

# Warcraft II



## Heroes for the Horde

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## Getting Started

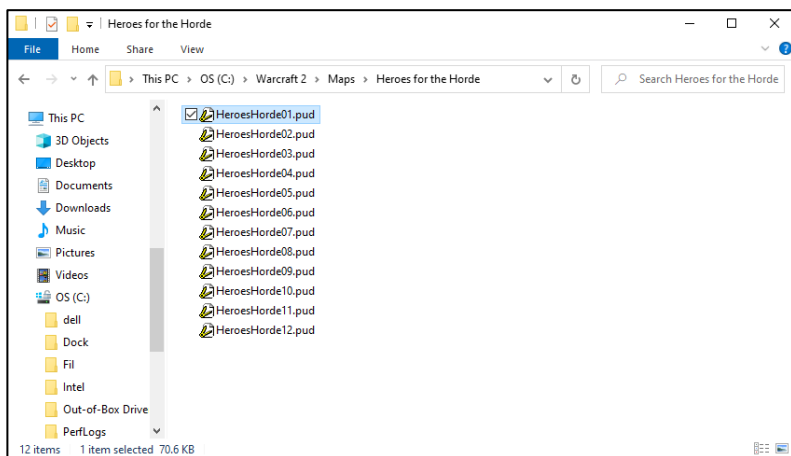
*Warcraft II: Heroes for the Horde* is a collection of twelve single-player maps intended to operate as a companion campaign to the 1995 real-time strategy game, *Warcraft II: Tides of Darkness*. It was built using the standard assets via the game's included Map Editor and requires a copy of the original game to run. (No assets from the follow-up *Warcraft II: Beyond the Dark Portal* are utilized, and a copy of that expansion is not required to play.)

### **GAME INSTALLATION**

*Tides of Darkness* runs on Windows 95 and Windows 3.1 via MS-DOS, and players with a copy of the game's original CD-ROM may experience difficulties attempting to play on modern operating systems. The most popular the way to enable DOS-based games to perform on modern Windows machines is to utilize a program like DOSBox, accessible for free via Google. Alternatively, a more recent version of *Warcraft II*, optimized for current operating systems, can be purchased from online retailers like GOG. Detailed instructions can be found online.

### **PLAYING THE MAPS**

In order to play the missions for *Heroes for the Horde* you will need to load the mission map files via the game's Custom Scenarios feature. The easiest way to do this is to extract the pertinent .PUDs (the file format *Warcraft* uses for mission maps) into the appropriate folder on your computer. In your main Warcraft 2 directory there should already be a folder labeled MAPS that includes a collection of prepackaged Custom Scenarios; simply extract the *Heroes for the Horde* .ZIP file into that location on your computer, so that the entire "Heroes for the Horde" folder is copied into the MAPS directory. All mission maps 01-12 are included in the zip folder.



Once the map files have been downloaded into your MAPS directory, you can run *Warcraft II* as normal. From the initial main menu, select **Single Player Game**.



Next, select **Custom Scenario** to launch the Custom Scenario Setup.



From this screen you will now have the option to load and customize any .PUD files located in your *Warcraft* MAPS folder. To browse a list of available maps (including the *Heroes for the Horde* missions previously imported) click **Select Scenario**.



This should direct you to the same MAPS location you extracted your .ZIP files into earlier. Scrolling to the list bottom will reveal any subfolders that also exist in the directory, including *Heroes for the Horde*; just double-click to access the twelve custom maps and select the specific

mission of your choice.

NOTE: Before you click **Start Game**, be sure to review the dropdown for **Your Race** in the upper left and select **Map Default**; otherwise the game will revert to Random. (All maps for *Heroes for the Horde* should start the player as Orc.)



NOTE: Unfortunately, unlike the primary single player campaign, Custom Scenario cannot provide modified mission objectives beyond the requirement to destroy all enemy units, nor can the specific mission text briefings be set to play before a Scenario runs. Per this limitation, note that a map scenario will not complete to victory until every hostile unit is eliminated AND every passive friendly unit is rescued. For *Heroes of the Horde*'s list of mission-specific objectives for each map, as well as the matching in-game pre-mission briefings, visit the **Missions** section at the end of this manual.

## The War Without End

For long months the Second War between the Orcish Horde and the nations of Azeroth raged on. Though many were the brave warriors who fell in commission of its service, it seemed that no matter how many battles were won nor victories claimed neither side could achieve the final triumph. The Orcs, commanded by the fearsome War Chief Orgrim Doomhammer, continued in their onslaught upon the Human lands, pillaging and burning any opponents foolish enough to dare stand in their way. The Alliance forces, meanwhile, remained true in their sworn mission to repel the Horde at any cost, held together by the steadfast leadership of King Terenas and Anduin Lothar despite a mounting count of grievous losses.

But among the Orcs secret rifts were brewing. While the Bleeding Hollow, Dragonmaw, and Black Tooth Grin clans all stayed faithful in their service to Doomhammer and his Blackrock soldiers, there were others throughout the lesser clans that began to wonder whether the great chieftain remained deserving of his title as War Chief. Deadliest by far was the Warlock Gul'dan – leader of the former Shadow Council and now ruler of the mystic Stormreaver clan – who for years had conspired under the tutelage and instruction of the daemons of the *Great Beyond*, and who had now learned that the tomb of their own great master, the Lord Sargeras, lay waiting upon the seas of Azeroth itself. Though inwardly harboring doubts whether Sargeras and his magics could be contained, the draw of such unrestrained power was too much for Gul'dan to resist. With the war against the Humans dragging on and Doomhammer's legitimacy among the clans weakening, the Warlock foresaw his moment to make the final move.

Then came the respite long looked-for: in a sortie below the shadow of Blackrock Spire, Doomhammer faced against Lord

Lothar himself in hand-to-hand combat and was victorious. As the Alliance soldiers watched their greatest champion fall before the weight of the War Chief's weapon, his skull shattered into dust and bloodied bits, the last vestiges of their fighting spirit abandoned them and together they fled the battle screaming in despair and defeat. Orgrim claimed the field, his Wolfriders overrunning those few knights foolish enough for a final stand, and in a rousing cry emboldened his troops with a single promise—that he and his Chieftains would not rest until Tirisfal itself was broken and crumbling beneath the crush of Orcish blades.

The stalemate was ended. With the hated Lothar dead and his commanders routed, the Horde's warpath up into Lordaeron was at last unobstructed and made clear. Now the call was sounded, at Doomhammer's signal the charge given for all his warriors to gather themselves one last time beneath the Blackrock banner for a final assault. But as the rest of the clans amassed before the shadow of the great Spire, Gul'dan and his Stormreavers did not forget their earlier ambitions, schemes of dominion and mastery over Sargeras's daemonic magics—nor did they abandon such schemes so easily. Under the cover of Doomhammer's summons the great Warlock convened together his own cohort of deadly heroes, a legion worthy of the elder legends of old.

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In the forest outskirts bordering the leafy boughs of Quel'thalas, the warlord Zuljin assembled his forces. For many years had he waged his own crusade against the Silvermoon Elves, hunted and hounded by the arrows of their relentless Rangers. Only in the War's waning hours had he heeded to Doomhammer's plea – a gesture of goodwill, for the daring rescue from his Human gaolers at Hillsbrad – and joined his forces with the Horde's. Now at last Zuljin saw a pathway to glory, ready and eager to



serve in whatever cause he was called for. Though his interests lay primarily in the spilled blood of his longtime Elven enemies, there were some among the Horde who whispered Zuljin's name as Gul'dan's likely contender for the next War Chief, should Doomhammer succumb in battle.

Out of the ashes of Northshire and the smoldering ruins where the Twilight's Hammer claimed their camps lumbered forth Gul'dan's most loyal servant: the fearsome Cho'gall. As First among the Ogre-Magi Cho'gall was renowned throughout the Horde not only for the might of his fists but also for the cunning of his spells, and it was said that his Eye could pierce beyond all veils—even unto the mysteries of the Great Beyond Itself. Having been trained in the arcane under the Warlock's own teachings, Cho'gall attended Gul'dan as his strong Right Hand, eager to smash the Shadow Council's opponents wherever its master might point him. At this new summons he did not delay. Up the coasts and rivers he came, driving at the fore of a deadly array of Ogre Juggernauts; even at a far distance their violet sails could be spotted waving in the wind.

Across the withering heaths marched the fabled Blademasters of the Burning Blade clan. Esteemed less an organized tribe than as a frenzy of nomadic terror, the Orcs of Burning Blade had made their own pacts many years ago with the Daemons of the Great Beyond, corrupting their warriors with a rage and fighting furor beyond even Gul'dan's ability to comprehend. It was once said that only by the might of the Ogres could this relentless swarm be kept in check; but with the return of Cho'gall and his Ogre-Magi, the Blademasters' steel had been marshalled once again to dance in the music of the Horde's cause.

From his perch atop the slopes of Blackrock Spire, surrounded by a cadre of his faithful servants on the Shadow Council, Gul'dan gazed down upon the surge of forces assembling beneath him. Though for the time being Doomhammer's loft

among the Horde leadership has been secured, Gul'dan knows well that the greatest victories are won not by those who look to the moment, but rather furthest into the future. For it is long-remembered by his disciples how the Great Warlock first penetrated the forces of the Beyond, and through the strength of his will mastered the means to bend its writhing magics to his bidding. It was by these mystical spells that his devotees upon the Shadow Council were trained in the methods of necromancy; and by their further enchantment that the so-called Death Knights were reborn again from the corpses of Azeroth soldiers. But with the aid of his daemon instructors Gul'dan has recently discovered ways to twist not just the flesh but even the spirit of the undead to his unwilling commands; and with the fall of Lord Lothar has already identified who shall be his first attempt in this new artifice...

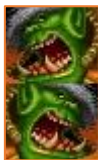


## Heroes for the Horde



### ZULJIN

Revered equally as a warrior and warlord, the rogue commander known as Zuljin rules over the bands of forest Trolls that harry the Elven borders at Quel'thalas. It was under Zuljin's leadership that the scattered Trolls first came together as a unified fighting force, and it was by his blessing that their strength was joined with the Horde's. With Gul'dan eager to launch his final campaign against the united Human nations, he will need Zuljin's aid if he hopes to leverage the fearsome Troll Berserkers in his war with the Alliance.



### BLADEMASTERS OF BURNING BLADE

The demented Orcs of Burning Blade are already feared among the other clans for their famed battle prowess and unpredictable temperaments. At the top of their ranks reside the legendary Blademasters: deadly swordsmen imbued with a fiery madness heightened by the throes of daemonic corruptions. Many are the brave knights who have found themselves routed at the hands of these Blademasters' fury. At the moment they are led by the formidable Blademaster from the Blackrock Clan, although among this savage lot anything can change.



### CHO'GALL

As powerful in arcane magics as he is mighty in strength, the Ogre-Mage Cho'gall is perhaps Gul'dan's most trusted lieutenant. As the first of his race to take the plunge into the mysteries of the Twisting Nether, it was Cho'gall who initially mastered their dark arts and became the Horde's foremost Ogre-Magi. Now Cho'gall serves the reborn Shadow Council as an initiate of its Fifth Circle and ruler of the Twilight's Hammer clan, where he commands a legion of Ogre warriors. His loyalty to Gul'dan remains absolute.



## CHO'GALL'S FLAGSHIP

The seas of Azeroth have been nigh overrun by sails from the Horde's fresh-built armada. So great is their number that not even the famous battleships of Kul Tiras have contained them. At the forefront of this monstrous fleet is the *Mothflower*, personal craft of the great Cho'gall—from *Mothflower's* decks Cho'gall captains a squadron of Ogre Juggernauts that ravage the Human coastlines from Lordaeron to Tol Barad. Among Alliance sailors there are even claims the Ogre-Mage has enchanted his cannonade with runes and bloodlust spells, although sailors can be prone to superstitious exaggeration.



## UNDEAD ANDUIN LOTHAR

Once upon a time Sir Lothar commanded the Azeroth forces against the Orcs in the First and Second Wars. But fate can sometimes be a cruel master. Betrayed and murdered by Orgrim Doomhammer at the Battle of Blackrock Spire, Lothar's body was supposedly laid to rest in state beneath the vaults of the Black Keep. But for those—like Gul'dan—versed in the secrets of the *Great Dark Beyond*, even death cannot provide a release from evil servitude. Twisted back into life by the same magics that created Gul'dan's Death Knights, Lord Lothar now leads the ranks of the Warlock's undead armies against the hapless Nations of his former countrymen. Escorted by an honor guard of skeleton soldiers, Lord Lothar is the unwilling tip of Gul'dan's villainous spear.



## GUL'DAN

Of all those who have dared gaze into the heart of the Twisting Nether, none are greater than Gul'dan. Leader of both the enigmatic Shadow Council and brutal Stormreaver Clan, Gul'dan wields a level of power unmatched by any other within the Horde. Having allied himself with the infernal legions of the Daemonlord Kil'jaeden, Gul'dan now commands a host of Orcs and Undead beyond anything the world has ever seen.

## New Places of Mystery

### **ALTAR OF STORMS**

Constructed of broken slates hewn from the captured Runestone at Caer Darrow, the first Altar of Storms was built by Gul'dan to help transform the ranks of Ogre warriors into his fearsome Magi. Perverting the powerful druidic magics that were inscribed into the Runestone's face, it is the Altar of Storms that grants an Ogre-Magi his terrible power. After the defeat at Crestfall the Altar was seized by the valiant Uther Lightbringer, and is now under ceaseless guard by his legendary Knights of the Silver Hand. If the Ogre-Magi are to serve in the ranks of the Horde once again, the Altar will have to be recovered.

### **THE BLACK KEEP**

A sacred resting place within the lands of Gilneas, the Black Keep holds the remains of some of Lordaeron's most legendary heroes. The Gilneans believe that an ancient magic helps to guard the gates of this formidable citadel, and it is said that no enemy to date has ever breached its battlements. While initially unmoved by Lord Lothar's pleas to join the Alliance cause, the Gilnean king Genn Greymane was sorely grieved to learn of the great knight's death, and by his permission Anduin's body was interned among the other heroes of the Black Halls.

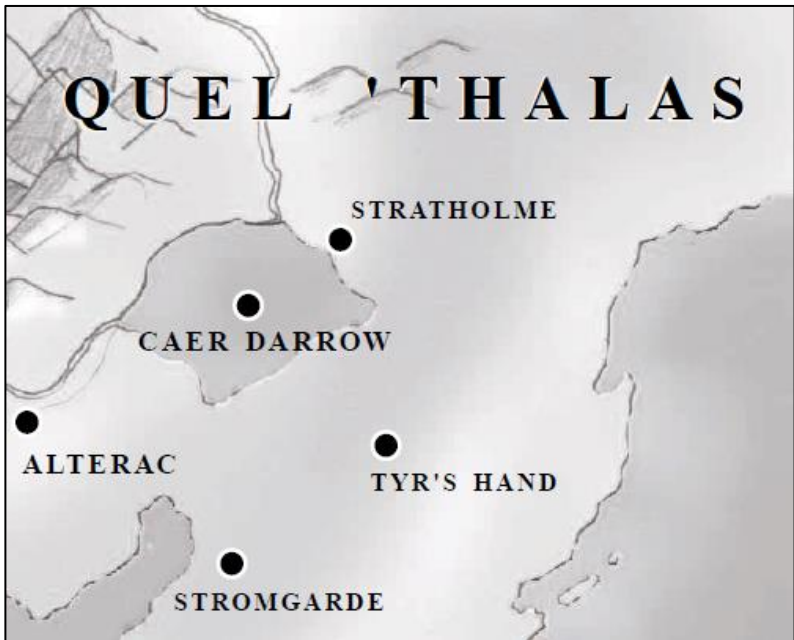
### **CASTLE LOTHAR**

This sprawling fortress estate was once home and headquarters of Lord Lothar himself. It was here that he was trained as a young boy in the martial arts, and it was from these lavish halls that he oversaw the defense of Azeroth against the Horde's first invasion. The Castle is rumored to be raised upon holy ground, its soil bestowed with enchantments hallow to the Lothar line; and against all odds it continues to endure as a bastion and safe-haven against the Orcish swell that surrounds it. Gul'dan would esteem it a prize without parallel were it to fall into Orc hands.

## Mission Briefings

### ACT I:

### THE BLADE OF ZULJIN



## I. Hightower

*The Great Warlock Gul'dan – leader of the Shadow Council and lord of the Stormreaver clan – has sounded the call among the Orcish Horde to gather at Blackrock Spire for the final assault against the hated Human Alliance.*

*Among those who have been summoned is the legendary Troll commander Zuljin. Gul'dan has learned through dark visions of a group of traitors that hide within Zuljin's own ranks, spies and schemers harboring plans to kill the great Chieftain and take command of his tribes for themselves. Eager to secure the Trolls' loyalty to our cause, Gul'dan has convinced Orgrim Doomhammer to deploy a detachment of Orc warriors to warn Zuljin of this cowardly plot.*

*Be on the lookout for Alliance scouts, as Zuljin's camp is set not far from the walls of their watch post at Hightower. Gul'dan's report claims a new Elven Commander has taken lordship of the garrison there. His death would be a welcome gift to the Warlock.*

*There are also rumors of Ogre renegades lurking in the area: former Horde warriors who once served as field commanders for the Burning Blade clan, before succumbing to the throes of daemonic madness and abandoning their posts. If encountered, these mighty creatures should be approached with caution.*

### Objectives:

- Kill the Elven Commander at Hightower and raze his garrison
- Reach Zuljin's camp (G)
- Unmask the Horde traitors (Y)

## II. Envoy to Quel'thalas

*As a gesture of gratitude for our efforts in unveiling the hidden traitors among his tribes, Zuljin has shared with Gul'dan rumors of a reported mustering of Alliance forces that is arraying along the woodland borders of Quel'thalas.*

*In an effort to mend their waning pact with the Elves, the Humans have dispatched a knight named Sir Mathew as envoy and emissary to Silvermoon itself. Sir Mathew hopes to beg the Elven king for further aid in their hopeless battle against our warriors.*

*Gul'dan has approved a plan to kill Sir Mathew and bring his mission to ruinous defeat. Accompanied by Zuljin, you will destroy both the knight and his delegates before his message can reach the Elven capital. Mathew's death will serve as a potent reminder of the might and length of the Horde's reach.*

*Gul'dan has also learned from one of the daemons in his service that a Troll yard has been spotted some miles south of the Elven encampment, and that its braves have subdued one of Zuljin's nearby villages. Zuljin has confirmed that these are the same Trolls that attempted to assassinate him outside Hightower. Only their utter annihilation will convince him that the Great Gul'dan makes for a faithful ally.*

### Objectives:

- Liberate the Troll village (G)
- Destroy the traitor encampment (Y)
- Kill the Alliance envoy



### III. A Free Cho'gall

*Zuljin's scouts have discovered that the Ogre-Mage Cho'gall – Gul'dan's second-in-command and Chieftain of the Twilight's Hammer – has been captured! Dispatched by Orgrim Doomhammer to oversee his shipyard operations at Grim Batol, Cho'gall was believed lost after the destruction of our primary Refinery, and for many weeks the Great Warlock feared that his most faithful servant had been somehow killed during the fighting with the hated Humans. He has rejoiced to learn that in fact Cho'gall survived the battle, and according to Zuljin's Trolls is currently being held among other hostages at the Alliance prison in Northgate.*

*Gul'dan has mobilized his forces to execute a rescue mission on Cho'gall's behalf. Having been an Alliance prisoner himself at the gaol outside Hillsbrad, Zuljin has volunteered to lead Gul'dan's warriors in the assault against Northgate. As a reward for your successes at Hightower and Quel'thalas, you have been chosen to join Zuljin in this assignment.*

*Troll outriders have already established an encampment just outside the Northgate perimeter. You will use this camp as a staging area as you explore the surrounding woodlands for Human activity. There are rumors of a secret Alliance smithy hidden somewhere to the southwest, where Elven woodwrights are constructing several of their famous Ballistas; these deadly war machines might serve a useful means for breaching the Northgate defenses, if you can capture them.*

*Once freed, Cho'gall and his Ogre-Magi will no doubt prove themselves to be valuable tools in Gul'dan's crusade against the Alliance!*

#### Objectives:

- Commandeer the Elven Ballistas
- Rescue Cho'gall (V)
- Loot Northgate Prison

## ACT II: THE FISTS OF CHO'GALL



## IV. The Altar of Storms

*Now that Cho'gall has been liberated from the chains of his Human imprisonment, the time has come to rally his warriors and summon their strength to the call of Gul'dan's cause. Cho'gall has swiftly promised his master that he is eager to exact revenge upon his former captors, and already has formulated a strategy to aid us in our struggle against the Alliance.*

*The first step in the Ogre-Mage's scheme will be to locate the legendary Altar of Storms. This unholy edifice was constructed from the ruined remains of the Elven Runestone at Caer Darrow, and it was by its corrupted power that Gul'dan transformed the first Ogres into Cho'gall's deadly Ogre-Magi. Sadly, after the Chieftain's defeat at Grim Batol the Altar was seized by Uther Lightbringer and the so-called Knights of the Silver Hand, and the remaining Ogres pursued and scattered.*

*Gul'dan has already dispatched warriors from the Bleeding Hollow clan to begin preparations for the assault. Through means of his daemonic visions the Great Warlock has confirmed that a garrison of Human soldiers has raised a bulwark just below the Altar in order to defend it. Sire Uther's Knights have likewise arrayed their own magical fortifications. Both must be destroyed if we are to recover the Altar for Cho'gall's purposes.*

*Keep on the lookout for any more Ogre renegades that may be lurking within the area. With Cho'gall returned to lead in the Horde's service once more, his Ogre brothers will be hungry to rejoin our cause. Few among their number can resist the opportunity to become Ogre-Magi!*

### Objectives:

- Recruit the rogue Ogres
- Demolish the human settlements
- Reclaim the Altar of Storms

## V. Three Churches

*With the Ogre bands returned to the Horde's service and the Altar of Storms once more under Gul'dan's command, the legendary legions of the Ogre-Magi can rise again.*

*In conference with Cho'gall Gul'dan has decreed who shall be the first of the Ogre-Magi's unfortunate victims: the foolish Paladins who dared to withhold the Altar's power from us, the so-called Knights of the Silver Hand. Led by their weakling commander Uther Lightbringer, these feeble Human soldiers are handpicked from the best of Lordaeron's ranks before training in devout spells of holy magic. It is Cho'gall's intention to demonstrate firsthand just how useless such magics are against the might of our own Ogre-Magi.*

*In the woodlands east of Lordaeron there is a village the Humans refer to as Three Churches. This small enclave serves Sire Uther as the headquarters for his Paladins in this region, supported by a perimeter of Silver Hand Cathedrals. You will assist Cho'gall in his mission to destroy these Cathedrals and raze the entire village to the ground.*

*Sire Uther himself is known to frequent the Churches between patrols. If you should encounter him, Gul'dan advises caution: for though weak in arm, the famous Lightbringer is said to be a capable warrior – for a Human – and his prowess may prove challenge even for the great Cho'gall. There are rumors that the Knights' holy magics endow him with strange healing protections, so that even if he were to fall in battle his wounds would mend and the famous Paladin resurrect for combat once again. Only once all Cathedrals have been destroyed will this power be vanquished.*

### Objectives:

- Destroy the Cathedral of Winds (B)
- Destroy the Cathedral of Water (G)
- Destroy the Cathedral of Light (W)

## VI. Blademasters!

*We are Blademasters of Burning Blade! No enemy can stand before our might!*

*The Great Warlock has shared word of a new type of tower that is being erected near our encampments. According to his spies this construction is overseen by the strange Human sorcerers who call themselves Mages, and employs the same secret magics that power their own unnatural spells. If completed, this Arcane Tower could prove a formidable defense in the Human resistance against Gul'dan's onslaught. Having heard the legends of the Blademasters' unmatched skill in battle, the Great Warlock has appealed to our warriors to destroy it for him.*

*The tower is being raised in a small camp on the outskirts of Lordaeron and is currently protected by patrols from several nearby outposts. Our old Ogre masters, eager to return to the Horde and prove their renewed loyalty to Gul'dan and Cho'gall, have agreed to aid us in this task. We shall execute a two-front assault against the Mages and their protectors.*

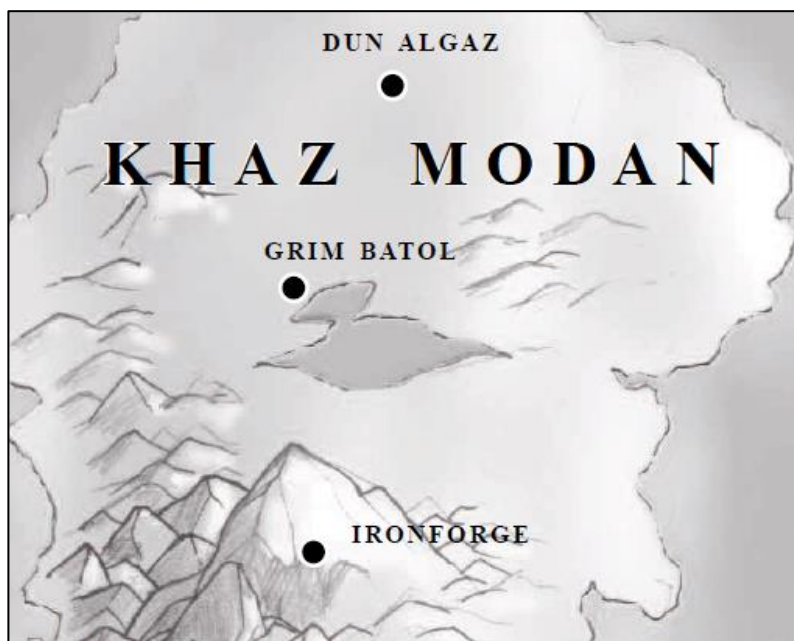
*With your command we shall break the bulwarks of the Human camp and burn their new tower to the ground! Our fury is without limit!*

Objectives:

--Raze the Mage Tower (B)

--Destroy the Lordaeron outposts (W)

# **ACT III: THE SWORD OF AZEROTH**



## VII. Ashes from the Black Keep

*With the fearsome Ogre-Magi returned to the Horde's service and swelling our ranks once more, Gul'dan has determined that the time to execute his master campaign has come.*

*Anduin Lothar – champion of Azeroth and former leader of the flailing Alliance – was slain in hand-to-hand combat during the Battle of Blackrock Spire by Orgrim Doomhammer himself. Though the legendary knight proved unworthy against the might of our War Chief, his reputation among the Humans as one of their bravest and most loyal soldiers would make him a prized weapon to be turned against them, if such a way could be found. Fortunately, under the instruction of the daemon Kil'jaeden Gul'dan has at last mastered the ultimate secrets of the Great Beyond, and through arts of necromancy learned methods for bringing Lothar's body back to life while enthralling his fighting spirit under our command.*

*With the aid of Ogre-Magi seers Gul'dan has discovered that Lothar's remains await interred within a formidable stronghold known as the Black Keep. Built as a holy resting place for their soldiers, the Black Keep resides in the Human nation of Gilneas and is said to be protected by a contingent of King Greymane's own bodyguard. Not even such revered warriors can stand against you!*

*You will join Cho'gall in his mission to recover Lothar. The Humans have surrounded the Keep with a fortified canal, in a pathetic attempt to guard their fallen from a land assault. Destroy these defenses and then construct a flotilla to carry Cho'gall across the river to his prize. Lothar's body must be retrieved if Gul'dan's plan for victory is to succeed.*

### Objectives:

- Establish an encampment across the river
- Infiltrate the Black Keep and recover Lothar's remains

## VIII. The Mines of Modan

*You stand atop the Altar of Storms, placed in honored position by the right hand of Gul'dan himself. All around you winds howl and wail as the raging powers of the Twisting Nether are unleashed from rifts breaking in the skies above. The Great Warlock shouts strange incantations, and from the riven black a single strike of lightning crackles down upon the Altar and the shriveled corpse laid across it. Through the swirling smoke you watch as the body of Lord Lothar suddenly rises, and turning towards Gul'dan asks of him a single question: "What is your command, Master?"*

*With a crafty smile Gul'dan leans forward and informs you that he has already selected what will be the first target for his newest champion. Among the rocky hills and stony highlands south of Quel'thalas lies the Dwarven kingdom known as Khaz Modan – the mountainous realm that was once occupied by the forces of Kilrogg Deadeye and his Bleeding Hollow clan, until they were driven from their Strongholds by the armies of Stromgarde. Deadeye has shared rumors of rich veins of gold and silver that his sappers discovered hidden beneath the Modan mines, veins which could fund our foundries for years. Goblin Zeppelins report that the Dwarves have already established bulwarks around the richest of these mines, supported by a new garrison of Stromgarde soldiers.*

*Gul'dan instructs you to take a contingent of Stormreaver warriors and to lead Lord Lothar in an assault upon this fortress. You shall not rest until every last Dwarf is slain and the mines once more under Horde control. Our Goblin allies – sworn enemies of the Dwarves – have agreed to assist in this mission, and committed several more of their mysterious Zeppelins to offer aid in your task. Use them wisely!*

Objectives:

--Destroy the Dwarven stronghold  
and secure the mines



## IX. Northeron City

*High amidst icy cliffs that rise above Lordaeron stretches the mysterious region the Humans fittingly name Northeron. This frozen realm is protected by a ring of foreboding mountains that only the strongest Dragons can surmount, and is said to be the home of strange magics beyond even the capabilities of the feeble Human Mages to master. It is from here that the so-called Gryphon Riders – distant cousins to the pathetic Dwarfs of Khaz Modan – launch their airborne attacks, dwelling in Aviaries constructed among the clouded peaks and wielding the hated Stormhammer weapons.*

*From dark visions learned staring into the Twisting Nether Gul'dan has discovered the source of the occult magics that power this mystical kingdom: a second Runestone, hidden in the center of a fortified citadel that the Dwarfs call Northeron City. If captured by the Horde, this Runestone would prove a useful tool in constructing more Altars to fuel the spells of our raging Ogre-Magi warriors. He has determined that you will command an attack upon it.*

*You are to accompany Lord Lothar in leading a small band of Orcs over the mountain gaps and down into the lands below. Troll outriders have already scouted the area and report the remains of several deserted settlements abandoned in the region, including an old Human shipyard: this might serve you well as a staging point from which to launch your own fleet. Be warned that they also report of a Lordaeron mining outpost operating not far from the yard, that may be using it for their own purposes.*

*As your troops climb through the mountain passes you spot in the distance the shapes of several Aviaries below, crumbling ruins testament to this land's once-great past...*

### Objectives:

- Demolish the ancient Aviaries
- Capture Northeron City
- Seize the Dwarven Runestone

# ACT IV: HEROES FOR THE HORDE



## X. The Fires of Kul Tiras

*While Gul'dan has been mostly pleased with your successes commanding his armies against the Alliance, it has not gone unnoticed that the seas of Azeroth continue to remain largely within Human control. Led by the impenetrable battleships of Admiral Proudmoore and his Kul Tiras marines, the Alliance fleets sail unhindered everywhere from the coastlines of Lordaeron to the isles of Tol Barad. Gul'dan has determined that this must change if the Horde is to finally achieve its victory.*

*You will join Cho'gall aboard his flagship, the Juggernaut Mothflower, on a mission to weaken the Kul Tiras navies. Our Zeppelins have located several hidden inlets near the Khaz Modan coasts that the Humans use as a rallying point for their warships. Within these inlets the Goblins have identified a collection of five Foundries, their raging fires casting fortified steel designed to reinforce the hulls and cannons of the Human Destroyers. If these foundries were destroyed, their ships would be helpless against the firepower of our own armadas.*

*Escort Cho'gall and the Mothflower in his attack upon the Kul Tiras Foundries. The Warlock will permit no return until your mission is completed and the Human workshops lie submerged in burning ruin beneath the waves.*

Objectives:
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--Destroy the five Foundries
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## XI. The Death Knights

*Of all the weapons at Gul'dan's disposal, most prized are his fearsome Death Knights. These dark warriors were once the faithful sorcerers known as Necrolytes, until their ranks were sacrificed through the use of Kil'jaeden's daemonic spells. By means of black incantations understood only by the Great Warlock, the malevolence of their spirits was then instilled within the fallen bodies of former Azeroth soldiers slain by our warriors, transforming them into the terrifying undead legion called Death Knights.*

*The most powerful of these Death Knights were dispatched on a secret mission by Gul'dan himself to the remote hills of Northland. Here they were sent to expand their knowledge in the daemonic arts and master new spells beyond the abilities of even the Warlocks of old, safe from the watchful eye of War Chief Doomhammer and his suspicious Chieftains. With the war against the Humans coming to its final moment, Gul'dan has instructed that all Death Knights must return from their meditations and reassemble at the gathering beneath Blackrock Spire.*

*You have been chosen to help lead an expedition to Northland in order to retrieve the last Death Knights from their hidden encampment. Gul'dan has decreed that he will command this campaign personally, with you serving in place of honor as his right hand. Cho'gall has generously offered to provide the Great Warlock with soldiers to protect him, as well as a Juggernaut ship selected from his own armada.*

*It is your duty to ensure that nothing befalls Gul'dan during this assignment. Our spies believe that several battalions from the pathetic Mages of Dalaran may be lurking in the region, hoping to discover the location of the Death Knight sanctums; these foolish Humans must be punished for such insolence.*

Objectives:

--Recruit all Death Knights

--Eliminate the Dalaran forces

## XII. Castle Lothar

*The dark hour is it hand! As you watch the Horde's legions grow with the return of Gul'dan and his deadly Death Knights, the time at last has come to launch the Warlock's final strike against the pitiful Alliance.*

*Among the ruined fields of Azeroth's charred remains stands one defiant bastion against Doomhammer's onslaught, an impenetrable stronghold that not even the War Chief himself has yet managed to conquer: the mystical Human fortress known as Castle Lothar. Protected by ancient magics beyond even the abilities of Gul'dan and his Shadow Council to penetrate, this mighty citadel has served as the home of the Lothar line for generations. Though Doomhammer has made many attempts upon its battlements, Gul'dan has foreseen in black visions that only by the strength of a Lothar can the Castle gates be breached and its towers broken.*

*You will join the Stormreaver forces in their assault upon the Lothar estate. Gul'dan has selected Lord Lothar himself – still enthralled under the twisting magics of the Great Warlock's command – to lead this charge. Zuljin's Trolls have agreed to aid Lothar in his mission, accompanied by Cho'gall and his Ogre-Magi. War Chief Doomhammer has generously pledged many of his own warriors as well.*

*As your peons begin to raise their encampments upon the moat's far side, you stare across at the main gates and ponder the great victory that will soon attend you. Within those walls await the remaining whimpering refugees of both Stormwind and Northshire. Should their Castle be defeated, the last of the Human strongholds will have fallen and the lands of Azeroth ours for the claiming once and for all!*

Objectives:

--Destroy Castle Lothar and its fortifications



## Gul'dan's Victory

*The last tower falls, tumbling down into the smoldered grounds that burn below. All around you lies the defeated remnants of the House of Lothar, dead bannermen and slaughtered soldiers bleeding everywhere. With the ramparts defending this once-hallowed sanctuary finally broken, the ancient magics said to protect it have failed and broken as well.*

*Standing beneath the main Castle gates you spot Lord Lothar himself, impassive and stone-faced as he watches his former birthplace crumble before his eyes. At his side attends Gul'dan – First Warlock and undisputed master of the Shadow Council – with all his Death Knights arrayed behind.*

*“Warlock!” one of the Blackrock warriors approaches. “Word from the War Chief! He commands that we rejoin his forces at once!”*

*Gul'dan only smiles. What care does he have for Doomhammer's commands? With the enthralled spirit of Lord Lothar now entirely under his control, the number of new worlds for the Great Warlock to conquer is infinite...*

## Credits

### **Game Design**

Blizzard Entertainment

### **Campaign & PUD Design**

Nathaniel J. Baker

### **Manuel Design and Layout**

Nathaniel J. Baker

### **Manual Artwork**

Chris Metzen

## **THANKS FOR PLAYING!!**

To learn more about my efforts in video gaming and fantasy – and to check out some of my original work – please visit my website at [www.nobnesbit.com](http://www.nobnesbit.com).

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