

Warcraft 3 - The orc resurrection

In a land far to the west lay a continent called Murrarek, scorched by a great fire caused by a meteor strike and prolonged for 500 years, laying waste to ancient tradition and a mighty unified Orc empire. Out of the ashes, the proud race of Orcs began rebuilding their once mighty empire while attempting to unify under one banner. The tribes were based on the clans that they came from. Each clan would have its territory and its leadership. When a new tribe emerged, the old ones could choose either to support the new tribe and help them rise to power or fight them in an attempt to reclaim their territory and the old status that they had previously held. Over time, this would result in the creation of an ever growing and ever shifting alliance system. This new system was called the Horde, while the orcs that supported this new system were called its followers or the Horde races. To this day, the horde continues to grow in power and expand its territories under the leadership of its most revered and respected leader: Thrall. To this day, the tribes of the horde include all of the standard orc archetypes such as: the Worg riders, barbarians, shamans, blood elves, mages, and the death knights. However, there are also many different types of tribal leaders as well including the Undead Forsaken consisting of fallen wraiths and ghost hunters. Other races often joined the horde because of their allegiance to it or its growing power and influence in Azeroth. Some such races are: the Night Elves, who were exiled from their forest home by the Burning Legion as well as a variety of humans and demons alike. These other races were given asylum within the Horde and given the freedom to live peacefully under the protection of the Alliance as long as they followed Horde customs and laws. This gave them a chance to rebuild their lives and become fully integrated into the Horde society while at the same time maintaining the separate identities of their own peoples. Among the followers of the Horde are the Draenei, an orcish offshoot who had recently undergone a process of physical mutation known as the Frost Well which transformed them into human-like beings with pointy ears and huge wings known as 'High Elves'.

Now, under the leadership of Thrall, a new orc war commander has been chosen: Grom Hellscream, the last surviving orc chieftain from Draenor. Having led his mighty Warsong clan to countless victories over the humans and thanks to Thrall's visionary leadership, Hellscream now believes that he and his people can finally be freed from the demons' corrupting influence.

-Biography: Grom Hellscream is the oldest living son of Durotan and Warchief of the Earthen Ring. He was born and raised in the northern shores of the Great Sea on Draenor during the era of the First War. Under his father's guidance, the young Hellscream was trained from a young age to be a warrior and later gained a

reputation as a great warrior among the members of his clan. Although his maternal grandfather was the Shaman-Chieftain, M'uru, it was his father who taught him the basic principles of shamanism until he died shortly before the First War. Many years later, when the evil Demon Lord Archimonde appeared in Northrend and began the destruction of the Dark Portal, both Arthas and Durotan agreed to join forces in order to defeat him. However, this proved to be an extremely difficult task due to the demonic influence on Arthas' mind and his own ignorance as a shaman. In the end, the Dark Titan was able to kill both Arthas and Durotan and the combined armies of the Alliance and the Horde were forced to retreat back to Azeroth.