Welcome to the realm of Azeroth. Shaped by titans, ruled by ancient magic. Beset by demons and earth-shattering cataclysms. Where good, evil, the living, and the undead battle for supremacy. Created in close collaboration with Blizzard, World of Warcraft®: The Ultimate Visual Guide, Updated explores the major characters, key locations, and epic history of this battle-scarred realm, and will capture any adventurer's imagination with its breadth of detail. With 16 more pages, this updated guide delves into the new games and expansions from the world's most popular online role-playing game. Packed with original images and featuring the latest lore, World of Warcraft®: The Ultimate Visual Guide, Updated is both an ideal introduction and the perfect guide to the World of Warcraft universe.

Book Information

Hardcover: 216 pages
Publisher: DK; Updated, Expanded ed. edition (May 3, 2016)
Language: English
ISBN-10: 1465444203
Product Dimensions: 10.2 x 0.8 x 12.1 inches
Shipping Weight: 2.9 pounds (View shipping rates and policies)
Average Customer Review: 4.7 out of 5 stars Â· See all reviews (133 customer reviews)
Best Sellers Rank: #14,944 in Books (See Top 100 in Books) #28 in Books > Computers & Technology > Games & Strategy Guides > Strategy Guides #74 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

Few forces are as potent as magic. It can even bring about the destruction of entire worlds. The forms of magic found in Azeroth derive from different, ever-present energies. In Azeroth, volatile arcane magic was once concentrated in the Well of Eternity. Its destruction spread arcane power throughout the world. The nature and uses of magic are vigorously debated, but the magnitude of what it can accomplish cannot be doubted.

A World Divided
Azeroth has been home to many great cultures and civilizations. Currently, the world is divided between two major political factions, known as the Horde and the Alliance. Notwithstanding brief periods of peace, and
even cooperation, their shared history has been defined by conflict and bloodshed. Titans and Old Gods  The titans are massive, metallic-skinned gods from the far reaches of the cosmos. They travel the universe, bringing order to worlds, and even empowering the primitive races of those worlds to maintain their integrity. Bastions of purity and good, the titans are unable to conceive of evil or wickedness in any form, and constantly struggle to find a way to protect their creations from the chaotic forces of evil that threaten them. Although the current whereabouts of the titans are unknown, over a hundred million worlds have been brought to order by titan hands. Invasion of Pandaria Following the Cataclysm, tensions between the Alliance and Horde finally erupted into all-out war between the two factions. Yet the bloodthirsty military tactics of Warchief Garrosh Hellscream were overshadowed by the discovery of a beautiful land, once thought merely a legend: Pandaria.

View larger The Prison of Yogg-Saron Deep within the halls of Ulduar lies an ancient evil that forever seeks to be free of its imprisonment. Here lies Yogg-Saron, known to some as the Lucid Dream, to others as the Beast with a Thousand Maws, or simply, the God of Death. For countless ages, this Old God has been shackled in this prison, whispering dark words in the minds of mortals. For those adventurers brave and foolish enough to descend into its lair, only madness and horror await.

View larger View larger View larger The Alliance of Lordaeron The Alliance of Lordaeron was originally united and led by the human King Terenas Menethil II, in order to combat the forces of the old Horde during the Second War. It comprised the seven human kingdoms as well as other allies—the Bronzebeard and Wildhammer dwarves, the gnomes of Gnomeregan, and the high elves of Quel'Thalas. Although the Alliance of Lordearon was victorious, it soon began to crumble in the aftermath of the Second War. However, memories of past allegiances and idealism ultimately inspired the new Alliance of the present day. Darnassus Nature surrounds the capital of the night elven lands. Darnassus is built around and within the boughs of the World Tree Teldrassil, its branches wide and strong enough to support forests and lakes—"one such lake dominates the center of Darnassus. Most of the city's buildings are constructed to provide ample opportunities to commune with the natural world. Echo Isles The Darkspear tribe of trolls joined the Horde and traveled to Durotar, establishing a new home on the Echo Isles. Located off the coast of Durotar, this group of islands would not be home for long. The islands were taken over by the witch doctor Zalazane, who used his dark powers to enslave
some of the Darkspears. Years later, Zalazane was killed and the islands reclaimed thanks to the Darkspears' leader, Vol'jin, and the help of the Horde.

View larger     Primals     The primals of Draenor are plant-like beings who seek to transform the entire world into a lush jungle. While their origins remain a mystery, the primals are locked in an ancient, eternal war with the breakers.

Download to continue reading...