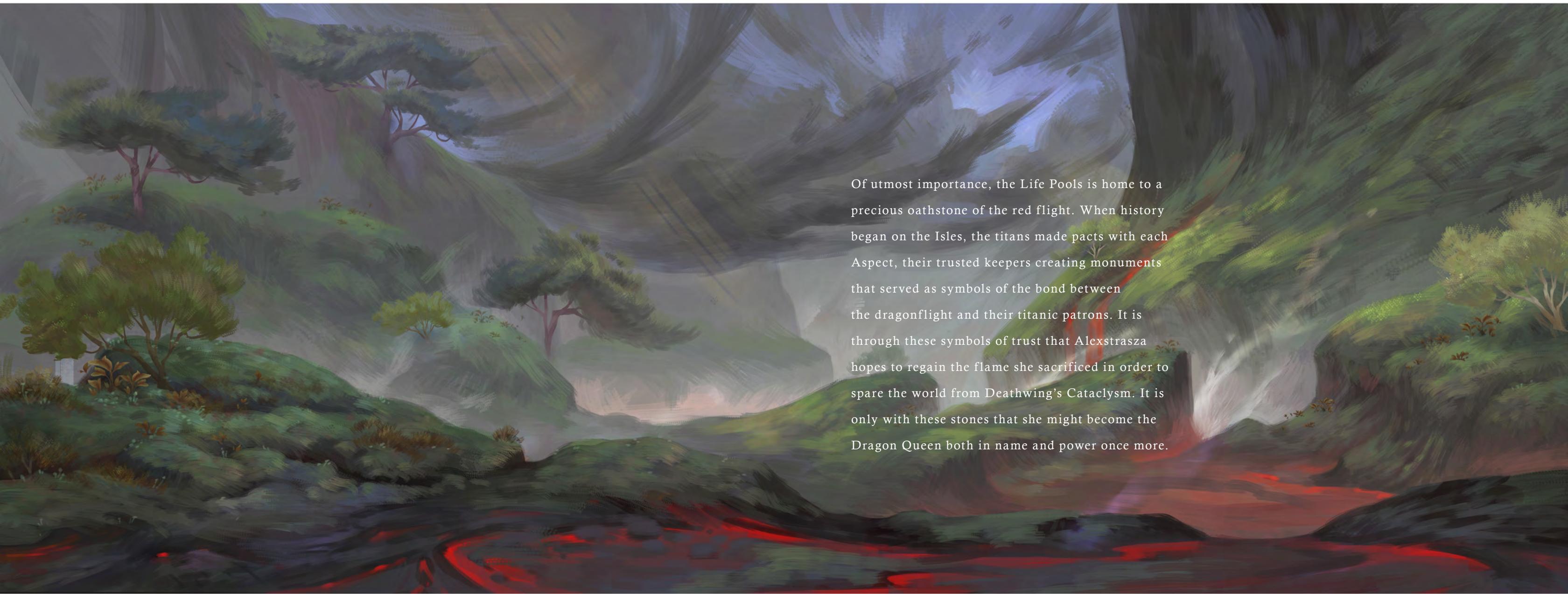




Here in the Waking Shores, the pride of the red dragonflight takes form in a grand series of waterfalls and pools. Elder dragons delegated the shaping of the land to the drakonid and dragonspawn of their flight, but the design was dreamt of and blessed by Alexstrasza herself.

These pools of life are infused with the lifeblood of Azeroth, fed by a wellspring flowing beneath the titan temple of Tyrhold. It is in these pools where the red dragons once set their eggs—"life teaches life," as the Dragon Queen once said.

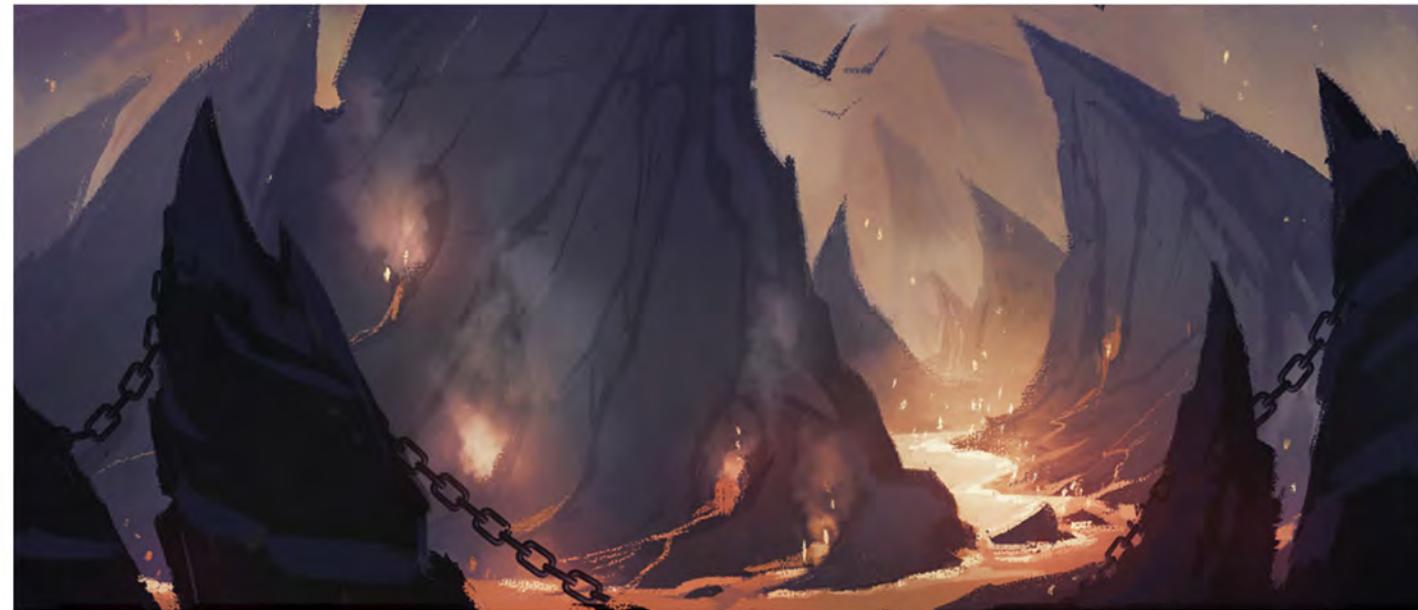




Of utmost importance, the Life Pools is home to a precious oathstone of the red flight. When history began on the Isles, the titans made pacts with each Aspect, their trusted keepers creating monuments that served as symbols of the bond between the dragonflight and their titanic patrons. It is through these symbols of trust that Alexstrasza hopes to regain the flame she sacrificed in order to spare the world from Deathwing's Cataclysm. It is only with these stones that she might become the Dragon Queen both in name and power once more.

Within the Waking Shores, life bursts from every crevice, from the lush and verdant surroundings shaped by the red flight to the rivers of molten earth guided by the black flight. From the union of magma and water, hot springs, geysers, and grottos abound, often lined in stunning gemstones of every size, shape, and color. Where the pools allow life to thrive in its lowest elevations, the volcanic activity is found at its highest.





Upon the tallest peak of the Waking Shores stands the Obsidian Citadel. Early in his guardianship of Azeroth, Neltharion chose this site to become an indomitable stronghold for his dragonflight and planned every part of its creation in exquisite detail. His children broke and realigned the massive bones beneath the Waking Shores, dedicating its vast volcanic mountain range to their beloved Aspect. Within those towering mountains, drakonid artisans shaped an obsidian bastion to protect the Broodlands from outside threats no matter the approach—by air or sea—and from even those brave enough to make landfall on our home.



Though the Waking Shores may appear a wonder of nature, there are forces lying dormant here that require a watchful eye. When the land was reshaped by the black dragonflight, many of the magma-filled caves were inhabited by an overwhelming force of primordial elemental giants known as the djaradin. These hulking beings were fierce enemies of all dragonkind, yet they took particular delight in hunting the black dragonflight. Regardless of the countless numbers of djaradin, they were single-minded in their mission to claim our Broodlands as their own. Though our lands lie dormant, I know that our ancient enemies await our return, and the cycle of our hatred is likely to continue anew.



Exploring the cultures of the Dragon Isles

THE DJARADIN

The Waking Shores

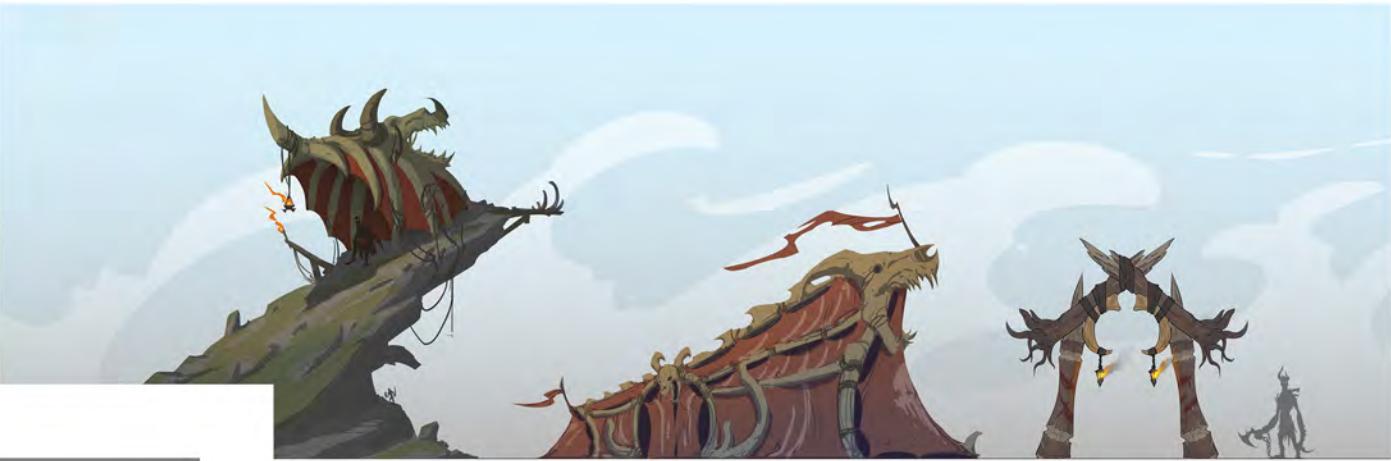
The djaradin are merciless dragon hunters, gigantic
beings born of the fiery magma of the earth.



The djaradin draw power directly from the molten heart of Azeroth, commanding flame to reshape the hardest rock. These benders of flame are able to vent torrents of molten rock against their adversaries, whereas the martial-minded warlords take pride in wearing the trophies of their enemies.







DJARADIN INTERIOR CONCEPT UPPER LEVEL



DJARADIN STRUCTURE LOWER LEVEL



OHN'AHRAN PLAINS

Chapter III

Beyond the Waking Shores lie the vast, verdant Ohn'ahran Plains. Ysera and her green dragonflight are to thank for western reaches of this area teeming with vibrant nature that stretches to the horizon.

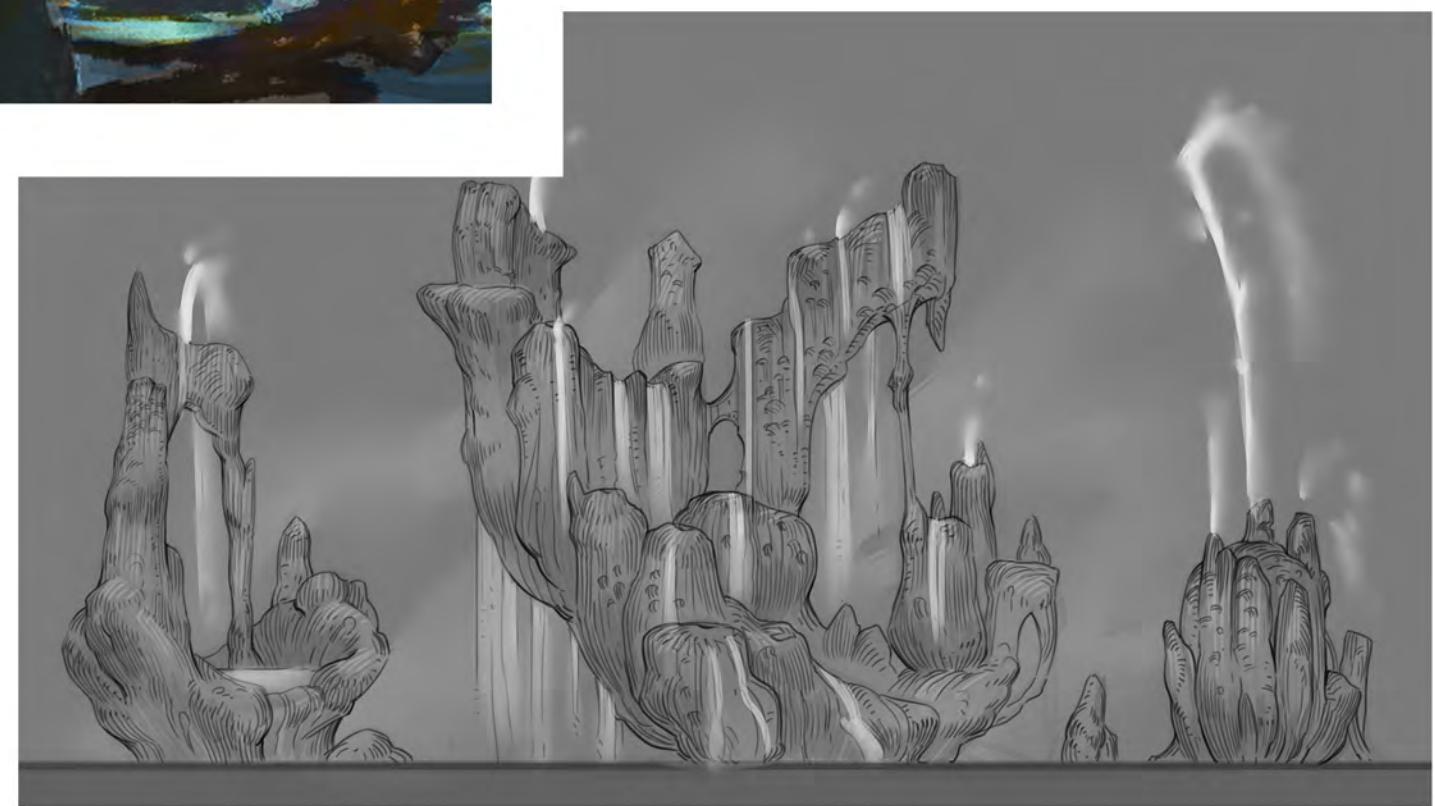
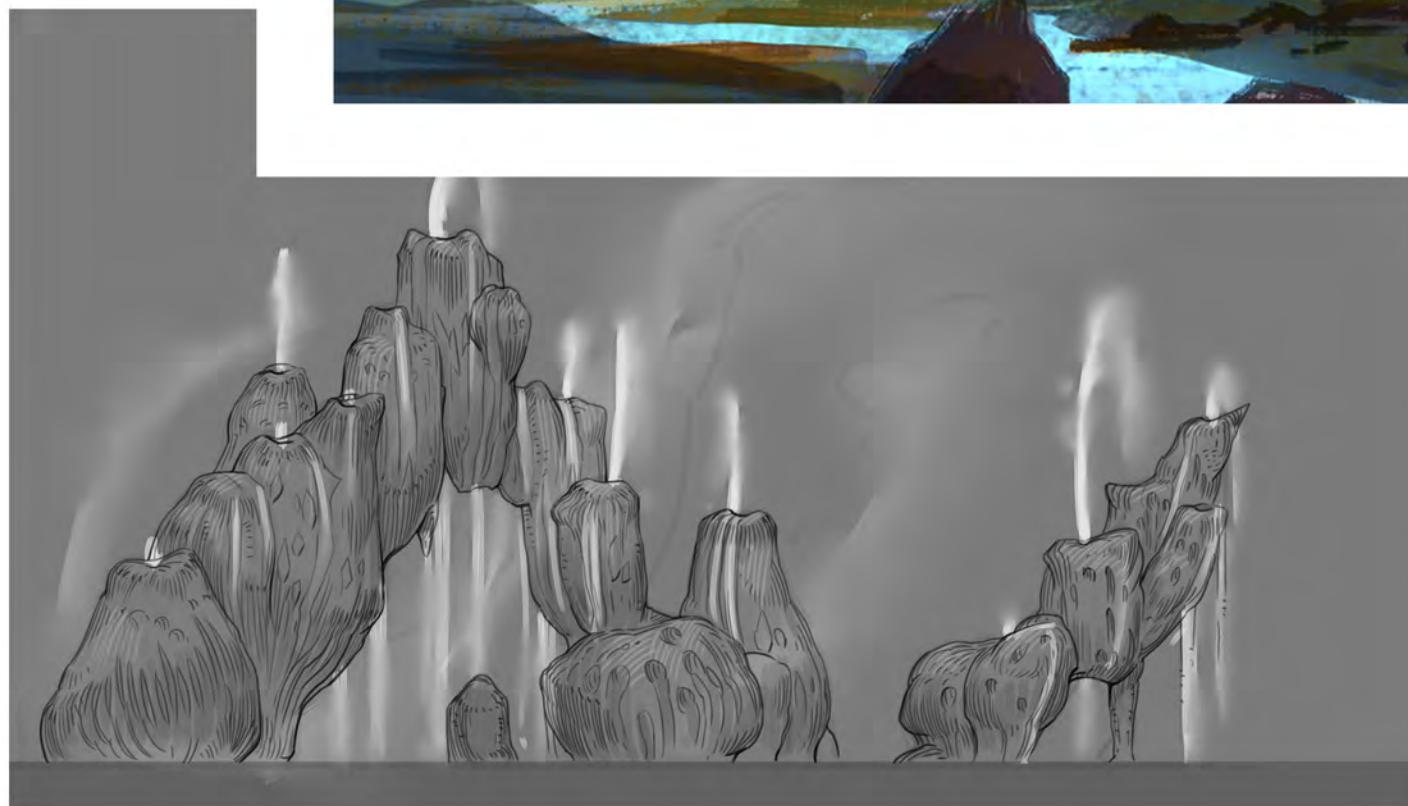


Here the plains were worn smooth by the wind, and rivers line the land like veins of the world herself. Every hue of nature can be found, but the seeming epicenter of Life on the Dragon Isles rests in a sacred grove Ysera named the Emerald Gardens. There, an awe-inspiring variety of flora abound, draped around the foliage that frames the grand waters throughout.





The green Aspect and her flight call the Emerald Dream their true home, and this special place offers a bridge to cross into its embrace. All primordial flora and fauna thriving in the flight's beloved Dream are reflected here on these plains. Also found on the wide plateaus are the centaur—skilled hunters who honor the eagle Wild God, Ohn'ahra. The green dragonflight permitted the Maruuk clan of centaurs to establish a home here, respecting their deep connection to the land and the elements.





The Dream Portal here was the very first connection forged between the green dragons and the Emerald Dream, one that often influences life on the Azerothian side.



The nature magic billowing out from the portal diffuses here, encouraging surrounding life to thrive in every alcove of this small grove. The result of that connection is truly a masterpiece of untamed nature, a stark contrast to the sites where civilization has forcibly changed it. It is unsurprising that the oathstone of the green dragonflight is also found here, representing the pledge Ysera and her flight made to the titan Eonar, a promise unbroken.



Exploring the cultures of the Dragon Isles

THE CENTAUR

Ohn'ahran Plains

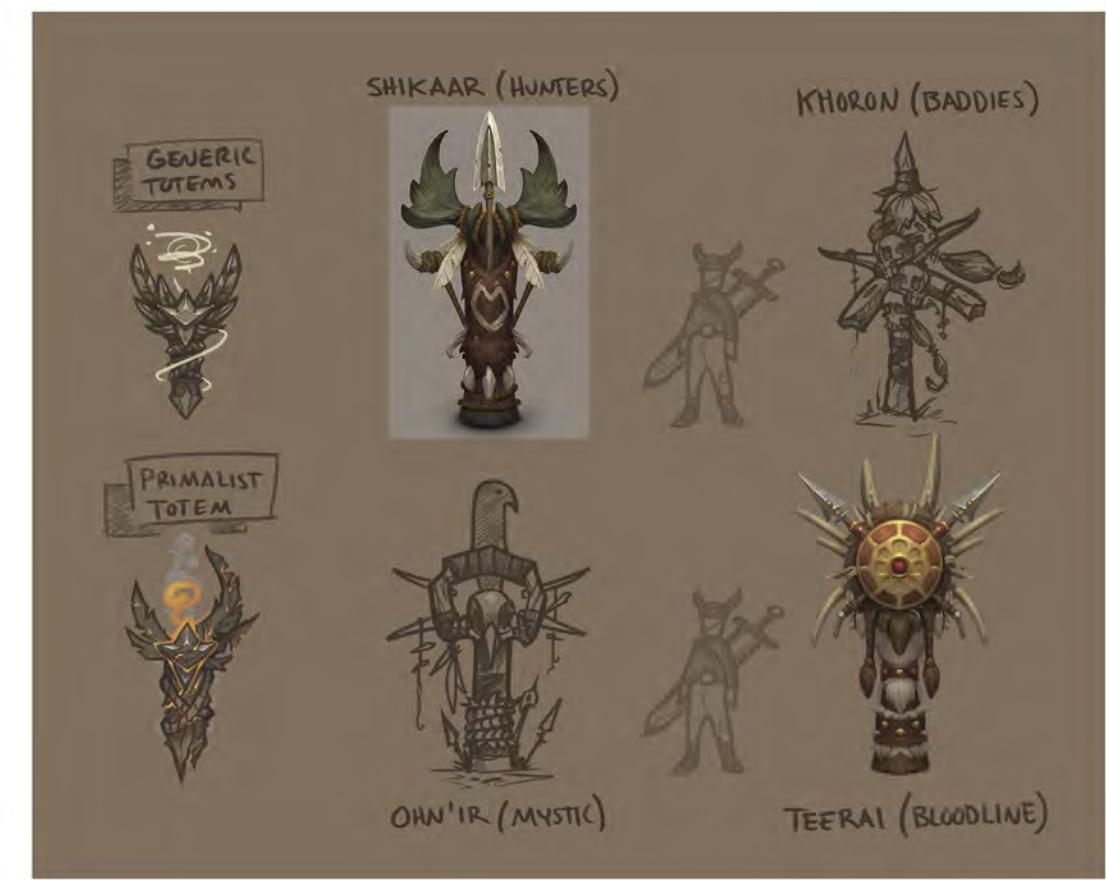
The centaurs of our current era are the result of the forbidden union between a keeper of the grove named Zaetar and the stone elemental Theradras. Yet many are unaware this generation is but a rebirth of their ancient race.

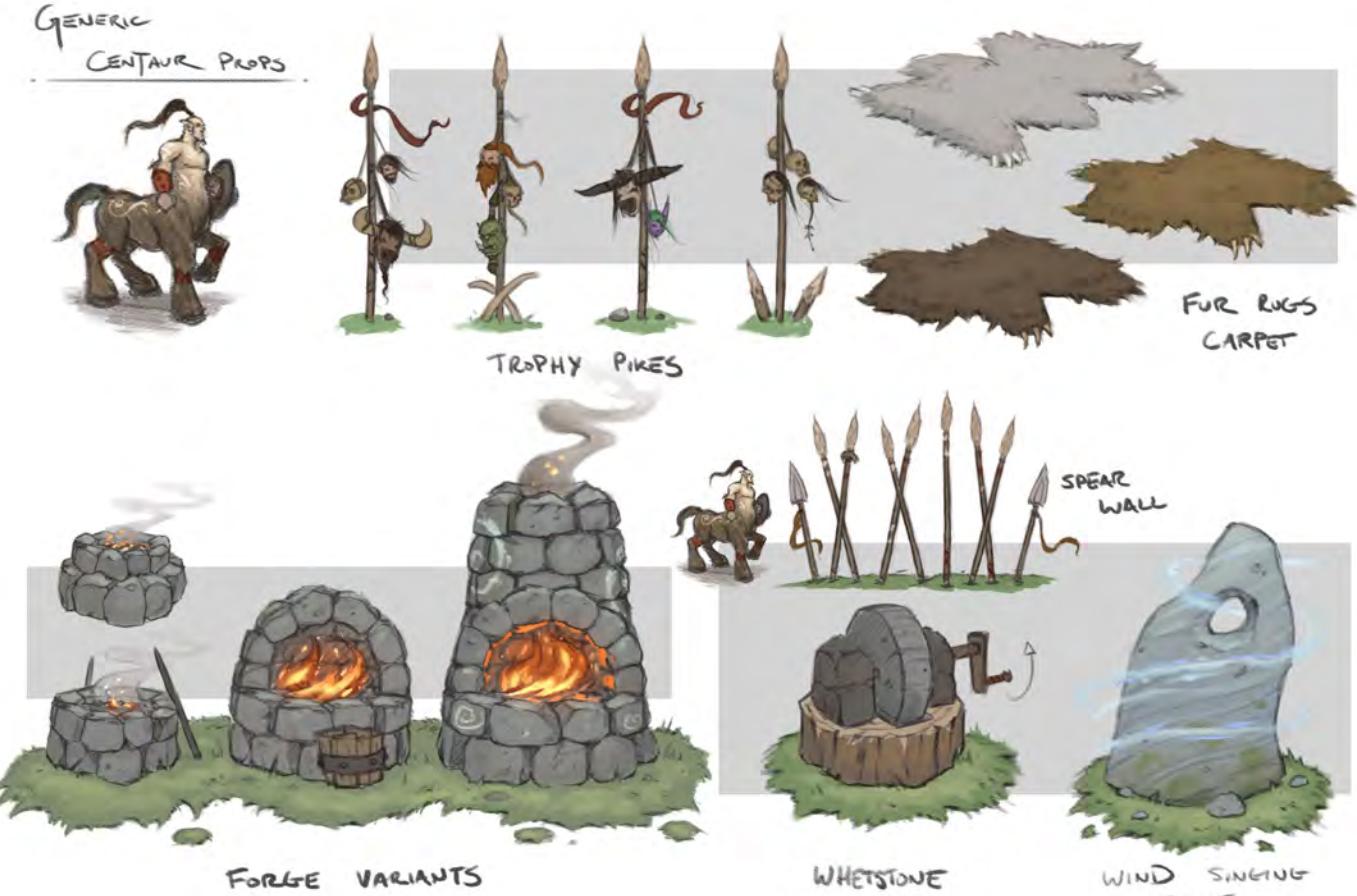
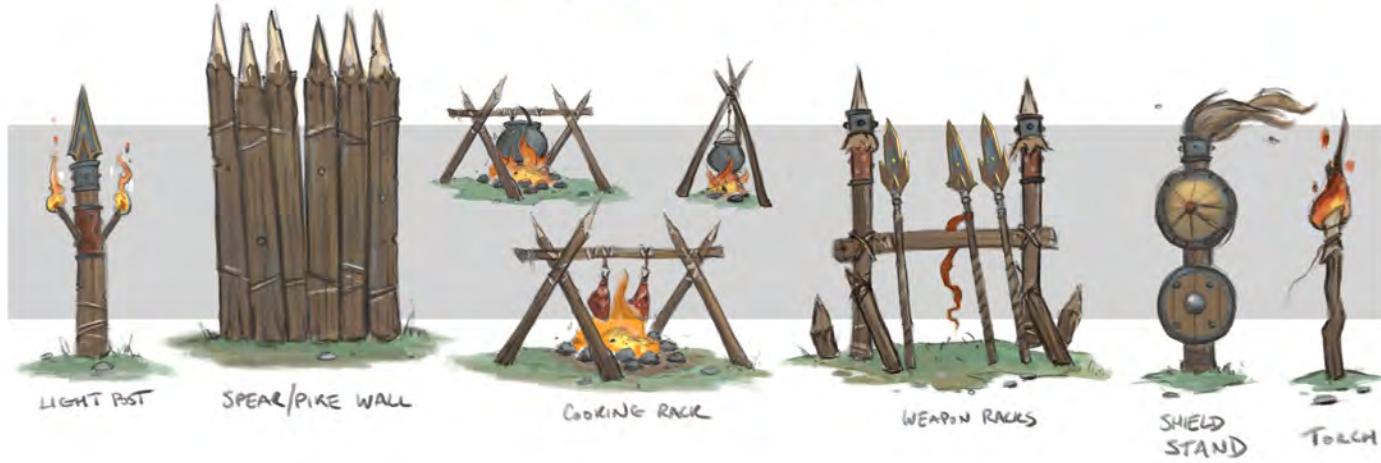


The Maruuk tribe is well known to many of our kind, and was established prior to the first invasion of the Burning Legion into Azeroth. In that time lived a great centaur warrior named Maruuk Thousandbones, a name he forged from the bodies of those demonic invaders. To protect his people from the many assassins who hunted him, he and some of his followers left their home. The Wild God Ohn'ahra led them to the Broodlands, and the centaurs made their eagle guardian a central and indelible symbol of their culture.



When Maruuk Thousandbones succumbed to his long-held battle wounds, his grief-stricken wife, Teera, took up the mantle of leadership for their tribe, naming them "Maruuk" in honor of their fallen hero.









While the Maruuk thrived, the centaur tribes they left behind did not adapt to the devastation wrought by the Sundering, instead fighting over limited resources and decimating one another in civil warfare. Centaurs would not roam a reshaped Kalimdor again until Zaetar and Theradras sired the even more brutal generation of today.

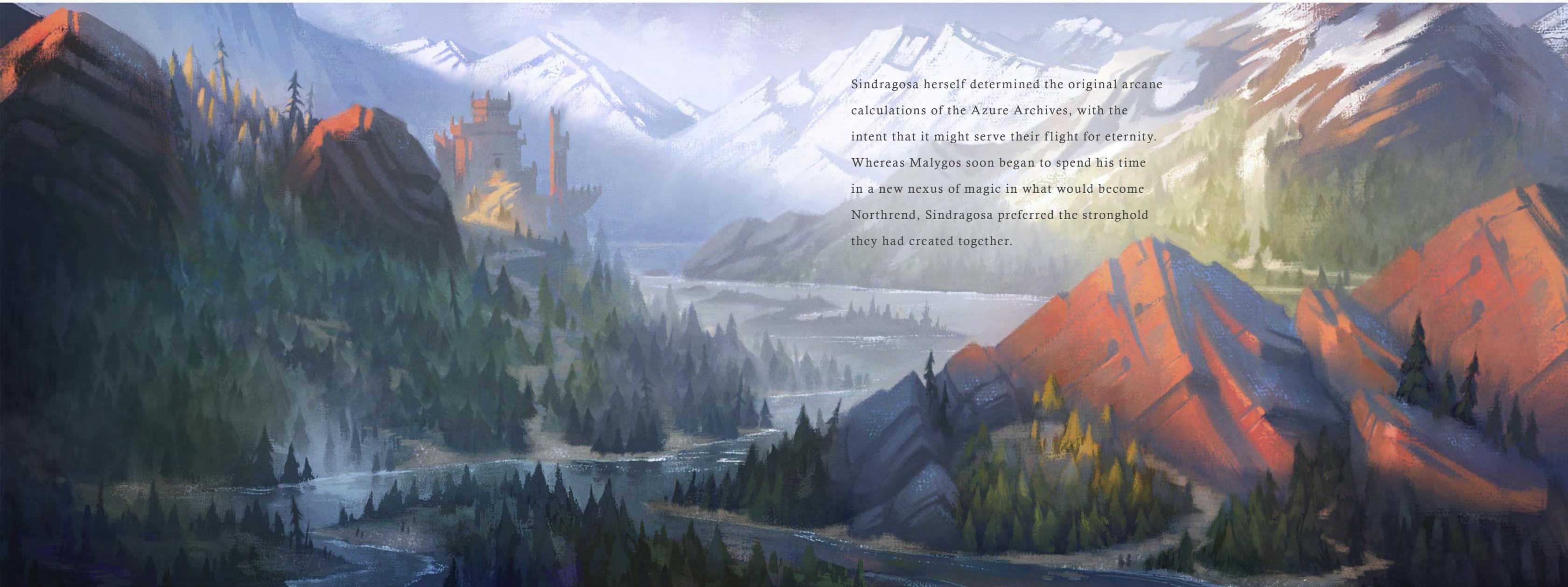


THE AZURE SPAN

Chapter IV

Malygos and his prime consort Sindragosa shaped the snowy peaks of the Azure Span to be a source of pride among their newfound dragonflight.



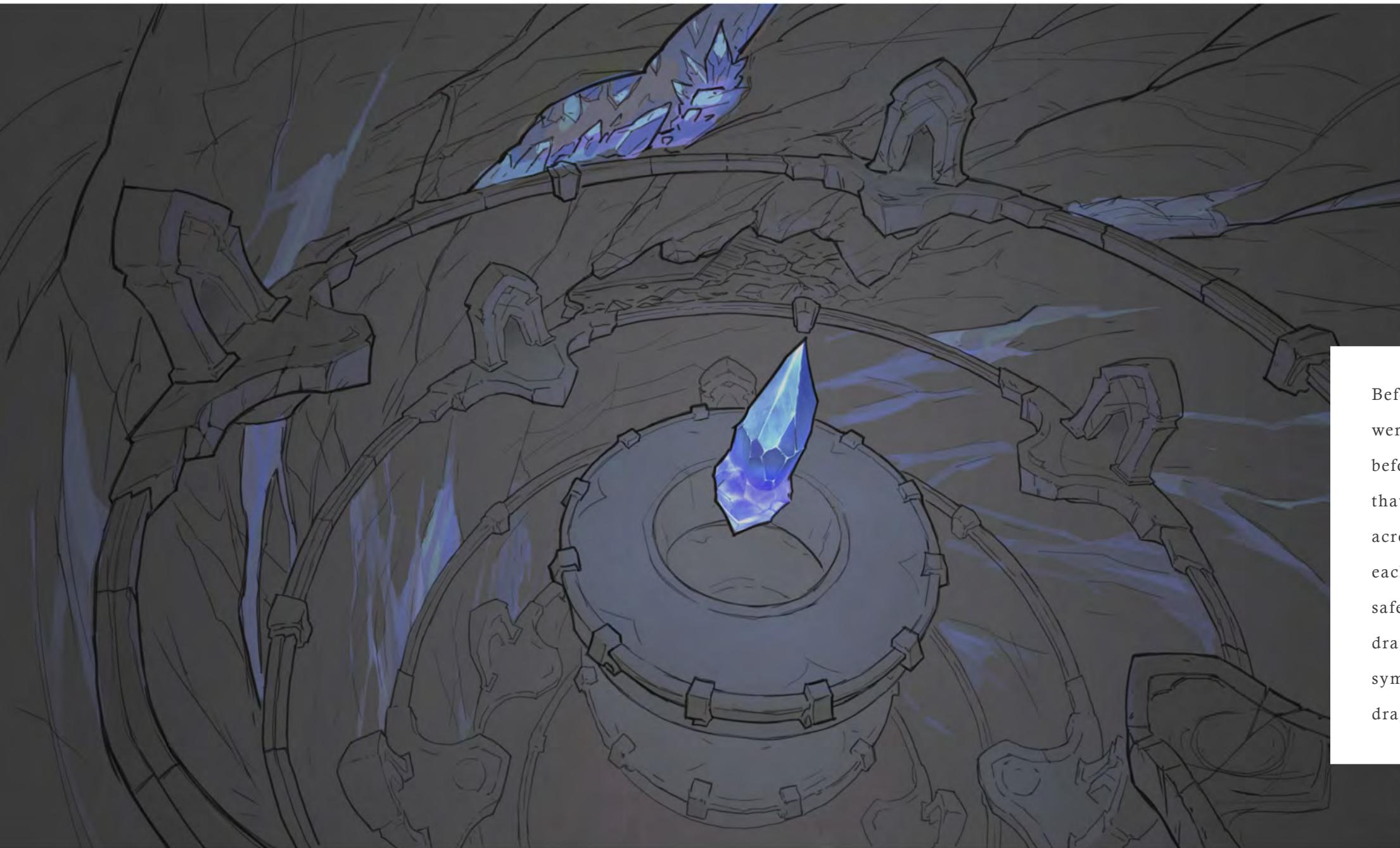


Sindragosa herself determined the original arcane calculations of the Azure Archives, with the intent that it might serve their flight for eternity. Whereas Malygos soon began to spend his time in a new nexus of magic in what would become Northrend, Sindragosa preferred the stronghold they had created together.



Prior to sealing the Azure Archives to fight in the War of the Ancients, Sindragosa created a simulacrum to maintain her beloved home with a final message for Malygos should the worst come to pass. As she suspected, the prime consort never returned. Tragically, in his all-consuming grief over the decimation of their blue dragonflight by the betrayal of Neltharion, neither did Malygos.





Before they were left dormant, the Azure Archives were home to ancient artifacts from a time long before the world was sundered—all artifacts that Malygos collected in his first journey across Kalimdor. Sindragosa herself catalogued each piece of ancient arcana found here, kept safe alongside a titanic oathstone of the blue dragonflight. This oathstone stood as an enduring symbol of the arcane powers given to the blue dragons by the titan Norgannon.



Exploring the cultures of the Dragon Isles

THE TUSKARR

The Azure Span

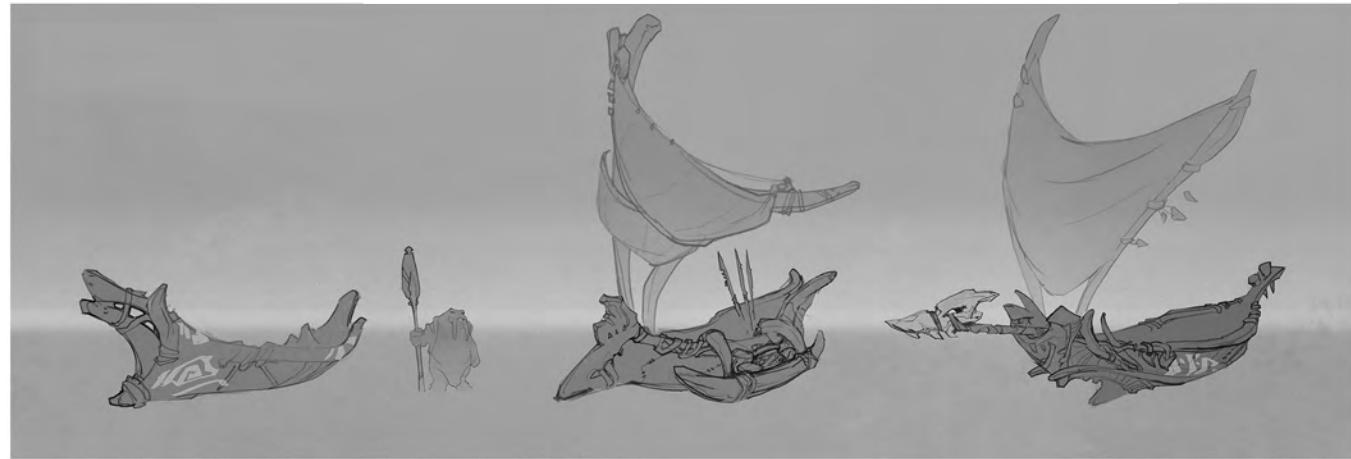
Along the southern coast of the Azure Span, ancient settlements of the tuskarr can be found. The tuskarr have a long history of life upon our shores, especially as neighbors of the blue dragonflight.

The tuskarr who settled the southern region along the coastline maintain an expansive fishing village, with numerous docks and hoists to support their maritime way of life. The ceremonies hosted in front of their large effigy marked all forms of social rituals: the curing of the sick, the joining of families, the welcoming of new family tribal members from those sealings. The greatest challenge to their peace here comes from the Brackenhide gnolls, scavengers who have threatened their fishing bounties for as long we can remember.





The tuskarr who inhabit the cliffs to the north were once allies with an ancient, bearlike race known as the furbolg. Over many years sharing the land, the two openly supported each other with both food and spears as necessity demanded.







Exploring the cultures of the Dragon Isles

THE PRIMALISTS

The Azure Span

Through Keeper Tyr, many proto-dragons chose to become infused with Order magic. And yet some of our oldest kin argued that we dragons should remain unchanged, choosing to embrace our inherent elemental energies.



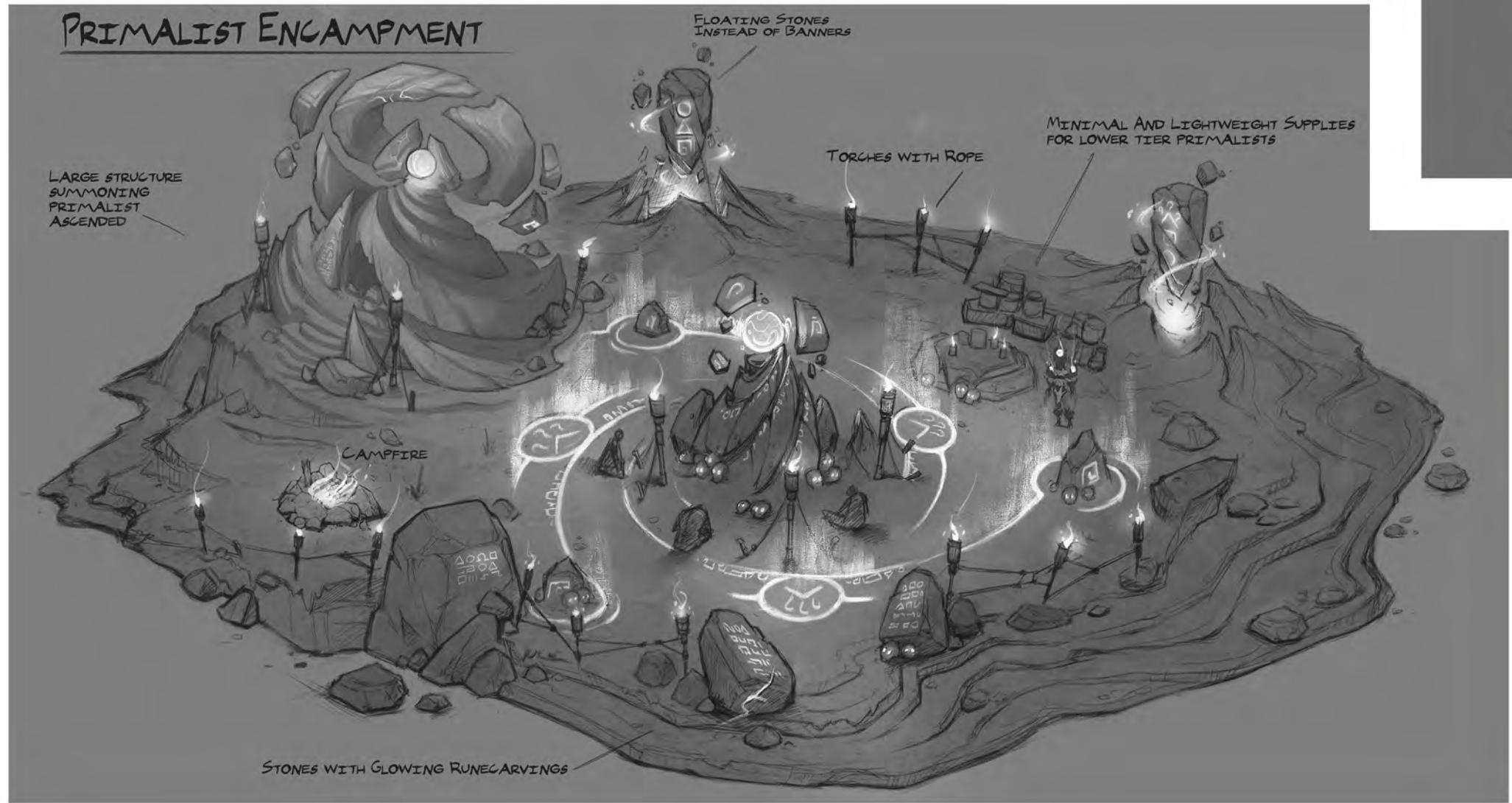
A cabal of these “primal” proto-dragons joined together to resist the influx of titanic influence. When our Aspects denied their demand to exile Tyr from their new home, it became clear to the Primalists which path the new dragonflights had chosen. The seed of rebellion had been sown.

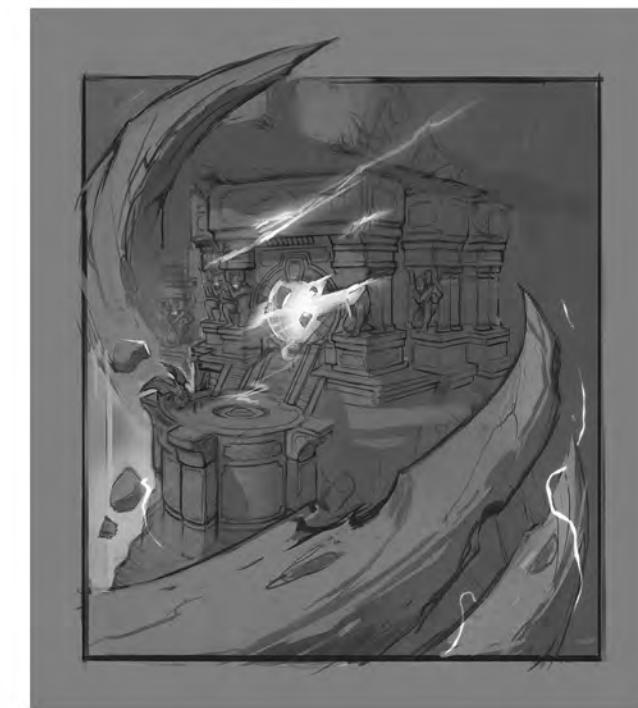
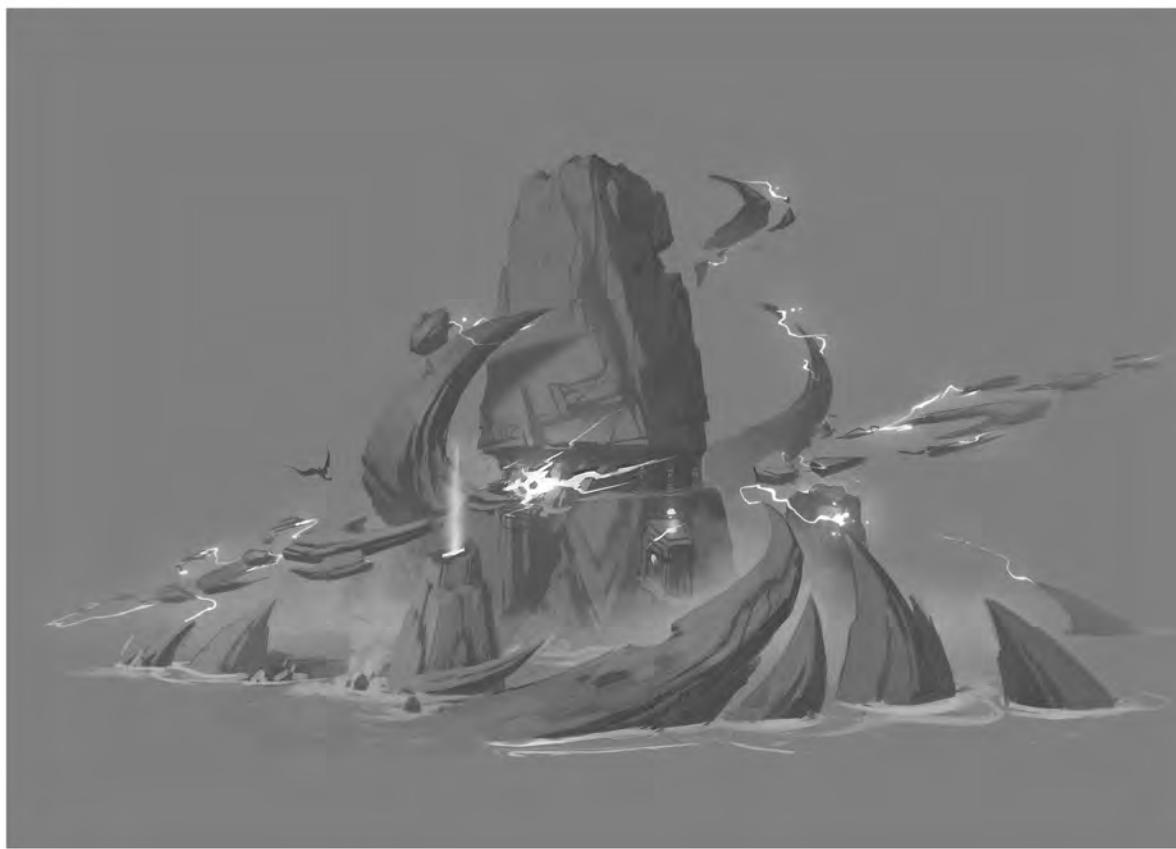














Exploring the cultures of the Dragon Isles

THE GNOLLS

The Azure Span

The Brackenhide clan of gnolls populate the western shores and their ancestral home of Brackenhide Hollow.

“Gnolls. They’re a warlike people. Prone to fighting, even among themselves. I’ve seen two gnolls pull out axes with serious intent over the question of which one’s shadow is longest.”

GREYDON THORNE



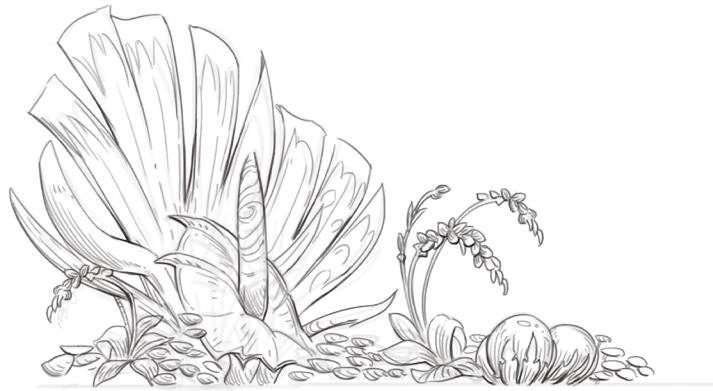


The gnolls once flourished here on the Dragon Isles. Hunting across the wide span, they were considered an important part of the cycle of life and death. While most clans practiced a primitive form of shamanism, some gnoll outcasts harnessed the dark power of Decay. While the numbers of these gnolls were few, one shudders to think of what might happen should the whole of these outcasts embrace this dark force.

THALDRASZUS

Chapter V

The land of Thaldraszus became the pinnacle of civilization within the vast mountainous heart of the Broodlands. The leaders of every dragonflight held sacred tribunals here, and near the original Aspect chambers, a gathering area sprouted up for the young dragons of all flights.







While numerous spaces built by the titan-forged bear their patrons' distinctive, ordered architecture, the places established by our drakonid reflect the regal aspects of our draconic culture. Guided by the will of their Aspects, the drakonid of each flight built many impressive structures across the Dragon Isles. Each of their monumental labors is majestic in its own right. However, it became widely accepted among the flights that their creations paled in comparison to Thaldraszus.



Exploring the cultures of the Dragon Isles

KEEPERS *of* TIME

Thaldraszus

Tyrhold sits in a place of high honor on the Dragon Isles. Its namesake, Tyr, was the only titanic keeper who rose up and helped our Aspects in defeating Galakrond, though it came at great sacrifice to himself.



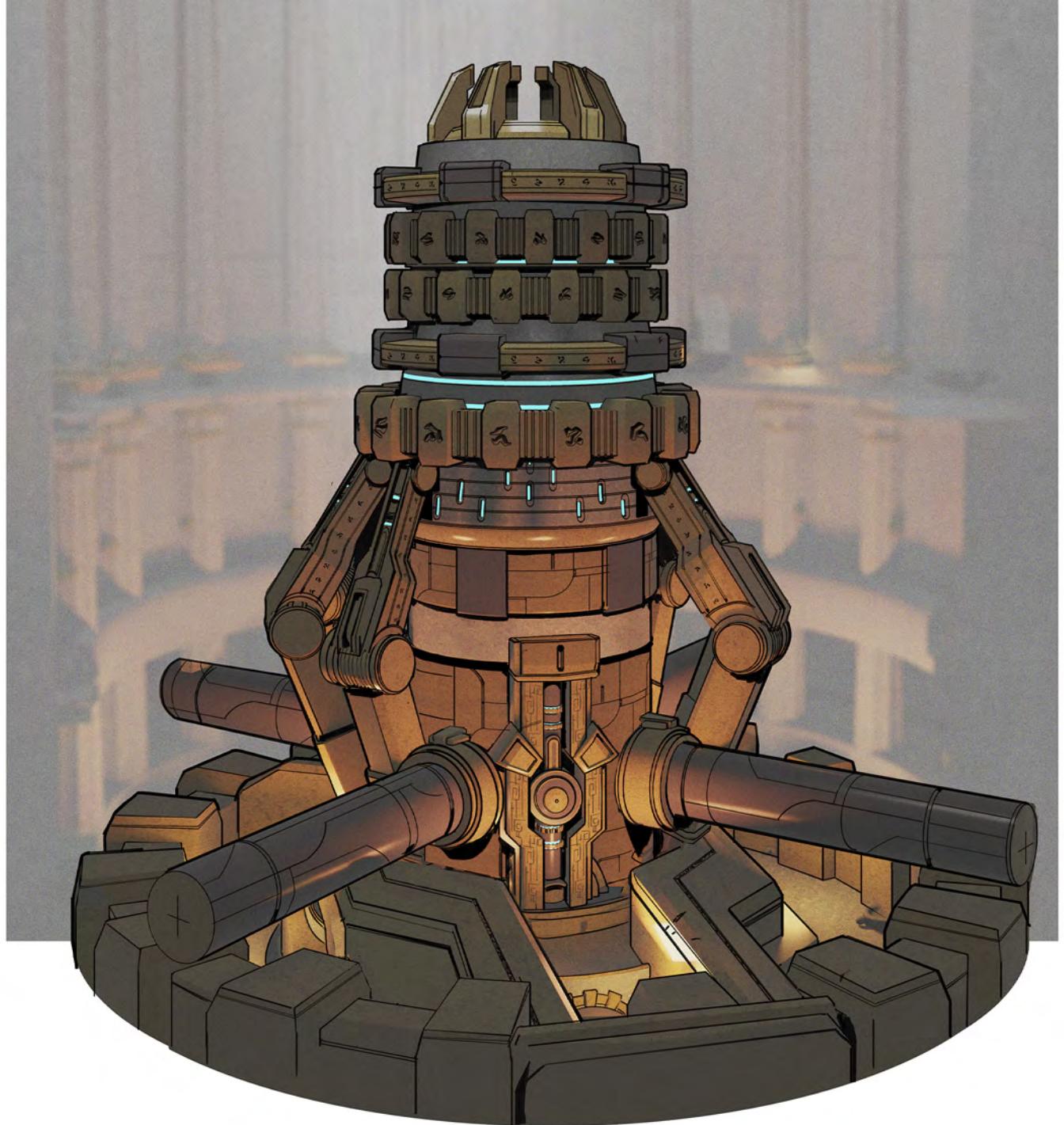
After healing from his grave injuries, Tyr's request to build Tyrhold was our first chance to honor all he had done for Azeroth and for our empowerment. What the titan-forged built is more than ceremonial. As with Ulduar, Uldum, and most titan machinery, what is seen above is but a fraction of what lies below.







Within the lower levels of Tyrhold lie the Halls of Infusion. Designed by the titan-forged, this structure is lined with countless rooms and hidden chambers, most playing a part in the evolutionary machine that empowered proto-drakes to become the five dragonflights of the modern world. Yet not all chambers found within Tyrhold were focused on this main purpose. Many places inside the spiraling architecture were also devoted to maintenance of the titan-forged caretakers who tend to the facility.





"We are Aspects. We are not simply dragons with different skills and more power. We were changed when the titans gave us our abilities. We must think and act and fight as one. United. Share the essence of what it truly means to be each Aspect."

NOZDORMU THE TIMELESS ONE





The grand design of Tyrhold was second only to the natural splendor that flows beneath it, the nurturing waters of the Wellspring of Eternity. The foundations of this monumental facility channel the flow of the Wellspring through aqueducts connected to the Life Pools of the red dragonflight. From those pools, eggs of all flights are infused with the strength needed to one day protect Azeroth as Tyr had intended.



Exploring the cultures of the Dragon Isles

DRAGONKIND

Chapter VI

Many of our young inquire about the origins of our devoted dragonspawn.

In the early ages of our vigil over Azeroth, needs both great and small were identified among the dragonflights. Our new sisters and brothers

were summoned by the Aspects to fulfill these growing duties.

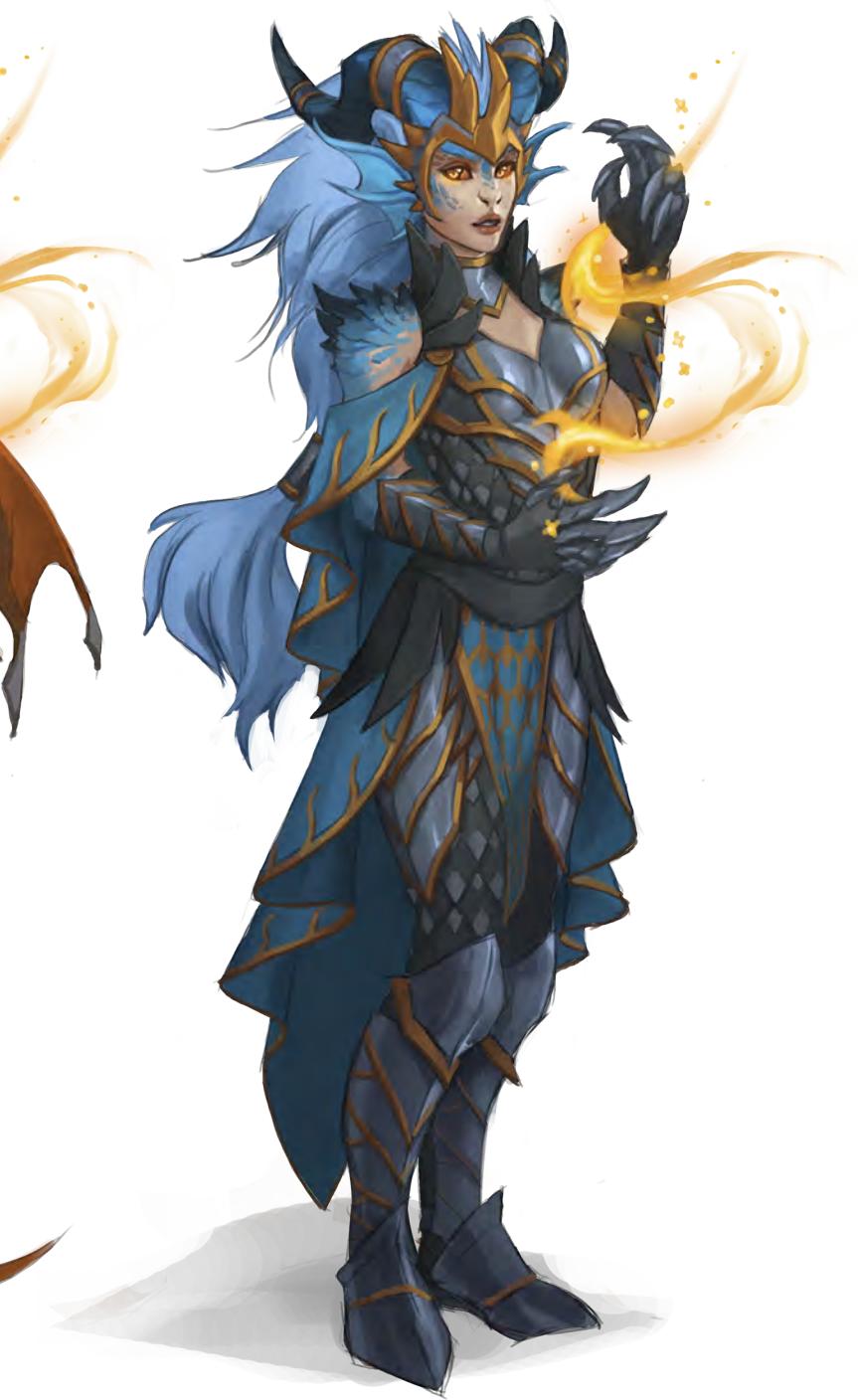
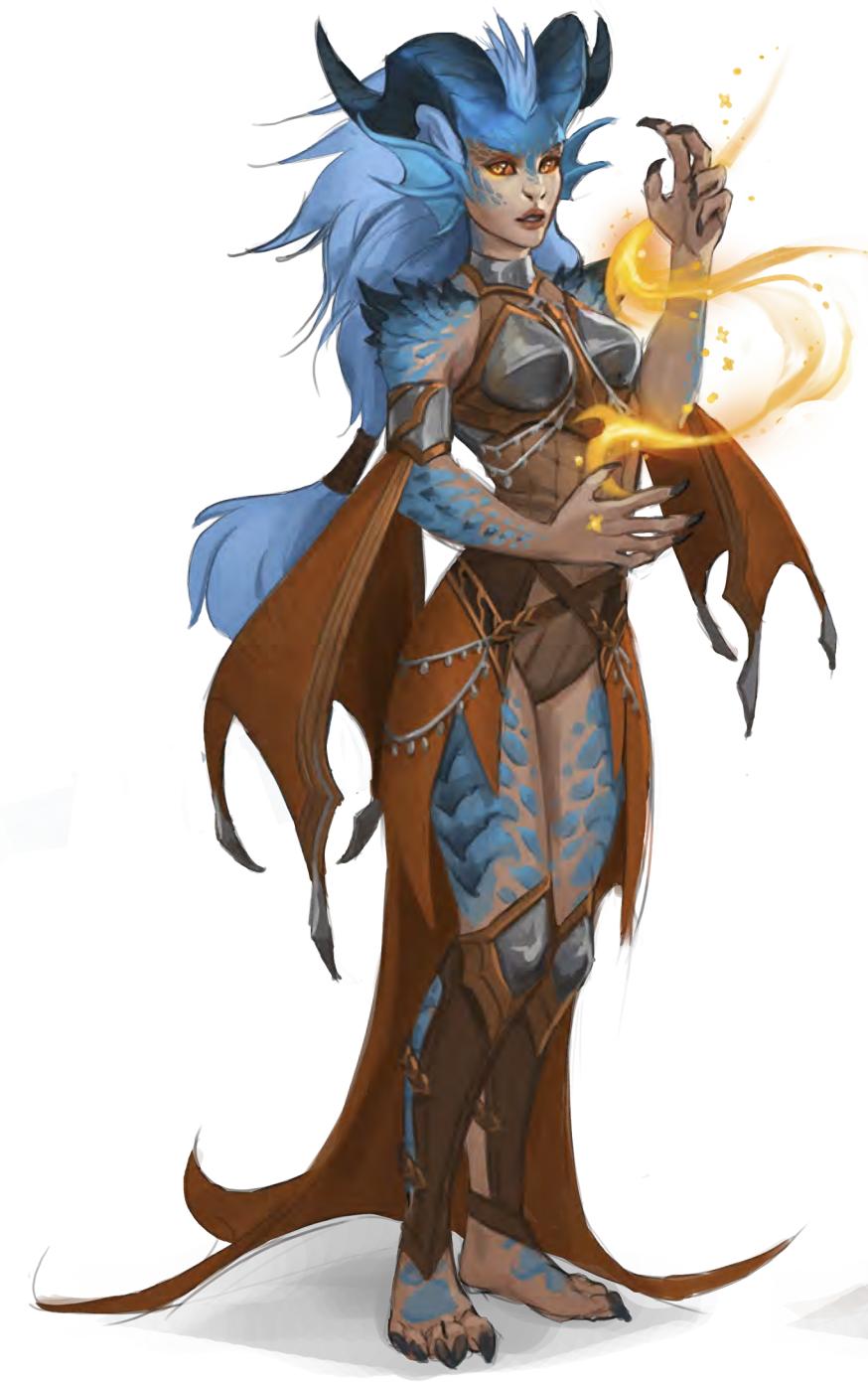
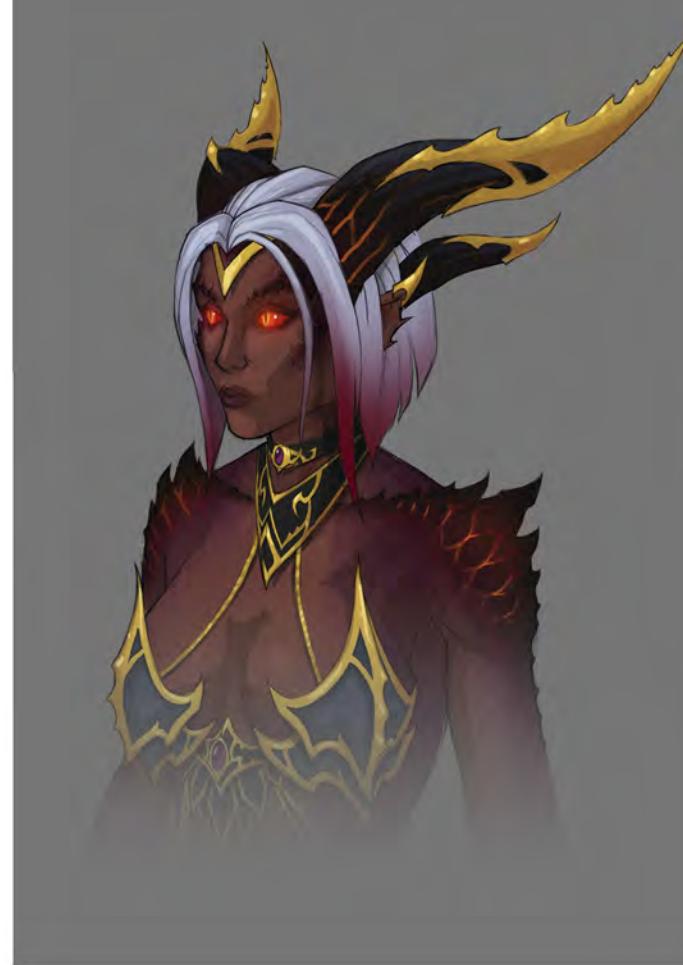
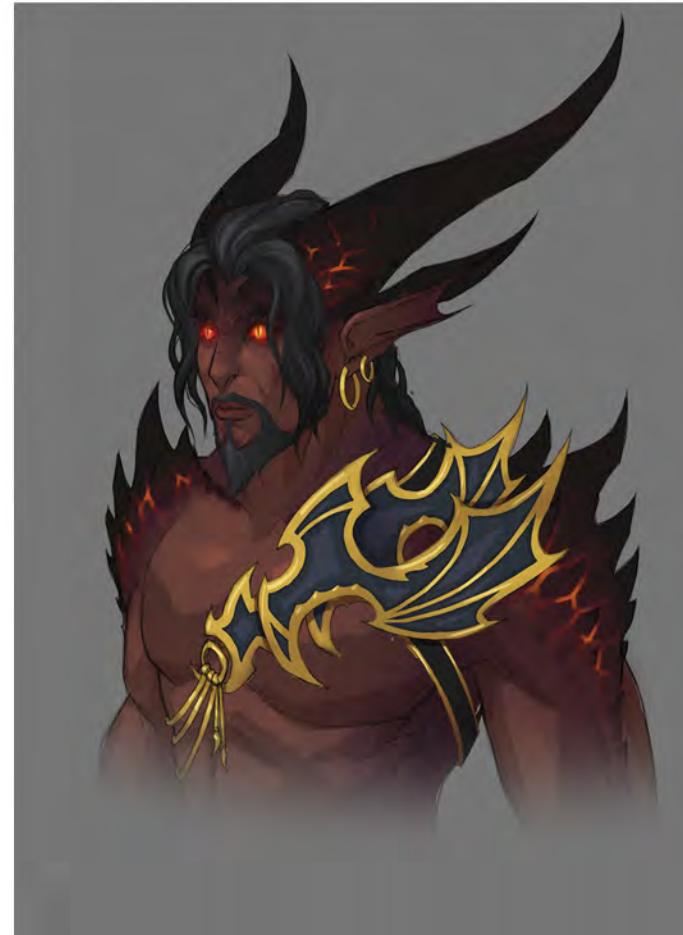


The dragonspawn experienced many early setbacks, but this has changed over the ages since they first appeared among us. Throughout their long years of service in protecting us and our sacred places, the dragonspawn obtained blessings from us in return. Regardless, the dragonspawn have become as important to our way of life as our very wings.

Where the dragonspawn were called into creation by our beloved Aspects, it was unlike the origins of the drakonid. When the Broodlands were young, a primordial reptilian race known as the tarasek thrived across the lands. These highly adaptive creatures soon rose as peerless hunters, ones able to channel the elemental energies abundant throughout our home. The Aspects bestowed a great honor on these beings and elevated them into the ubiquitous drakonid of today. Much like the changes that took place across the millennia to follow, new methods with varying degrees of success were devised to re-create the drakonid of our flight..









Drakonid artisans crafted every piece of architecture throughout the Dragon Isles, and our temples, terraces, and training grounds bear the influence of our titanic patrons. What the drakonid built was intended to withstand the assaults of the elements and time itself, and will no doubt remain in pristine condition awaiting our return. One of the places we are most eagerly wishing to see is the largest settlement of Thaldraszus: the city of Valdrakken.

At its apex, the massive site was a source of pride for its drakonid designers. Valdrakken was to be a haven shared by all dragonflights. Its natural splendor—including the grand cascading waterfalls and towering craggy mountains—nearly pales in comparison before the colossal archways, ornate bridges, and austere outposts. Its many manicured walkways were once lined with the tents of countless craftsmen offering their unique trinkets, regardless of flight. What we considered a trifle then would be considered priceless now.



“Many believe the fierce fearlessness of drakonid originates from harsh martial regimens. In truth, it is our architectural training that can be thanked for that.”

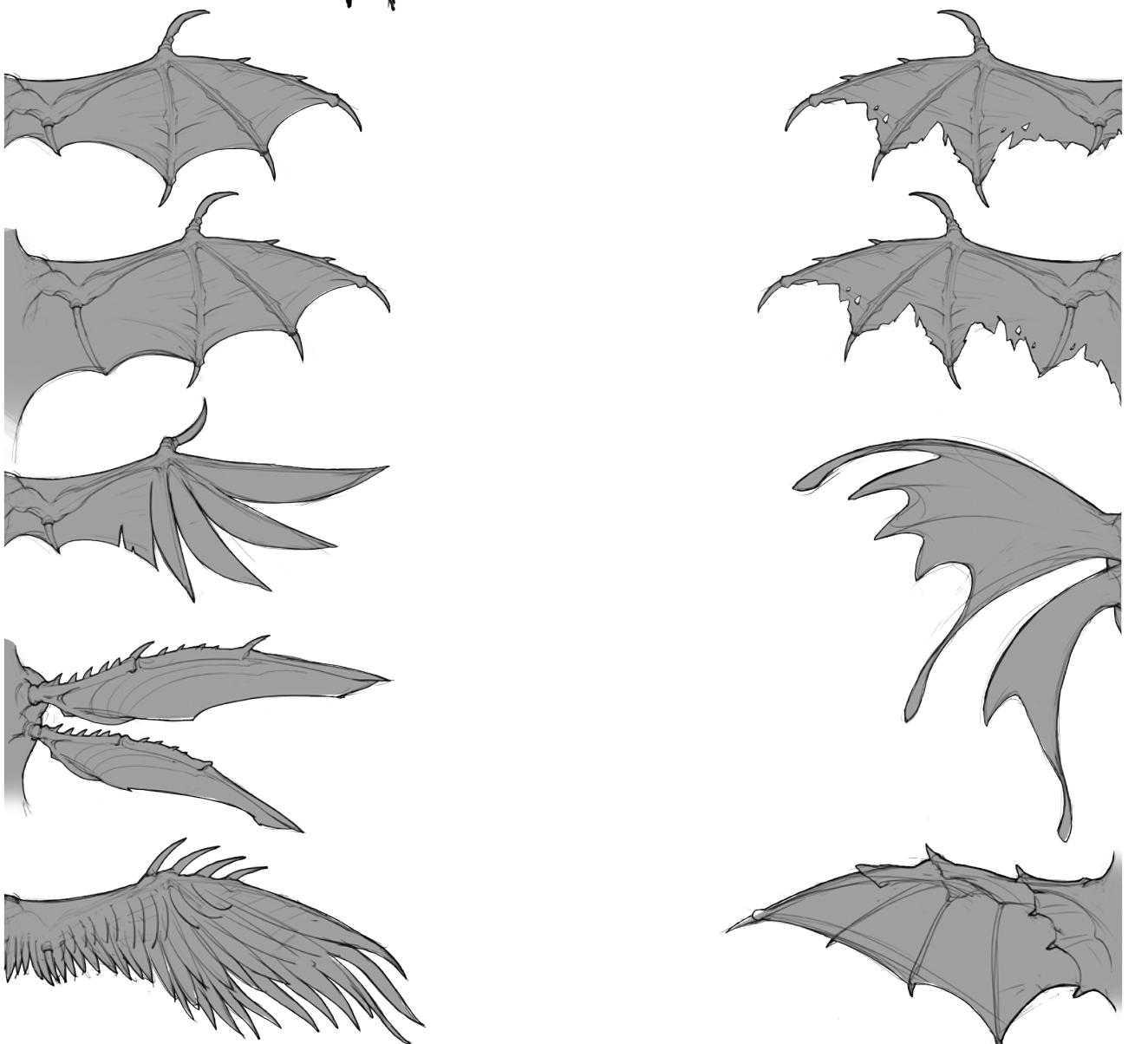
HISTORIAN MA’DI





Neltharion the Earth-Warder ever sought to unlock the potential of dragonkind. Through his unceasing experimentation, the Aspect believed that the greatest promise of dragonkind lay in unity of titanic purposes and the best draconic traits—seeking strength in new combinations rather than adhering to traditional bloodlines.

As tensions rose between the dragons and the Primalists, Neltharion argued that war was inevitable.



Though Alexstrasza and the other Aspects disagreed, the Earth-Warder was said to have retreated to his citadel, determined to produce a military force capable of protecting the authority of the dragons.

Whether anything came of his experiments is unknown. Since no evidence was found of them, it would seem anything crafted by his hand took its place among the other mysteries lost to time.

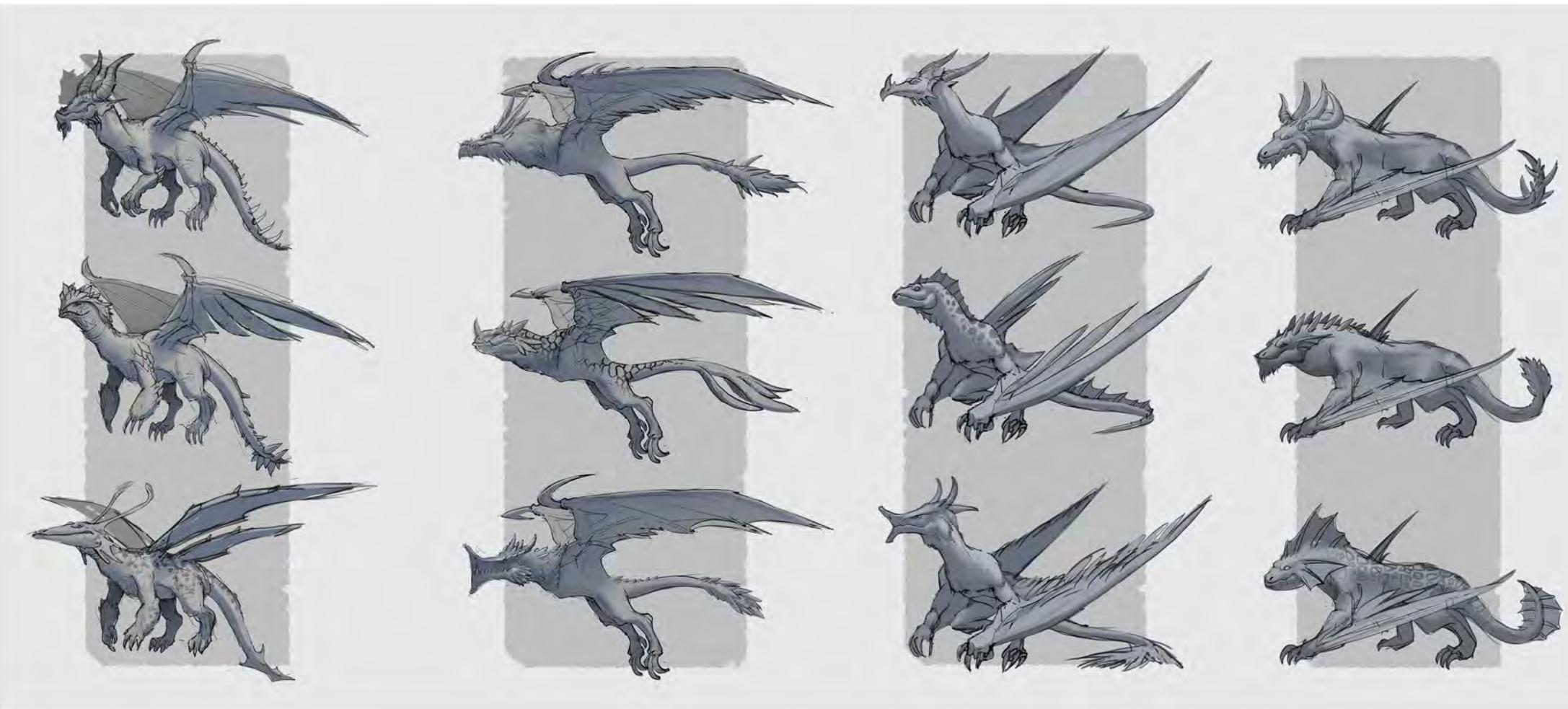


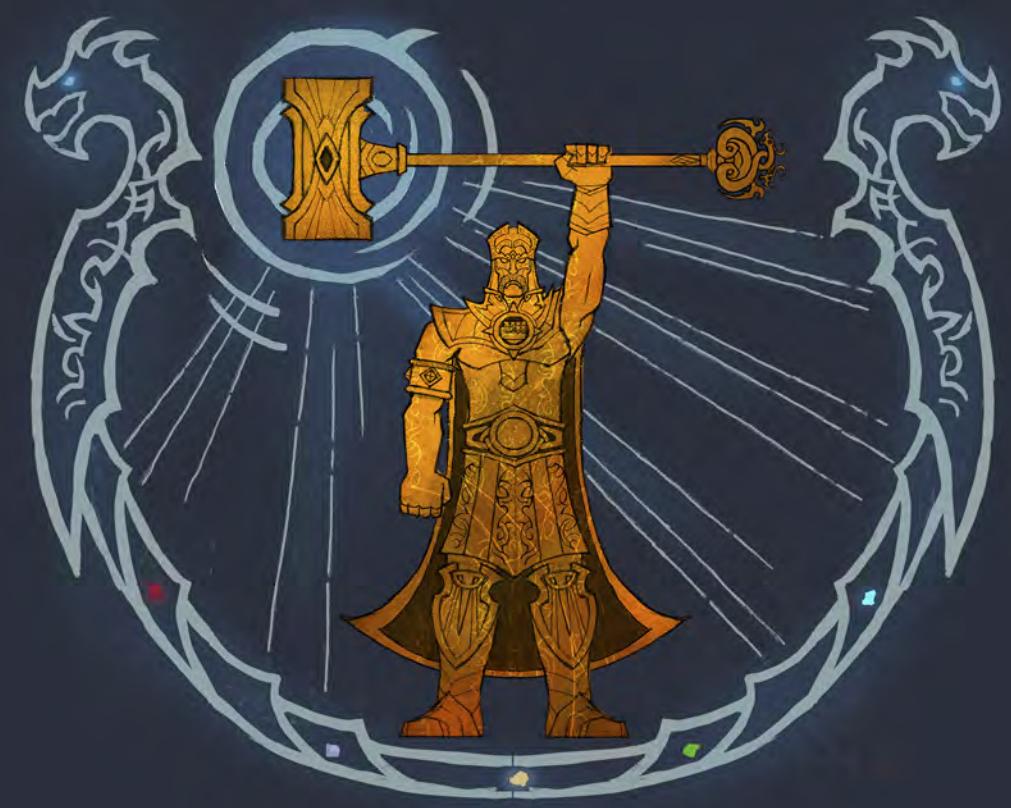


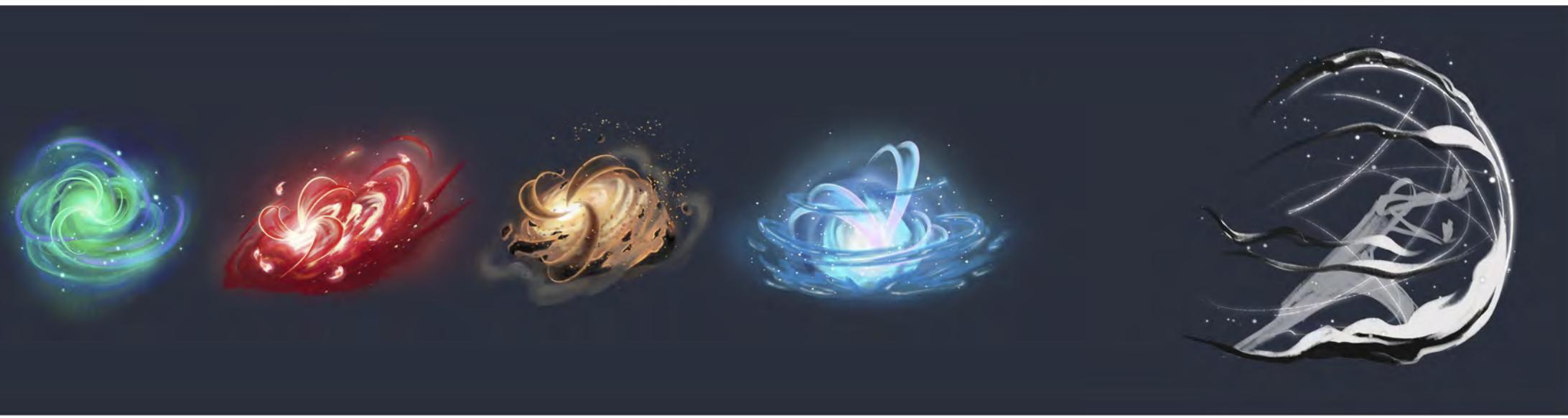
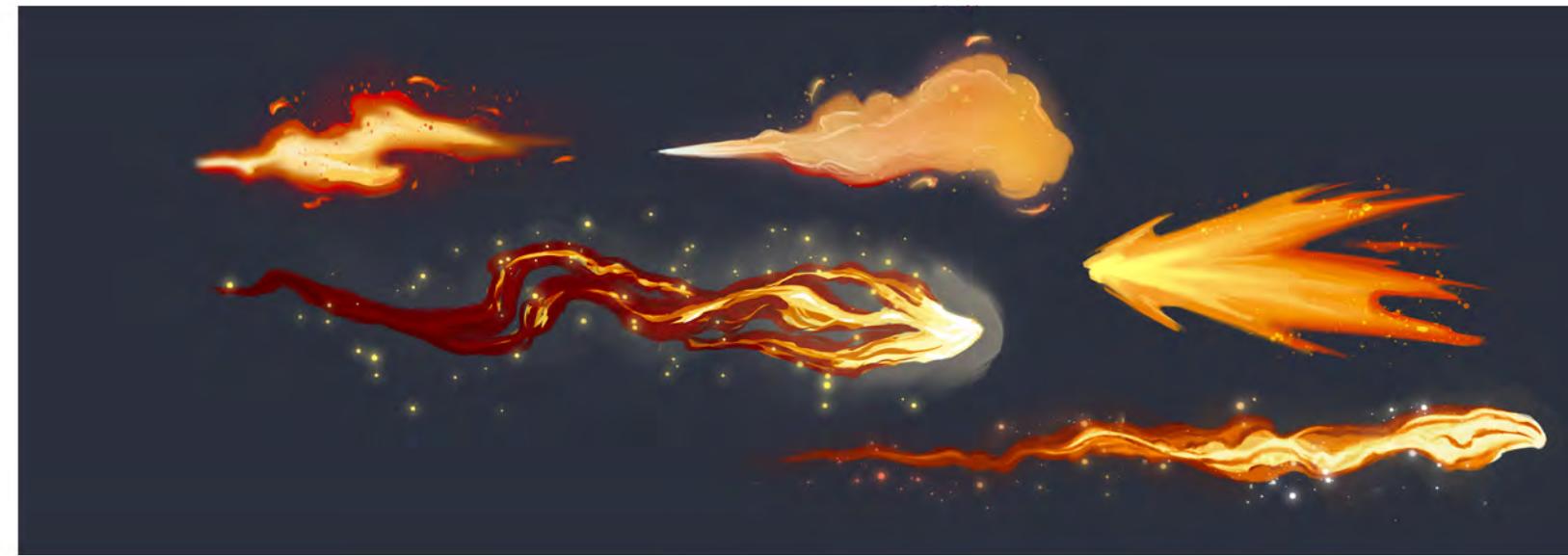


The term *proto-dragon* isn't our own, but rather a convenient shorthand coined by the mortal races. The classification is commonly used by our people to remind us of our past while also keeping these beings separate from who we are today.

Before the Pantheon of Order imparted their titanic might upon our Aspects, our ancestors emerged from ancient, elemental origins. The proto-dragons we still see today maintain a measure of their elemental nature even in corporeal form, their bodies hiding an array of strengths and abilities that draw upon the elemental, though their spirits are drawn from the old world itself.

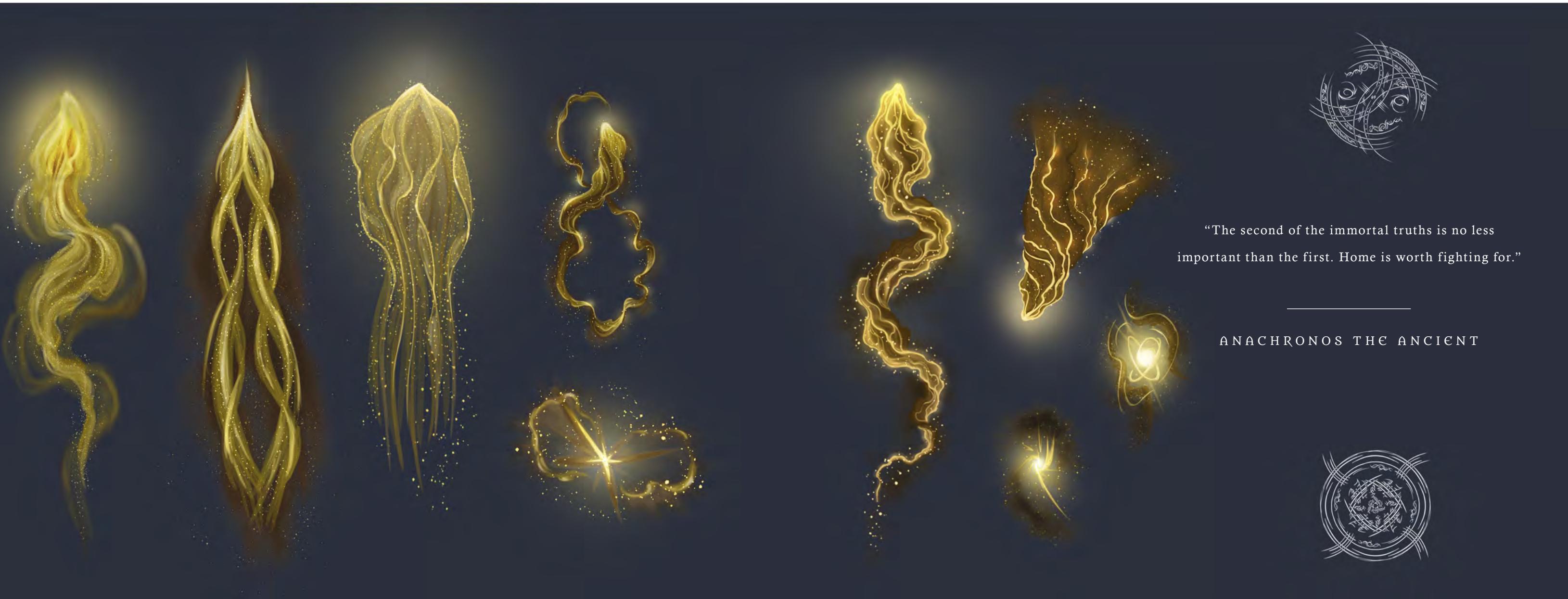






“The various proto-dragon species had a wide array of strengths and abilities. Some were gigantic winged beings of incredible fortitude, their spirits tied to the world itself. Others had unknowingly tapped into the latent elemental energies that permeated the newly ordered world.”

NORGANNON
KEEPER OF CELESTIAL
MAGICS AND LORÉ



“The second of the immortal truths is no less important than the first. Home is worth fighting for.”

ANACHRONOS THE ANCIENT

When our Aspects sacrificed the last of their titanic powers to defeat Deathwing, their remaining children and allies retained their draconic abilities—though it never felt the same as before. As Azeroth herself beckons us to return home to the Dragon Isles, the numbness we had acclimated to has suddenly flared with life anew.

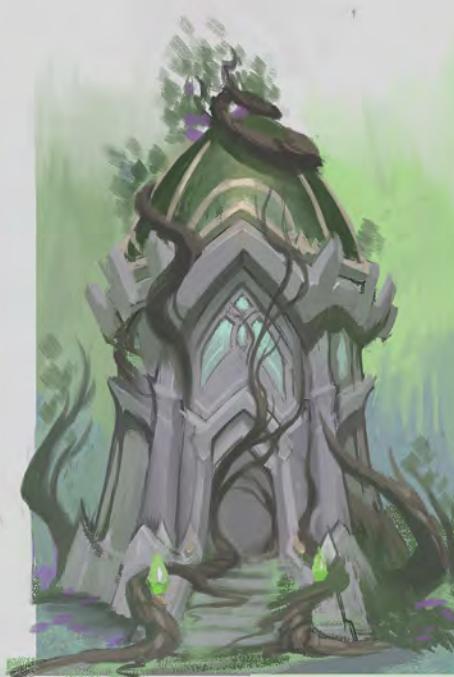
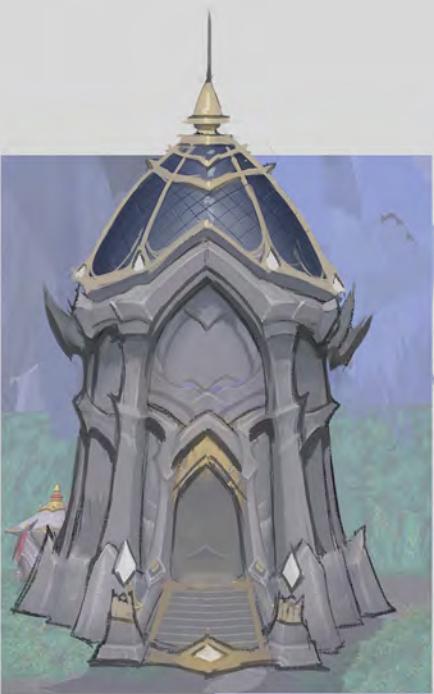
While I am as eager as every dragon alive to return home at this precise moment, there are obstacles that still remain in our path.



Azeroth may be ready for the return of draconic stewardship, but without our titanic gifts, our power would seem toothless. With the titans binding Sargeras in the Seat of the Pantheon and our champion Tyr long fallen, the reinstatement of the Aspects must be our foremost goal. The restoration of the oathstones may be our last and best hope to reclaim our station as caretakers of this world.







“For Azeroth, at least, the time of dragons has not passed. For her, it never ended.”

NOZARI & ANDORMU
CO-LEADERS
KEEPERS OF TIME





CR€DITS

W R I T € R

Sean Copeland

S P E C I A L T H A N K S

World of Warcraft Team

Creative Services

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Katherine Bankson

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Steve Danuser

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