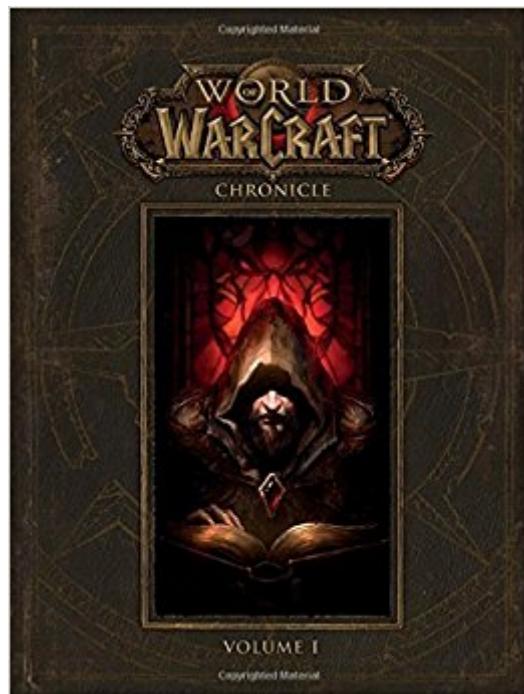


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# World Of Warcraft: Chronicle Volume 1



## Synopsis

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's 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.

## Book Information

Series: World of Warcraft

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## Customer Reviews

Best known for blockbuster hits including World of Warcraft® and the Warcraft®  
StarCraft® and Diablo® franchises, Blizzard Entertainment, Inc. ([www.blizzard.com](http://www.blizzard.com)), a division of Activision Blizzard (NASDAQ: ATVI), is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainment's track record includes eighteen #1 games\* and multiple Game of the Year awards. The company's online-gaming service, Battle.net®, is one of the largest in the world, with millions of active players.

This first chronicle details the history of the world up to about 40 years prior to the opening of the

Dark Portal. Having collected a number of the Warcraft art books released for the game expansions, I was pleased to find that the interior art of this particular book is largely handled by a singular, excellent artist named Peter C. Lee. Instead of the vignettes or concepts, it's usually a well composed scene which he is illustrating - honestly, this is the sort of high caliber art folks who collect the Middle Earth or A Song of Ice and Fire calendars would embrace. Lovely work on his part and not something we are usually treated to seeing. @165 pages, 25 paintings, 8 maps of pre- and post-Sundering of the known world, handful of drawings, quality hardbound with no slipcover.

This book is amazing. The quality is top notch and I am very happy with my decision to pre-order it. The cover is well designed and feels like a great quality binding. The pages are glossy and have some weight to them, it really looks like they took great care to make something of value here. There is A TON of backstory for the Warcraft lore and several highly detailed pictures are sprinkled throughout the pages to offer some visuals. If you are interested in Warcraft's back story and lore then I highly recommend purchasing this!

While I wasn't big into the lore of the game, I had played the game since it was an MMO. Recently at work(still productive) I started watching to YouTube lore heavy videos put out by Nobbel87 and more humorous, but sometimes lore inclusive videos by Taliesin & Evitel(they are my favorite and funny as hell). They both refer to the Chronicles, so I said...what the hell, why not?These books are awesome. They add substance to the game world and really give insight into the factions. Also, the cosmology is presented in an understandable way. Finally, if you are a table top roleplayer, these books would be an excellent resource for building your own world.The pages are thick and the books are put together very well. Well worth the money and a welcome addition to any fantasy library.

IÃƒÂ¢Ã  ¬Ã  ªve been a fan of Warcraft for a good part of my life, and throughout the years IÃƒÂ¢Ã  ¬Ã  ªve seen the lore stumble because of terrible choices driven by World of Warcraft, the popular game. Judging from Warcraft: Chronicle, it appears that Blizzard is at least trying to rectify plot holes and some weird lore choices.The entire book chronicles the beginning of the universe up until the events of the first warcraft game, and consolidates everything in a nice package while filling in all the loose ends and tying up the plot holes.Without spoiling it, there are major changes that Blizzard has made that completely change how the story began and how itÃƒÂ¢Ã  ¬Ã  ªs going to end. Sargeras, a character that is the driving force behind a lot of the

games, is shown for the first time. His motivations, which before have never been shared, are also elaborated on. Some people may come to hate Blizzard's decision, but at least we know what's behind his choices. Another great thing about the book is that there is a host of great artwork sprinkled throughout, depicting the Titans, the Elemental Lords, and ancient Azeroth. It's really well done, and a nice touch between the text. I give it a 5/5 because it's well written, well drawn, and accomplished what it set out to do. There are two other chronicles in the series, I think, and I look forward to reading Blizzard's revision and consolidation of more current events.

This book presents the history of Warcraft from mythic times right up to the opening of the first Dark Portal. The beginning is fascinating, being the creation narrative of the Warcraft universe. It was a little hard to follow for me after that, when it talks about Loken and minor Gods that are hard for me to conceptualize, but things pick right back up when you get to the trolls and the elves. This is a vitally important lore source that any serious Warcraft fan definitely should have in their collection.

Absolutely fantastic for anyone fan of Warcraft and its lore. This chronicle covers all the major events that happened in the Warcraft universe from the creation of the universe until right before the start of the games. You learn about the Titans, the founding of Azeroth, Sargeras' fall and the rise of the Burning Legion, the War of the Ancients, the Sundering, and many more pivotal events. Interspersed with all the info you get some great Blizzard art to go along with it. This book is great for anyone who plays WoW, because after reading about these momentous events you can login and go check out the places where they happened, or see the aftermath. I look forward to Volume 2.

As a World of Warcraft fan since its release in 2003, I have collected quite a number of WoW books but this one is the best of them all. Sleek hardcover design and perfect binding made this book worthy of any collections, even if you're not a WoW fan, this one would definitely look good just sitting in your bookcase. The contents were amazing and well-written, it simply tells you everything you need to know about the WoW lore in general. If this book was an item in WoW, I'm sure it would count as legendary quality. I'm definitely buying the next volume as soon as it comes out.

This book is PERFECTION! It gives an amazing history of the entire world, Old Gods, Cosmic forces, Realms of Existence, The Titans, Primordial Azeroth etc and the events up until 45 years prior to the Black Portal. Very good history, story telling and wonderful artwork. The binding seems

very solid, the hardcover and front cover are nice. Not too heavy and the pictures, maps and illustrations inside are exactly what any fan or any person would want! BUY THIS - anyone who gave it 4 stars doesn't know what they are talking about!

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