

World Of Warcraft Chronicle Volume 2 World Of Warcraft Chronicle

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The Art of Mass Effect: Andromeda - Bioware
2017-03-21

The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with its memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's *The Art of Mass Effect Andromeda*-featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

World of Warcraft: Grimoire of the Shadowlands and Beyond - Copeland 2021-07-14

The afterlives await in this sprawling compendium, lovingly crafted by the World of Warcraft game team and official Blizzard Entertainment historian Sean Copeland. What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the afterlives. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never glimpsed by mortal eyes, a stunning fold-out map, and fresh secrets straight from the game team, *Grimoire of the Shadowlands and Beyond* is made to be treasured for eternity. In his authorial debut,

Blizzard Entertainment historian Sean Copeland opens the vaults of both World of Warcraft and his years of hidden knowledge for all curious souls.

World of Warcraft Atlas - Brady Games 2005
BradyGames' World of WarCraft Atlas includes the following: Complete resource detailing each area of this expansive MMORPG. Maps are provided for every area including all regions and major cities. Each illustration shows critical locations and characters such as NPCs, enemies, mobs, shops, merchants, flight points, entry and exit points from regions and where they lead. As an added bonus, cross-referenced indices of all information are also provided for ease of use. Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

The Cinematic Art of World of Warcraft - Blizzard Entertainment 2012-10-16

Gaming fans have been waiting for this reprint of *The Wrath of the Lich King*, with cinematic art from World of Warcraft that offers a rare, behind-the-scenes look for collectors. Fans can experience Northrend's icy steppes and uncharted mountains through the art and imagination of the creative team behind this epic game.

World of Warcraft - Dorling Kindersley (corp)
2013

Enter and explore the World of Warcraft with this ultimate visual guide *World of Warcraft: The Ultimate Visual Guide* reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

See the World of Warcraft in never-before-seen detail. Discover the world's in-depth history in the Chronicles of Azeroth section, explore the back stories of key heroes and villains such as Varian Wrynn and Thrall and uncover fascinating facts about key locations such as Orgimmar. Behind the scenes information on the making of the World of Warcraft, its community and its future will satisfy the most inquisitive fan. Reveals stunning visuals drawn from Blizzard's games, publications and trailers and images from DC Comics' World of Warcraft comic book series. An unmissable up-to-date companion for both die-hard fans and newcomers to the World of Warcraft.

Overwatch: Anthology - BLIZZARD ENTERTAINMENT 2017-10-10

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!

- Reveals backstories and new details about Overwatch's heroes.
- Essential companion to the international best-selling game Overwatch!
- Overwatch has won 100+ Game of the Year awards!
- Overwatch is a global phenomenon with 30 million players!
- Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

WORLD OF WARCRAFT - K. K. Kowling 2016-12-31

We present 25 warcraft coloring pages to calm yourself down and make you relaxed. K. K. Kowling is author of many best seling coloring books.

The World of Warcraft Pop-Up Book - Robert Brooks 2019-10-15

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen before! Built by

best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop- Up Book brings the bmost well-loved locations of Warcraft to life, from the classic faction hubs of Orgrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and even the new capital cities of Kul Tiras and Zandalar! Each page unfolds into an eye-popping treat, showing depicting iconic locationssites inwith brand-new art and interactive piecesways that you've never seen before. Unfold each individual spread to form a map of Azeroth!

World of Warcraft: Wolfheart - Richard A. Knaak 2012-05-29

Night elf high priestess Tyrande Whisperwind receives a vision about a reluctant human king of Stormwind, who resists an alliance with the worgen to combat the warchief Garrosh Hellscream.

World of Warcraft Chronicle - Blizzard 2017-03-14

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

World of Warcraft Chronicle - BLIZZARD ENTERTAINMENT 2018-03-27

Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

World of Warcraft: War Crimes - Christie Golden 2014-05-06

The national bestseller and direct tie-in to the new game expansion pack Warlords of Draenor—a thrilling novel set in the universe of the record-breaking, internationally bestselling video game World of Warcraft! The brutal siege of Orgrimmar is over. Alliance and Horde forces have stripped Garrosh Hellscream, one of the

most reviled figures on Azeroth, of his title as warchief. His thirst for conquest devastated cities, nearly tore the Horde apart, and destroyed countless lives. Now, on the legendary continent of Pandaria, he will stand trial for his transgressions. Renowned leaders from across the world have gathered to witness this historic event. As the trial unfolds, agents of the bronze dragonflight present shocking visions of Garrosh's atrocities. For many of those in attendance, these glimpses into history force them to relive painful memories and even question their own innocence or guilt. For others, the chilling details stoke the flames of their hatred. Unbeknownst to anyone, shadowy forces are at work on Azeroth, threatening not only the court's ability to mete out justice...but also the lives of everyone at the trial. © 2015 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the US and/or other countries.

Shadows Rising (World of Warcraft: Shadowlands) - Madeleine Roux 2020-07-14
An all-new official prequel novel to Shadowlands, the next expansion for Blizzard Entertainment's legendary online game World of Warcraft "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysstra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover

the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

World of Warcraft: Exploring Azeroth - Sean Copeland 2022

Join famed hunter Rexxar, his animal companions, and Horde Ambassador Zekhan as they make the perilous journey across the lush and vivid reaches of Kalimdor to learn the secrets of the realm. Leave no stone unturned and no tracks unfollowed as Rexxar and Zekhan reveal lore, insights, equipment, and breathtaking landscapes from the ramparts of Orgrimmar to the golden plains of Mulgore to the wilds of Un'Goro Crater—and share one final kindness with a friend along the way. Featuring stunning, immersive artwork and new insights crafted by Blizzard's own loremaster, Sean Copeland, *Exploring Azeroth: Kalimdor* is your next step in a remarkable journey across Azeroth.

World of Warcraft: Chronicle - BLIZZARD ENTERTAINMENT 2016-03-15

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

World of Warcraft: Vol'jin: Shadows of the Horde - Michael A. Stackpole 2014-04-29

Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war

erupts between the Horde and Alliance and threatens to consume both factions.

Sylvanas (World of Warcraft) - Christie Golden 2022-03-29

NATIONAL BESTSELLER • The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

World of Warcraft: Chronicle Volume 1 -

BLIZZARD ENTERTAINMENT 2016-03-15

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

The Art of World of Warcraft - . Blizzard Entertainment 2015-06-16

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, *The Art of World of Warcraft* celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, *Warlords of Draenor*, *The Art of World of Warcraft* will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

World of Warcraft: Night of the Dragon -

Richard A. Knaak 2008-11-18

Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

World of Warcraft - Christie Golden 2020-10-20

For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected...and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains

countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Spymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard Entertainment writer Christie Golden, *Exploring Azeroth: The Eastern Kingdoms* is your first step on a truly remarkable journey across the beloved lands of Azeroth

World of Warcraft - Walter Simonson

2018-06-15

When two men claim a single throne, can a Kingdom be saved? The warrior Lo'Gosh shares both the face and memories of Varian Wrynn--but clearly only one man can wear the crown. With the help of old friends Broll and Valeera, and new allies like Thargas Anvilmar, Lo'Gosh is determined to wrest control from the hands of this impostor. But is Varian really his enemy? Walter Simonson, Jon Buran and Mike Bowden discover the truth in *WORLD OF WARCRAFT Book Two*.

[WarCraft Archive](#) - Richard A. Knaak 2006-10-24

A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, Day of the Dragon, Lord of the Clans, The Last Guardian, and Blood and Honor. Original. 25,000 first printing.

Killers of the Flower Moon - David Grann

2017-04-18

NATIONAL BOOK AWARD FINALIST • NATIONAL BESTSELLER • A twisting, haunting true-life murder mystery about one of the most monstrous crimes in American history, from the author of *The Lost City of Z*. In the 1920s, the richest people per capita in the world were members of the Osage Nation in Oklahoma. After oil was discovered beneath their land, the Osage rode in chauffeured automobiles, built mansions, and sent their children to study in Europe. Then, one by one, the Osage began to be killed off. The family of an Osage woman, Mollie Burkhart, became a prime target. One of

her relatives was shot. Another was poisoned. And it was just the beginning, as more and more Osage were dying under mysterious circumstances, and many of those who dared to investigate the killings were themselves murdered. As the death toll rose, the newly created FBI took up the case, and the young director, J. Edgar Hoover, turned to a former Texas Ranger named Tom White to try to unravel the mystery. White put together an undercover team, including a Native American agent who infiltrated the region, and together with the Osage began to expose one of the most chilling conspiracies in American history. Look for David Grann's new book, *The Wager*, coming in April 2023!

Warcraft Legends - Richard Knaak 2016-11

"Based on the bestselling video game"--Page 4 of cover.

World of Warcraft: Folk & Fairy Tales of Azeroth - Steve Danuser 2021-04-14

Monsters, mystery, and magic abound in this stunning, illustrated collection of original fairy tales from the World of Warcraft universe, as told by an all-star cast of bestselling, award-winning storytellers. The power of stories is felt and known in every corner of Azeroth. From the windswept fields of the Eastern Kingdoms to the bustling city of Gadgetzan, differences were bridged by common tales of average people overcoming incredible odds. Lessons learned from cautionary tales tempered many brave heroes and brought them safely home, while stories of adventure spurred history's most remarkable actors to greatness. Now you too can settle in, lay down your armor, and listen to the wondrous tales of adventure and peril in the Folk and Fairy Tales of Azeroth. Brimming with gorgeous artwork and twelve inspired stories crafted by fantasy's brightest authors including Garth Nix, Catherynne M. Valente, Kami Garcia, and more, this enchanting anthology brings new voices, new meaning, and new wonder to World of Warcraft.

[World of Warcraft: Dawn of the Aspects](#) -

Richard A. Knaak 2013-11-19

"Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

The Cinematic Art of World of Warcraft -

Greg Solano 2019-10-15

With never-before-seen concept art and accounts

of the creative and technical process, this is the definitive visual gallery of how countless artists brought the world of Azeroth to life in incredible detail and motion.

World of Warcraft: Legion Hardcover Blank Sketchbook - . Blizzard Entertainment
2016-05-17

From Blizzard Entertainment, the gaming powerhouse behind Warcraft®, Diablo®, and Starcraft®, a deluxe illustrated sketchbook inspired by the celebrated art of the classic role-playing game series, World of Warcraft. From Azeroth to the frozen kingdom of the Lich King and the savage jungles of war-torn Draenor, Blizzard Entertainment's World of Warcraft has transported millions of players into an epic fantasy universe. Full of humor, adventure and brutal conflict, the game is beloved by fans for its immersive gameplay and colorful, highly stylized visuals. This deluxe blank sketchbook spotlights some of the most impressive artwork created for World of Warcraft and invites fans to partake in the spirit of the series by creating their own works of art on over 170 blank pages. Copyright © 2015 Blizzard Entertainment, Inc. All rights reserved. Warcraft, World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment in the U.S. and/or other countries.

World of Warcraft - Walter Simonson 2008

Lo'Gosh, a man with no memory, uses his well-developed fighting skills to face multiple enemies as he and his unlikely allies, Broll Bearmantle and Valeera Sanguinar, attempt to discover the secrets of his past.

The Art of Fallout 4 - Various 2015-12-08

Bethesda Game Studios, the award-winning creators of Fallout® 3 and The Elder Scrolls V: Skyrim®, welcome you to the world of Fallout® 4 - their most ambitious game ever, and the next generation of open-world gaming. The Art of Fallout 4 is a must-have collectible for fans and a trusty companion for every Wasteland wanderer. Featuring never-before-seen designs and concept art from the game's dynamic environments, iconic characters, detailed weapons, and more -- along with commentary from the developers themselves.

World of Warcraft: Beyond the Dark Portal - Aaron Rosenberg 2008-06-24

The aging orc shaman Ner'zhul has seized

control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

World of Warcraft: Thrall: Twilight of the Aspects - Christie Golden 2012-02-28

The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

World of Warcraft, Before the Storm - Christie Golden 2018-06

For fantasy readers and fans of World of Warcraft, the highest-grossing game of all time, comes an official tie-in novel. Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the devastating war with the demonic Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of Azeroth.

World of Warcraft Chronicle Volume 2 - BLIZZARD ENTERTAINMENT 2017-03-14

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this striking tome is sure to please all fans--casual and collector alike.

World of Warcraft Ultimate Visual Guide - Kathleen Pleet 2016-05-02

Enter and explore the World of Warcraft with

this ultimate visual guide World of Warcraft: The Ultimate Visual Guide reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

World of Warcraft Vol. 3 - Louise Simonson
2011-04-05

The third graphic novel based on the world's most popular massively multiplayer online game, with over 9 million players worldwide! The adventure continues! King Varian and his companions attempt to heal the rift between Horde and Alliance by seeking out help from ogre leader Thrall. Garona, the assassin who drove these factions apart by killing Varian's father, is back and still under the spell which made her kill King Llane. King Varian must also contend with the evil group Twilight's Hammer, which is under the power of the sinister "The Master."

World of Warcraft - Chelsea Monroe-Cassel
2017-01-17

New York Times-Bestselling Author: Prepare a feast fit for a warchief with this official cookbook inspired by Blizzard Entertainment's hit online game. Presenting delicacies favored by the Horde and the Alliance alike, this authorized cookbook teaches apprentice chefs how to conjure up a menu of food and drink from across the realm of Azeroth. Featuring food pairings for each dish, ideas for creating your own Azerothian feasts, and tips on adapting meals to specific diets, this otherworldly culinary guide offers something for everyone. The aromatic Spiced Blossom Soup is perfect for plant-loving druids, and orcs will go berserk for the fall-off-the-bone Beer-Basted Boar Ribs. With alternatives to the more obscure ingredients—just in case you don't have Chimaerok Chops lying around—this comprehensive cookbook will ensure that you have no trouble staying Well Fed. Each chapter features dishes at a variety of skill levels for a total of more than one hundred easy-to-follow recipes for food and brews, including: Ancient Pandaren Spices Fel Eggs and Ham Mulgore Spice Bread Dragonbreath Chili Graccu's Homemade Meat Pie Bloodberry Tart Greatfather's Winter Ale Whether you're cooking for two or revitalizing your raid group for a late-night dungeon run, World of Warcraft: The Official Cookbook brings the flavors of Azeroth

to life. "The cookbook instilled in me not only a love for the craft of cooking, but a newfound love for the game." —PC Gamer

The Art of Overwatch - Blizzard 2017-10-24

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. · Never-before-seen artwork! · Essential companion to the international best-selling game Overwatch! · Introduction and commentary provided by the game's development team! · Overwatch is a global phenomenon with 30 million players! · Produced in close partnership with Blizzard Entertainment! · Behind-the-scenes look at your favorite characters! · Overwatch creation revealed!

World of Warcraft: Chronicles of War - Christie Golden 2010-12-07

Over the eons, an endless struggle between the forces of order and chaos has shaped the world of Azeroth and its inhabitants. The orcish Horde's violent invasion of the Eastern Kingdoms stands as one of history's most tumultuous periods. Through the Burning Legion's demonic machinations, the once-noble orcs were transformed into a nearly unstoppable foe and let loose upon Azeroth's unsuspecting denizens. Yet even in the face of the Horde's unparalleled fury, brave heroes risked everything to rise up in defense of the . . . Rise of the Horde: Before the savage orcs began their rampage across Azeroth, they were a proud shamanic race native to the world of Draenor. The cunning demon Kil'jaeden saw lethal potential in the clan-based orcs, and thus he set about molding them into the Horde—a single, brutal force driven by an all-consuming thirst for destruction. But the foul demonic magic that granted the Horde its immense strength began consuming the orcs from within, ultimately threatening to destroy everything that they once were. The Last Guardian: Long ago a group of magi known as the Council of Tirisfal was formed to fight a secret war against the sinister demons of the Burning Legion. To this end, the

council imbued a single champion with enormous power to act as the world's guardian. Medivh was one such Guardian of Tirisfal, and he was expected to be the greatest who had ever lived. Yet he was destined to follow a much darker path. From birth a mysterious evil had tainted the core of his being, and his subsequent struggle against the darkness within himself would precipitate the orcish Horde's invasion of Azeroth . . . and change the world forever. Tides of Darkness: During the First War, the orcish Horde laid waste to the once-great human kingdom of Stormwind. From the ashes of this terrible defeat, however, hope emerged. Anduin Lothar, Champion of Stormwind, rallied the survivors of his ruined homeland and valiantly led them to Lordaeron in the hopes of uniting the human nations into a mighty Alliance that could stand against the Horde and its ruthless

new leader, Orgrim Doomhammer. Yet as formidable as Lothar believed the Alliance would be, many humans feared that no force would ever be capable of stopping the Horde's merciless onslaught. Beyond the Dark Portal: In the aftermath of the Second War between orcs and humans, the Dark Portal, a gateway connecting Azeroth to Draenor, was destroyed. The orcs, however, did not abandon their lust for war. Led by the mysterious orc shaman Ner'zhul, a fresh wave of Horde fighters flooded into Azeroth. Even more unsettling was that small bands of orcs intent on something other than mere conquest began scouring Azeroth for powerful artifacts desired by their sinister leader. To counter the Horde's dark schemes, only one option remained for the Alliance: a suicide mission into the orcs' ruined homeworld of Draenor.