



Gamescom 2015: Blizzard press conference round-up

Unveiling the next chapter of the World of Warcraft saga, indeed

By **Chan Khee Hoon** - Aug 6, 2015

Blizzard has chosen to shake things up a little this year, delivering two press conferences during gamescom: the first being an invite-only press conference that took place yesterday, and the second being a live presentation today that was solely dedicated to its *World of Warcraft*'s sixth expansion. And after watching today's live broadcast, it was immediately evident why Blizzard chose to do it this way—the reveal was nothing less than breathtaking. Judging from the cheers of the attending crowd, it seems that I'm not alone in feeling this way.

So let's dive in!

World of Warcraft: Legion

Yes, the sixth expansion of the long-running MMO series is called *World of Warcraft: Legion*. Blizzard introduced the press conference [with a trailer](#), briefly giving the audience a recap on what took place during the events of *Warlords of Draenor*, its previous expansion, and a rundown of what to expect for the upcoming one: a new area called The Broken Isles, a raise of the level cap to 110, new Dungeons and Raids, a revamp of the Honor System, Artifact Weapons, unique Order Halls for every class, and, last but not least, a new playable class: Demon Hunters. That last bit alone definitely roused the crowd.



The Burning Legion returns

World of Warcraft: Legion will take place in a new area, [The Broken Isles](#), in which players will need to search for mythic Pillars of Creation, relics that are supposedly the cornerstones of Azeroth. Players will be travelling to many zones, such as Val'sharah, Suramar, Azsuna and Stormheim, among many others —places that are as dangerous as they are beautiful.



Artifact Weapons galore!

Legion will host the “biggest demonic invasion of Azeroth, ever,” as described by Creative Director Alex Afrasiabi, which means that only the best weapons will do. Afrasiabi took the stage to present more about these legendary weapons, much to everyone’s delight. As part of the expansion, **Artifact Weapons** are class-specific and very customisable recreations of iconic weapons from the series, which can be powered up to unlock your hero’s abilities and traits as you complete quests in the game. It didn’t hurt that they look impeccably designed as well. Other Artifact Weapons, such as the Doomhammer and Sheilum, Staff of the Mists, were teased as well. All in all, there will be 36 Artifact Weapons, one for each class.



Unique Order Halls

Afrasiabi then went on to talk about Order Halls, sites of great power that are basically glorified clubhouses for your heroes and champions to chill out together while you refine your Artifact Weapons. From here, you can send followers on missions and generally be bossy. Ah, it’s great to be a hero, isn’t it? Jokes aside, Blizzard seems keen to emphasize that it wants every class to be experienced differently for a strong class identity –hence the introduction of these Order Halls, which are thematically unique to each class.



New Dungeons! New Raids!

Players will have more [Raids to conduct and even more new Dungeons](#) to explore as part of this expansion. In fact, nine new Dungeons will be introduced at launch: The Halls of Valor, Black Rook Hold, Vault of the Wardens, Eye of Azshara, Darkhear Thicket, Neltharion's Lair, Helheim, Suramar City, and Violet Hold. Two new Raids, The Emerald Nightmare and Sumara Palace, will also be included. The Raid structure will still be pretty similar to *Warlords of Draenor*, so I guess Blizzard won't need to fix something that already works.



Demon Hunters

It is as clear as day that everyone is most excited about this part of the presentation, because, well, the new playable class of **Demon Hunters** just look flippin' awesome. This class will be a Hero Class, much like the Death Knights introduced in the *Wrath of the Lich King* expansion. These folks are half-demons, and you can fool around with a wide range of horn designs. Hell, you can even get rid of them if you find them unnatural-looking, but beware the scorn of Game Designer Tom Chilton.

What impressed the audience most about the Demon Hunters, though, is their ability to double jump; they are the only class that is able to do so thus far. Skipping over bothersome obstacles is a cinch for these fellows, so if you like an agile but aggressive style, you might want to look into them.



The new and improved Honor system

The press conference wrapped with Chilton [explaining why the original Honor system didn't work quite as well](#), so this update is part of Blizzard's attempt to introduce a more level playing field for players who are just starting out. Gear will no longer have much as much of an impact in the PvP system; instead, players will go through a rank system, collecting perks and bonuses along the way. Honestly, this is a great way to attract newcomers to the game. A Prestige mode will also be available, which allows players who have maxed out their Honor rank to cash in their Honor points for cosmetic rewards.

Yes, this includes weapons too. You wouldn't want to miss this:



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