









The Art of WORLD WAR (RAFT)



INSIGHT EDITIONS
San Rafael, California



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Foreword

re's what I would LOVE to be able to say: the fantastic art you are about to witness is a direct result of my personal brilliance.

I would love to be able to take a big chunk of the credit, soak up the limelight, and reap the subsequent rewards. I would love to be able to do that, but in lieu of making this piece an exercise in self-indulgence. I. suppose the truth will have to suffice. And the truth is deceptively simple. But we'll get to that in a minute. Let's save the best for last. First, let's talk about some of the challenges the Art Team faced on WotLK

To begin with, there was the challenge of shifting from the far-flung high fantasy of the Burning Crusade to a more traditional gothic fantasy style and somehow keeping it all fresh

Then there was the challenge of navigating the various pitfalls of an established game with established lore, an established style, and an engine that, while dependable and efficient, can be more than a little stubborn

There have been numerous other challenges as well, but you get the idea: So, you may ask, how does one overcome such hurdles? What sage advice can I offer: What pearls of wisdom can I impart? As I said, the truth is simple. To get results from a team of artists like the ones I work with, I suggest you do one thing

Stay out of their way.

Sure, you may need to ensure that their keeping with the style, lore, etc. of the W. but beyond that, the smartest thing to do work their magic. If you do that, the resul themselves.

And that, my friends, is the simple tru I hope you enjoy looking at this art as

enjoyed making it. The WoW Art Team i who are passionate about the game and th make for it. This book is a testament to the and love for their craft.

Thank you, and enjoy!









Rise of the Lich King

HREATENED WITH ETERNAL TORMENT, the ore shaman Ner'shul swip serve the demonic Burning Legion, and so the demon lord Kil jacden transfer Ner'shul into the Lich King. Wary of betrayal, Kil'jacden trapped Ner'shul's in a suit of armor, bound the captive spirit to the runeblade Frostmourne, and sealed he armor and blade within a specially crafted block of ice. Kil'jacden cast this cristal into world of Azeroth. The frozen cask, warped by its violent descent, had come to resemble throne when it landed in the snowy wastes of Northrend.

At Kil'jaeden's command, Ner'zhul created a plague of undeath designed to eradicate humanity. He also secretly pushed Frostmourne out of the Frozen Throne. He intended the sword to lure a champion who would become a vessel for Ner'zhul's restless spirit....

When the plague began affecting Lordaeron, the sorceress Jaina Proudmoore and the king's only son, Prince Arthas Menethil, investigated its origin. They found that the plague's victims would as murderous undead agents of an army called the Scourge.

Prince Arthas grew obsessed with destroying the Scourge. Alienating Jaina with his increasingly ruthless tactics, Arthas tracked the source of the plague to Northrend. The his quest led him to Frostmourne, and although an inscription warned that Frostmourne power came at a fetrible cost, the prince took up the sword and forfeited his soul.

Returning to Lordneron. Arthas killed his father and nearly annihilated the entire has nece. After the Third War, however, the Lich King began to weaken, and the Froen The came under attack. Hastily Arthas returned to Northrend and vanquished the attacker. He then shattered the Frozen Thome and donned Ner'shall's helm, sealing his union with the Lich King at least.





















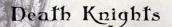












EATH KNIGHTS ARE HIGHLY POWERFUL, malevolent, runeblade-wielding warriors of the Scourge. The first and greatest of them was Prince Arthas.

In recent years the power and fury of the death knights have only grown.

Now these unrelenting crusaders of the damned eagerly await the Lich

King's command to unleash their fury on Azeroth once again.





















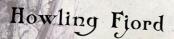












ONG AGO, BARBARIC, half-giant wartiors called vrykul founded a vast civilization among the towering cliffs of the Howling Fjord. The vrykul

prospered for many years, then vanished suddenly.

Now, awakened by some unknown force, the savage warriors have re-emerged to wage a brutal campaign of destruction from their stygian fortress of Utgarde Keep.















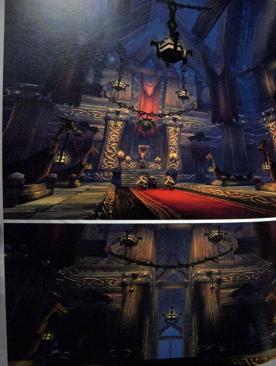






























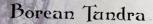












HE SPRAWLING BOREAN TUNDRA is home to both the waltus-like tuskart and the enigmatic taunka. Here also, deep within the mountainous Coldarra, the blue Dragon Aspect, Malyoo, has awakened and resumed his guardianship of all magic. Commanding the blue dragonflight from his mystical base, the Nexus, Malyos is determined to seize control of magic throughout the world.





















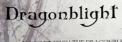




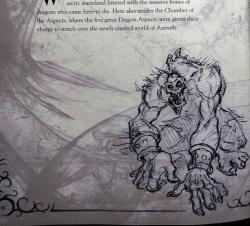








ITHIN THE DRAGONBLIGHT, the one-time seat of the nerubian empire, dense forests surround an arctic wasteland littered with the massive bones of dragons who came here to die. Here also resides the Chamber of



















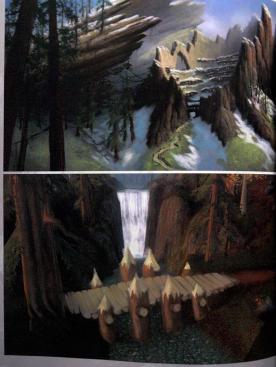














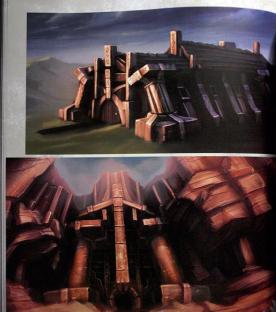
















HE VICIOUS DRAKKARI ice trolls have carved out an existence in one of the most inhospitable climates on Azeroth. From their isolated base of Zul'Drak, the trolls are rumored to sacrifice captured animal gods and somehow siphon their untold powers, perhaps in preparation for the apocalypse they believe to be close at hand.





































