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Warcraft (released internationally as **Warcraft: The Beginning**)^[5] is an epic fantasy film 2016 based on the Warcraft series and set on the world of Azeroth. Opened in more than 20 countries at the end of May 2016, it was released in the United States on June 10, 2016. ^[2] It is rated PG-13. ^[6] The film's first trailer appeared on November 6, 2015 at BlizzCon 2015. ^[7] The film was shot over 123 days, from January 20 to May 23, 2014. ^[8] Set in the age of The First War, the film's stars, Anduin Lothar of the Frostwolf clan, are directed as heroes on opposite sides of a growing war, where the Guar leads the crowd to invade Azeroth. The film takes place in an alternative version of the Warcraft Universe, featuring well-known characters, locations and events, but with many variations of history seen in games and literature. From May 14 to May 25, 2018, a legendary partnership with The Prop Store auction with an exclusive box auction for the film. The story after Draenor turns into a barren land with the use of fel magic, Gul'dan creates a magic portal to lead the orcsih crowd into a new world, using draenei prisoners as fuel to open the gate. Pass a big war party of orc warriors through, with the intention of capturing humans to use them as fuel to bring through the rest of the crowd. Among the many corrupt warriors, among some who only reluctantly join the party, they did not want any role in Gul Dan's dark magic but nevertheless hope to find a new world. Among them are the archives of the Frostwolf Dorotan clan and his companion, The Pregnant Draka. Draka is prematurely forced into labor by passing through the great gate, but the baby is born dead. Goldin abandons the life of a nearby gazelle and gives it to the newborn, saving his life but turning green. General Andwin Lothar visits The Roundabout King Magne Brunsbeard when he receives a word of attack on one of his kingdom's garrisons. On his return to Storm Wind, Lothar believes that Khadr, a young Mag, was arrested by guards during a search of the bodies of the victims. Lothar wondered, explaining that something called is at work, but he refuses to say more, saying only that he should call the Guard of Azuruth. Reluctantly Lothar takes Khadjar to meet King Lian Ren. At first, the king was skeptical, but with reports of further attacks on the kingdom's villages, he agrees, sending Lothar to call the Guardian. He took Khadjar with him, Lothar and Mag's journey on The Guardian to the House of the Guardian, the magical Karajan Tower. After greeting Castellane Moros, Lothar meets with the reclusive Medivh, once a close friend but who has withdrawn in isolation over the past few years. As the two discuss the situation, Khadr explores the tower's vast magical libraries. After discovering a strange, ethereal, young Mag is directed to a certain size, and soon hides in its cloak before Medivh discovers angrily Seeing him as a rapist of his position, Medivh uses magic to pin a khadjar against the tower wall, but is released when mag is mentioned. Questioned by Lothar, Medivh reluctantly explains that it is a dark and dangerous magic that offers great power, but requires a terrible price. Accepting that he must actually bring to the hero personally, Medivh teleports himself, Lothar and Khadjar to the throne room of the city of Stormontin, where they meet with the king. While investigating an area damaged by Phil, Lothar, Medivh, Kaedgar and a squad of soldiers are ambushed by a group of goblins, quickly overcoming humans and killing many of their party. Lothar defends his son Callan, fights with the Blackhand warlk, and destroys his hand with the pygmy pomstik. Recovering from a strange trance, Medivh casts a wave targeting goblins spoiled by fel magic, killing most of the goblins and leaving only two roles, Blackhand, and another Ork, who are still not corrupt, to flee the scene. As Dorotan rides away, he spots Garona's slave Gul Dan, and after a moment's hesitation cuts her string. Garona runs from orc but is quickly captured by Khadgar. Return to Storm Wind, Lothar, King Lian and others interrogate Garona, discovering that they can speak some common, having learned of humans being taken captive by the crowd. She explains that goblins are from another world, and are now dead, and will soon bring through the whole crowd to take their Azeroth. The king promises to protect Garona in exchange for her help in freeing human prisoners. Queen Taria Rin Garona visits her cell later, shows her compassion and kindness, offers to remove her chains and slave collar, and gain little confidence. GoldanBlackhand was punished for his party's failure to raid and sentenced to death. Blackhand accepts punishment and pushes his arm into the fel fire, but Dorotan steps in, cutting off his arm and saving his life, blaming the party for the failure. Dorothan and The Second in The Command of Orgrim Domhammer grow increasingly concerned about the crowd's plans for Azeroth. Realizing that the corruption that destroyed their indigenous world is spreading by Goldin himself, Dorotan decides that the only way to create a future for his family, his clan and the Ork people is to overthrow Goldan. After Orgrim points out that their clan is too small to do it alone, Dorothan proposes an alliance with humans. Lothar, Khedgar and Garona travel to the crowd camp, along the way the beginning of bond by the camp fire. After scouting the camp around the Great Gate, Garona and Khadjar are ambushed by Dortin, who asks for a meeting with the human leader. In Stormwind, King Lian attempts to rally the other kingdoms of Azeroth to attack the goblins, but in combat leaves the council divided, with Stormontin forces ready to act only. Leanne agrees to a meeting with Dorotan, thanks in To reassure Garona of Ork's honor. Queen Taria gives Garona a small jeweled dagger as a symbol of their acceptance and confidence in her. Returning from a picnic to the baatte of Phil, Medivh is significantly weakened by this effort, but determined to continue fighting. Khadr discovers copies pages of stolen Tommy, and destroys the drawings, warning young Maggie to leave it to him. Humans travel to meet Frostwolf goblins, and Dorotan informs them that Gul'Dan will open the Great Gate in two days' time. He asks that humans attack the camp, and pull the warriors of the crowd, so that the Frost wolves can kill Gul Dan. Humans agree to dorotan's plan, in exchange for his protection of prisoners, but the meeting was interrupted by a sudden ambush by other goblins from the crowd, after frost messengers were betrayed by Orgrim. Humans and goblins battle. Vegetables save the life of Garona, who in turn saves the king's life. Medivh casts a powerful wave, dividing the battlefield into two with a wall of lightning, allowing humans to retreat safely, but trapping some of their troops on the wrong side. After the spell is cast, Medivh collapses, leaving no way to remove the wall. Among the soldiers trapped on the side of the goblins is Lothar Kalan' son. Lothar desperately tries to penetrate through to reach him, but is forced to watch as he is surrounded by goblins and disarmed. While noticing Lothar's interest, Blackhand kills the Klan deliberately in front of his father, using the artificial chain given to him instead of the hand destroyed by Lothar. Khadgar and Garona return Deva to Karajan. As Medivh retreats into the restorative tower mana line, Khadgar alludes to a flash of fel energy in his eyes, and realizes that the Guardian himself has been spoiled by fel. Back at Camp Ork, Blackhand takes over Dorotan. He denies the warp's accusations of treason, reminding him of the old ways of the goblins, advising him to resist Goldin, and bargaining to protect his clan. Blackhand listens but does not offer any guarantees of safety for Stswolves. (Dortin) calls his infant son Joel before he is driven away revived medivh finds himself breastfed by Garona. He tells her that on his youth journeys between worlds he once loved a woman of a strong and noble people, alluding to being Garona's father. Sending the feelings of Garona Lothar, he advises her to go to him, telling her that she must be ready to travel to the ends of the world to find love. Medeev moves Garona to Storm Wind, and then Garona breaks down, finds his son's death, and comforts him. Orgrim meets with Ghoui Dan, and negotiates for the rest of Frost's melts. Detection of the resistance of Orgrim, the Goldan orders the Frostwolf clan destroyed, the goblins killed or captured to serve as fuel for the gate. Orgrim rushes to rescue Draca and Gul, helping them escape from the camp. Khadgar travels to the floating city of Dalran to find answers about the Guardian. Guided by his research, he discovers an ancient cube artifact known as Alodi, which opens to let him inside. In the magical interior of the cube, Khadr encounters the entity that guided him to Tommy in Karajan, who explains that she used her last strength to bring him to her. She tells him that the Guardian has corrupted him, and that Khadr has to defeat him, echoing the words in the stolen tommey, from the light comes darkness, from darkness, from light. In Karajan, Moroes discovers medivh collapsed, and is helped by mana line. As the green energy of fel leaks from the shape of the Guardian and the bright blue poisons of the mysterious energy line, Medivh explains that he has twisted him without his knowledge, and that it seems that he is the one who allowed the goblins in Azeroth, destroying everything he had devoted his life to protecting him. He finally succumbs completely to the phil, transformed into a demonic form, and claims the lives of paranoid Moroes. In Storm Wind's War Room, as The King's Lothar is advised to send all army hordes to eliminate the crowd before they can reopen the Great Gate, Medivh seems restored, and encourages a more cautious approach, taking only three of Stormont's 28 remaining legions to the gate. The Guardian confirms to the king that he and Frost's wolves will help them in the battle, and advises against pulling the kingdom's other legions away from the remote areas they protect. The sad Lothar angrily expresses his distrust of the Guardian's reliability, and in the face of Medivh's cold behavior must be constrained and led away. As the king and his troops leave the city, Khadr Lothar is freed from his cell by turning the guard into a sheep. While Lothar wants to join his king in the battle, Khadr insists that they must first deal with Medvevde, and that they should both get them to Karajan. The runaway Draca finds her way to the river, where she puts her baby son in a basket, and sends him to safety along the water. The or-c-up discovers her, and as he reads himself to attack Draca jumps on him, tearing his throat with her teeth. After killing him, she discovers that she has been fatally injured, and watches her son float away down the river as she dies. After being released from prison by the penitent Orgrim, Doretan confronts Golden in front of the crowd, challenging him to mak'gora. Blackhand offers to kill outcasts, but Gul'dan accepts the challenge. revealthis grotesque real form, and accused the sorcerer in battle with the young leader. Meanwhile, Khadhar and Lothar arrive in Karajan, and find a demonic meddih who casts the spell to open the Grand Gate of Drenor. Defeated by the superior Guardian charm, Khadgar manages to silence Medivh, only to have given him life to a huge mud golem, which begins to speak the talisman in his place. Back at camp orc, Gul'dan and Dorotan continue their At first the two are matched evenly, but as the booming voice of the Guardian suddenly penetrates the air, speaks the talisman to open the gate. Golden realizes that he has no time to fight Dorotan, and asks Blackhand to end the fight. Blackhand refuses to intervene, and insists on honoring the mover. Frustrated, knowing that he must quickly attend to open the gate, Gul'Dan decides to use his magic to drain the life of the leader. Orcish onlookers, shocked by this lack of respect for tradition, begin to pool and shout against the sorcerer, accusing him of cheating. Using his charm, Gul'dan easily defeats Dorotan, leaving him pale, and panicking peel, but knowing that he needs to buy more time, the leader refuses to stay down, forcing the juggler to return and drain another of his life. As the rail crowd against the sorcerer, Orgrim tackles a cry against Dan Ghoul, and others begin to follow suit. Feeling his power slipping away, Gul'dan instantly drains the lives of three passing goblins, shocking defectors in silence, turns on Blackhand, twisting and spooling him with a powerful stream of fel energy. As the Guardian's mascot reverts, Golden sacrifices the prisoners and reopens the grand gate, allowing the first wave of the expected crowd to flow. Stormwind's army, led by Lian and Garona, reaches the outskirts of Camp Ork, and finds frost wovolves poked and deformed. Realizing that she will not have any help from the goblins in the next battle, Liane decides to fight for Azeroth, and his troops charge across the ground towards the gate, as the newly inspired crowd comes roaring for their encounter. In Karajan, Lothar wrestles with Gollum, and succeeds in silencing him by cutting the soft clay of his head. As Medivh regains his voice and resumes the spell, Khedgar prepares a tele-transport spell, and sends Lothar to distract the Guardian. In an attempt to connect with the remaining humanity of the Guardian, Lothar managed to lead Medivh to the Mana line, fel's powerful energy that caused him to complete the transformation into his full diabolical form. As he's about to reach Lothar, Khadgar teleports gollm directly about the Mana line, crush medivh. As the vegetables reach down to Medivh, phil spreads to him, overcoming him in moments and turning his eyes brightly green. Lothar bounces back in horror as Khadgar stretches from hand towards him, but Mag throws a bright protective ball around the warrior. Vegetables reach the devilish Guardian form and drain the falafa, returning medivf to its human form. As he remembers the words Alodi told him, Khadjar derives fel from the mana line and cleared it of the tower, resulting in a huge explosion of fel energy, destroying the earth for miles around. After he tells khedgar that he is proud of him, the relieved Lothar takes Griffon to join the battle at the gate. Khadjar discovers that the Guardian is not dead yet, and Uses Medivh another willpower to unlock Gate between camp orc and land outside Stowed. Goblins and humans clash, with pomestick visitors proven to be extremely effective against goblins, but hopeless humans still outnumber them. Lian's heart sinks with the reopening of the only great gate recently closed, but when it becomes clear that its destination is Stormwind, humans gather to the gate, where they begin to send as many prisoners as possible. Garona and the others say Lian must escape through the gate, but the king refuses to leave while there are still prisoners to save. In Karajan, the dying Medeev explains to Khadgar that it was the unity imposed by his role as a guardian that made him infinitely weak. As the Guardian dies, the gateway to StormWind stumbles, and a dwindling group of humans find themselves stranded amid the vast Orkish army. As Leanne Blackhand sees coming to kill him, he realizes imminent death, and asks Garona to kill him first. Terrified, she refuses, but Leanne insists that she does not have to die with them, wishing to take the honor of killing the human king instead of Blackhand. He tells her that with this honor she can become a leader, and one day brings peace between goblins and humans. As Blackhand approaches, Garona draws the jeweled dagger that Taria gave her, plunges him into the king's neck, and slays him with his own queen's blade. With the dead king, the remaining humans are quickly killed, and garona is carried out on top of the orcsih crowd in honor, brought to Gul'dan, and welcomed half-blood slave into the crowd as a full orc, riding on the king's gryphon. Lothar pounces on the celebrating goblins. Grieving over the loss of his friend and King, wounded by gar's seemingly betrayal, Lothar takes Leanne's body to his mount, but before he can fly away Griffon's leg is captured by Blackhand, throwing Lothar to the ground. When he wakes up, he finds himself challenged by Blackhand to mak'gora, but Lothar uses a makra to defeat a quick warchie. Goldan orders the goblins to kill Lothar, but they refuse to respect the tradition of the mozerth in honor of Lothar's victory, allowing him to leave with Lian's body. Golden is angry at their disobedience, but after garona Yellen's advice in order to maintain his grip on the crowd. At StormWind, the king's funeral is attended by leaders from all seven kingdoms, including dvanes, elves and tor kirin. The king's death forges a new unity between the scattered kingdoms of Azeroth, and the assembled crowd cheers as Lothar vows to destroy the crowd in the name of the newly formed alliance. The basket carrying baby Go'el floats gently down the river, eventually becoming settled on the beach, where it was found by a human lord's servant. Literature released on June 7, 2016 a prequel comic book written by Paul Cornell illustrated by Matt Broome entitled Warcraft: Bonds of Brotherhood. ^[9] A pair of tie-in novels by Christie Golden, Dortin and Warbrat: The official novel film, carrying on May 3, 2016 and June 7, 2016. ^[10] Warcraft: Behind the Dark Gate, a behind-the-scenes book by Daniel Wallace, also published on June 7, 2016. The cast and crew crew of the following tables show the full cast of the film^[11] Minor Minor Cut Character Name Belonging Chris Metzzen Perfume Merchant (Cameo) Kingdom of Stormwind Unknown Darkscar Warrior Hour crew manager - Duncan Jones ^[20] producer Executive - Stuart Feneagan^[21] Co-Producer - Chris Metzzen^[22] Producer - Charles Ruffin^[21] Producer - Alex Gartner^[21] Producer - Thomas Toole^[21] Producer - John Jachni ^[21] Minor Actor - Charles Levitt ^[21] Visual Effects Supervisor - Bill Westenhofer ^[23] Composer Recording - Ramen Djawadi ^[24] Sites Azeroth Black Morass Dalaran Deadwind Pass Burning Steppes Without Morogh Elwynn The Redridge Forest Mountain Lake Stone Watch Conservation BrightwoodDusk West Of Draynor Blackrock Valley Blackrock Peak Development Blizzard first began talking with legendary images about the possibility of a warp film more than ten years before the film will eventually release, in May 2016. ^[25] In a May 9, 2006 press release, Blizzard Entertainment and Legendary Pictures (The Makers of Batman Starts and 300) announced that they would develop a live film to work set in the Warcraft Universe. The legendary images have acquired film rights to the game universe, and both companies are now reportedly focused on translating the war experience into the big screen. ^[26] ^[27] ^[28] More details about the film were revealed in BlizzCon 2007. ^[29] On July 22, 2009, Blizzard Entertainment announced that Sam Raimi would become warcraft film director. Sam Raimi was the famous director of the famous Spider-Man series, and he had generated 5 Academy Award nominations in his career at that point. Remy also wrote and directed the cult classic Dead Evil and its two sequels, produced 30 Days of The Night, wrote and directed the film Drag Me to Hell, in addition to the film, Raimi's television credits included the production of fronal series such as Zena, Warrior Princess and Hercules: Legendary Journeys. ^[22] The live film was set to work for release in 2009, but was later rescheduled to 2011. ^[31] O Paul tried to apply for the director's job, which Blizzard CEO Paul Sams replied would not sell the rights to the film, not to you... Especially not for you. ^[32] IMDB stated that the author of the manuscript would be Chris Metzzen. (Jesse Wigtow was mentioned, but had been removed.) ^[33] IMDB information should be taken on pre-release films, though, IMDB usually removes false information only if someone reports it. Mike Morheim stated in February 2009 that there was a draft script. ^[34] Chris Metzzen stated that the film would be action packed and violent, saying we certainly wouldn't make a G or PG version of this. It's not PillowfightCraft. ^[30] During Blizzcon 2010, Chris Metzzen That they had a story ready, that Raimi and his team had agreed to it, and that blizzard was just waiting for the big green light in the sky. Nitera said in March 2012 he is still on the radar. We don't have any current updates to provide. ^[35] During The Comic Con 2012 Sam Raimi confirmed that he would not be directing warcraft, due to its unavailability. In fact, they didn't have me guiding the world of warcraft anymore because when I took oz's job, they had to move on to another manager, Raimi said. They had to start making it. ^[36] Raimi later explained that he and Robert Rodat had been working on the script for a long time. He read a script that Blizzard wrote and heidn't work with, and Remy told them he wanted to make his original story with Robert, so they introduced it to the legendary and accepted it, and then they showed it to Blizzard, and they had reservations, but they accepted it. After Robert wrote the script, they realized that Blizzard had a veto. Blizzard disagreed with this story and wanted to go differently^[37] on August 2, 2012, the studio announced that they had hired writer Charles Levitt for a script pen. Levitt had already written one fantasy film for the legendary AI, the seventh son, and was scheduled to be released in October 2013. At the same time, Activation Blizzard President Bobby Kotik, who has so far been reluctant to adapt his company's games to movies, issued a statement saying that if it is important for a blizzard, it is important to me. They're very excited about having a world of movie cans, Kotick Told Variety, he continued, however, they were very careful and thoughtful about the development process ... I just think that [legendary founder and CEO] Thomas Toole has a track record. If there is someone we want to deal with, they are at the top of the list. ^[38] On January 30, 2013, Duncan Jones - director of Source and Moon Code - was announced as the new director. ^[20] Jones had not been approached by developers, but as a fan of the franchise had actually reached them after hearing raimi's departure. ^[39] Jones pitched his new take on the film, which was well received, and was brought on board as the new director. ^[39] Because of his previous experience with source material, Jones says he was able to approach the film almost exclusively as a director, focusing on how to make it work as a film, noting that he already feels like he is deeply surrounded by ^[6] and understands the material enough that when she made a film, it would be appropriate for fans. ^[39] In May 2013 producer Charles Ruffin told Slash Film that Warcraft was scheduled to film in early 2014. The film was launched with regard to the film, hinting that at least some of the film is happening there, and possibly by extension, in Dramassos. Following Raimi's departure in 2013, new director Jones introduced a new look at the film, his story and his characters. Jones says that from the first moment I spoke to Blizzard, the plan was to start our film with the first time goblins met humans, saying he felt it was a wise choice for a world with a lot of new to explain, especially with a lot of viewers probably not having prior knowledge of the franchise. ^[62] Jones later explained that he had addressed charles levitt's pre-existing script, making the Polish aggressive with structural changes, to put more emphasis on Orc characters in order to be more honest to the roots of the cans. ^[63] As a result the one-sided battle against goblins was replaced with a more fair approach, later described as a war story, but one said from the views of both sides. ^[64] BlizzCon 2013 BlizzCon 2013 BlizzCon 2013 featured a full panel on the film. They revealed that the story would have been around The War 1, and that the focus would be on Andwin Lothar and Dorotan, who felt it was important to portray both the alliance and the crowd. Two were chosen because they represent the ideals of their races. ^[72] The concept of art was exhibited through Dalran, Storm Wind, Ironforge, and Draenor. ^[57] BlizzCon 2014 BlizzCon 2014 featured a film board. He stated that the film had been moved from the world of time frame boxes to that from the first game, because of the abundance of stories and characters in the past, and how difficult it was to translate them into the form of the film. ^[64] Production from June to November 2013 focused on pre-production. Half of the cast is live action actors and the other half is a motion capture-based technology. The real costumes of the performers will be developed with motion capture technology to be photographic references to animation. Physical props will be used in the case of Elwin Forest and weapons used by human figures. ^[6] Duncan Jones has likened the use of the film from CGI to being somewhere between Planet of the Apes, Fellowship of the Ring and Avatar. ^[65] The film's production was documented during its progress, and eventually culminated in The Backstage Book: Behind the Dark Gate. The music from the movie is designed to be faithful to the soundtrack game series. Orcs'ih language for the film was developed by a linguist who also worked on the film trilogy The Lord of the Rings and avatars. ^[6] Post-production was dealt with by industrial light and magic. ^[66] At the beginning of the post-production phase, ILM had to work on more than 1,000 optical impact. By May 2015, there were still 50. ^[67] The decision was made fairly early to have the goblins provided through CGI. After discussing the role the goblins will play in the film with VFX supervisor Bill Westenhofer, Jones went on to speak with ILM, one of the only studios that is considered capable of producing the high level of detail required for extended-up-close-up orcs and compelling personality portrayals. At ILM Jones met with Jeff White and Jason Smith who introduced him to the next generation of face-picking technology, which Jones immediately realized met the film's needs exceptionally well. Jones was reassured over the fact that Westenhofer, White and Smith were all warcraft fans, making the team perfectly fit. ^[68] Describing himself as playing the addictive game since the original beta, Westenhofer's experience as a world-of-the-war player in combination with his technical abilities led to becoming the technical advisor to the originality of the game. Westenhofer states, whenever we need to talk about something that can score on duncan show and say: Well, here's what Stormwind looks like in the game, for example. ^[69] Because CCQ was not added until production after, the actors received to act their combat scenes against Haver. With the goblins in the film ranging from about 6' to 7'2,^[70] Jones specifically recruited the business giant to stand in for huge orcs, providing actors with intimidating opponents during their scenes. ^[68] In some cases even the giant stuntmen were not long enough, and it was necessary to put a target on top of a stunt man's helmet. ^[71] The Weta workshop is implemented work on natural support and costumes for the film. Eighty-four full armor suits were produced for the Royal Guard at StormWind, along with hundreds of weapons and armor. Specific pieces of armor and weapons were created for the main characters, including King Lian. The weapons have been made through a combination of steel and lightweight materials. ^[72] The shield was designed on the basis of a work of art received from a blizzard, and presented through 3D modelling. ^[73] Blizzard's artists, such as Wei Wang, contributed more than 4,000 pieces of art to the film. ^[6] The collaboration is present, in that IL took pictures and scans of the actors playing UK, and referred them to blizzard. Blizzard made the concept of art based on these images on how goblins should look. Art concept later formed the basis of 3D effects. ^[67] Warcraft was by far Jones' highest-budget film to date, with its budget of \$160m dwarfing a budget of \$28m for the source code and a budget of

