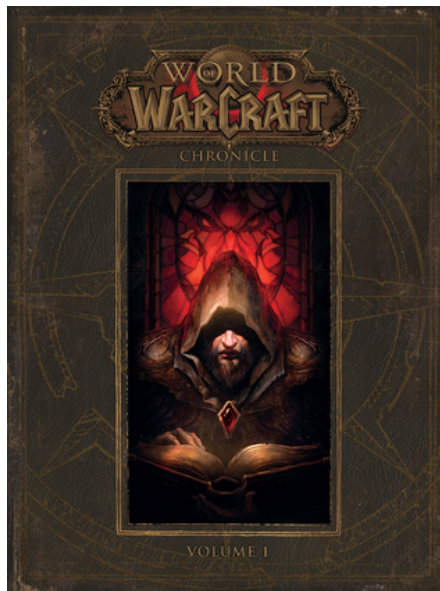




World of Warcraft Chronicle: Volume 1

Blizzard Entertainment

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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.

From the Hardcover edition.

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From Reader Review World of Warcraft Chronicle: Volume 1 for online ebook

Petra says

This is a great book for those interested in the world of Azeroth and its history. It maps the lore from the very beginning up until the opening of the Dark Portal. It is very detailed, but sometimes confusing, especially when narrating history of civilizations and races that players don't generally get to meet in the games. On the other hand, it does a very good job at putting together the pieces of information that players get from quests, giving it chronological order and making sense of it.

I generally don't follow any lore articles or videos on youtube, so I was really happy that I got answers to some questions, i.e. what is the difference between protodrakes and dragons, what happened with the Titans, what is the origin of the curse of flesh and more. I had known some bits and pieces, but didn't know how to connect them. This book was very helpful with that and I can't wait to read other volumes.

The only disappointment was the Czech translation. It wasn't bad, but I do wish they chose to do some things differently.

Kika says

No na to, že ja a Warcraft sa vôbec nepoznáme a bližšie sa už asi ani nepoznáme, to nebolo také zlé. :D

Keith Davis says

Thousands of articles and blogs have been written theorizing about the complicated backstory of World of Warcraft. Over the years information has trickled out through quest texts, cut scenes, and tie-in novels and comics. Every player who cares about this aspect of the game has their favorite theories about the Titans or the Burning Legion or the Well of Eternity, and how all the pieces fit together. Now Blizzard has put much of the speculation to rest by publishing an official account of Warcraft lore.

It is surprising that Blizzard would decide to make a book like this because it ties their hands to a certain extent. They clearly plan to release many more expansions, but if they want to introduce another unexplored continent to Azeroth or new races they will have to explain why information about those places and peoples were omitted from the Warcraft Chronicle.

Personally, I find the cosmology and history of Azeroth as much or more interesting than the actual game play. It kills me whenever my character enters one of the beautifully rendered libraries in the game and none of the books are clickable. Nothing to do but go kill a dozen bears and bring their pelts back to the local quest giver to build my rep. If you love the lore then you will enjoy this book. I should mention that there is nothing in the book that will help you play the game. If you want to improve your DPS or down a raid boss you can find those tips on YouTube.

Michele says

In 1994, gamers were first introduced to the Warcraft universe with Blizzard Entertainment's Warcraft: Orcs & Humans, a real-time strategy (RTS) game; however, it was on the tenth anniversary that World of Warcraft (also known as WoW) was released as a massive, multiplayer, online role-playing game (MMORPG). In the intervening years, several expansion sets have been released, with a sixth expansion announced last August and anticipated to drop later this autumn. As of late last year, a Forbes article reported that World of Warcraft had 5.5 million subscribers, a Guinness World Record achievement that marked World of Warcraft as the most popular MMORPG among subscribers. Spawning books, board games, trading cards, and comics over the past twenty years, the mythos of the Warcraft world set in Azeroth was in need of a definitive tome. Filling that gap is Dark Horse Books' World of Warcraft Chronicle Volume 1, which releases this week.

Epic is a word that could be used to described this first volume....Please read my entire review at Fanboy Comics: <http://www.fanboycomics.net/index.php...>

Irena says

Essential for understanding the WoW lore. A wonderful read <3

Holden Johnson says

Fantastic insight into the origins of Azeroth and the Warcraft universe. Well written and paced.

Jeremy says

It's an impressive tome covering the mythology, prehistory, and history of the Warcraft universe (with a solid focus on its most important setting, the world of Azeroth). The backstory of Warcraft has always been a rather tenuous and patchy tapestry made of multiple sources - the various video games (Warcraft I through III, followed by World of Warcraft) as well as several tie-in novels, anthologies, and graphical series. "Chronicle" is an attempt to basically bring all this information together into one place and tie it all together; creating a linear timeline and history for its fictional universe.

While this is done in a reference approach the narrative is clean and colorful, beginning with a background on the universe's fantasy cosmology and ending with the start of modern era of the story. All the high points are detailed clearly, all though not given the same breadth and scope as their companion material would (e.g. the War of the Ancients is explained in terms of its historical significance and a rough overview of events, but not to the same extensive details as the "War of the Ancients" trilogy of novels). Most important, at least to me, is an account of the universe's prehistory including the rise of the Titan Pantheon who serve as the Warcraft universe's creator demigods.

One element I feel needs to be covered, primarily for those with a strong interest in the Warcraft story, is the issue of the *retcon*." The term *retcon* generally means a development or change in a given story that forces the complete re-evaluation of previous information - in essence a retirement of previous continuity (which is where the term is derived). "Chronicle" does include a few smaller *retcons*, but mostly it is an expansion and refinement of existing story elements into a cohesive narrative. The expansion of scope, addition of detail, and creation of background is not itself a *retcon*.

Sorry for the professorial tone there, but as it is the book's most frequent criticism I felt it should be addressed. At the end of the day I consider "Chronicle" a great book, and a definite must-read for fans of the Warcraft universe.

Alex says

4.5 stars

There's something truly magical about Warcraft as a series. I think I can speak for many people when I say Azeroth often feels more like home than my actual home in real life. Experiencing this world on the daily basis and having so many fond memories of it, I do consider it a big part of my life at this point. As I read this book, I found myself going "ohhh, I get why that thing is there now!" or "I've seen that!" quite a few times, and it was great.

This book is the first volume of a lore series that summarizes the entire history of Warcraft. This volume in particular begins... well, at the very beginning. From the creation of Azeroth to the origins of the races we know and love, as well as the tremendously epic events that lead to the state of the world as we know it today.

As with any lorebook, I'd say there's no real point bothering with it unless you're legitimately passionate about World of Warcraft not just as a game, but as a universe. Just like someone probably wouldn't enjoy *The Silmarillion* unless they're a huge Tolkien enthusiast, I don't think this would be a particularly fun read for anyone who simply enjoys WoW in a more casual way without really thinking much about the backstory.

The only reason I'm not giving this a full five stars is because some parts of it were admittedly a bit too slow and dry even for me, and keep in mind this is coming from a major lore aficionado.

Excellent lore, gorgeous illustrations, and a must-have for anyone who would like to experience Warcraft's history in a perfectly chronological manner. I hope there will be a lot more volumes!

Jamie says

3.5 stars

I have mixed thoughts on this one. As a fan of Warcraft I found aspects in this, and the history it shares, that I really enjoyed. On the other hand, it was very technical and extremely bland in context. If it wasn't for the fact that the subject interested me so much, there is no way I would have plowed through this. There was no personality behind this at all. Very, very dry.

This is not a book to read if you are just curious about Warcraft. No. This is for the fans. If I had not played the games, read a couple of the books, etc. I would be a bit lost. This is not a novel. this is a history book, set

for a fantasy world. Mind you, a dull history book. Still the facts are interesting and the concepts did broaden the world created. As a fan, I was able to appreciate what it offers.

Now the artwork is another story! I wanted more than the few images provided! They are fantastic! It is one thing Blizzard never fails to deliver. They have some superb artists on their team!

I also recommend a print version of this book. The kindle ebook doesn't do the art and edging justice and if you read it on your PC it pulls that correctly, but the font is tiny! The print edition is just about right!

*I received a digital copy of this book in exchange for a fair, honest review.

Trang Tran (Bookidote) says

YASS Who thought World of Warcraft will save my day ?! LOL The stories are just so interesting. I've always loved The Blizzard Trailers for their stories and art. BUT THIS ONE OMG. <3 It's everything I've ever wanted!

Josip says

Extraordinary summary of events in world of Azeroth from creation up to the 1st game, accompanied by wonderful illustrations. Vast lore "compressed" in one (of 3) book, must read for all the fans of the Blizzard's masterpiece.

Alen Andri? says

Savršena knjiga ako želiš bolje upoznati warcraft pri?u.

belle ?(bookishlybelle) says

I am so nerdy oh my goodness
For the Horde!
Lok'Tar Ogar!
Meet me in Dalaran!

I promise I'm not nerdy!!!

(I am. I totally am.)

ANYWHOOO. This book was 100% awesome. But a small warning: it's not for the casual WoW player, or for someone who is looking for a traditional "story." In short, this is the history of Azeroth from the VERY beginning - literally before the universe was formed - and it goes DEEP. It is more a solid history book than

anything, but if that's what you want (it was what I wanted) then it is amazingly well done.

What I liked: It is EXTREMELY detailed. For me, who read this book as an almost everyday WoW player and someone who truly wanted to delve deep into the lore of the world, this was perfect. The illustrations were absolutely breathtaking!

Not so much: I wish there had been more illustrations, even just little ones! The photos were so gorgeous I wanted more of them.

RECAP: DETAILED DESCRIPTIONS OF LORE! WORLD OF WARCRAFT! BATTLES! EMPIRES RISE AND FALL! ELVES AND HUMANS AND TITAN-FORGED! AZEROTH!

Kayl Karadjian says

I've been a fan of Warcraft for a good part of my life, and throughout the years I've 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 it's 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.

Tomáš Kratochvíl says

Wow, it actually makes sense now! Can't believe Blizzard actually managed that after all those... not fitting pieces of a children puzzle. As the translator to Czech language I quite enjoyed the book while reading (and translating) it.
