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DEVAN SARA

[World of Warcraft: The Shattering](#) TokyoPop
 THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a trail of death and devastation in their wake. At the heart of the fiery invasion stands the mystic Well of Eternity -- once the source of the night elves' arcane power. But now the Well's energies have been defiled and twisted, for Queen Azshara and her Highborne will stop at nothing to commune with their newfound god: the fiery Lord of the Burning Legion...Sargeras. The night elf defenders, led by the young druid, Malfurion Stormrage, and the wizard, Krasus, fight a desperate battle to hold back the Legion's terrible onslaught. Though only embers of hope remain, an ancient power has risen to aid the world in its darkest hour. The dragons -- led by the powerful Aspect, Neltharion -- have forged a weapon of incalculable power: the Dragon Soul, an artifact capable of driving the Legion from the world forever. But its use may cost far more than any could have foreseen. The second novel in an original trilogy of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment. [The Spiral Path \(World of Warcraft, Book 2\)](#) Simon and Schuster
 Presents an original story set in the World of Warcraft Universe, studying one of the newest classes in the game--the Death Knight. Original.

Before the Storm (World of Warcraft) Panini

Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

World of Warcraft: Wolfheart Del Rey

An all-new official prequel novel to Shadowlands, the next expansion for Blizzard Entertainment's legendary online game World of Warcraft "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When

the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

Warcraft: Death Knight Simon and Schuster

Vol'jin lautet der Name des tapferen Anführers des Dunkelspeerstammes. Seine Stärke und seine List sind selbst unter den mächtigsten Champions der Horde beispiellos. Auf dem legendären Kontinent Pandaria steht der Häuptling der Trolle nun aber seiner bislang größten Herausforderung gegenüber. Eine Prüfung, die seine Leben völlig neu definieren könnte, im Universum von World of Warcraft. Die Attentäter Garrosh Höllschreis haben Vol'jin niedergestreckt und ihn zum Sterben zurückgelassen. Doch das Schicksal hat andere Pläne mit dem Trollhäuptling, denn Braumeister Chen Sturmbräu gelingt es, den Schwerverletzten in einem abgelegenen Bergkloster in Sicherheit zu bringen. Dort muss Vol'jin an der Seite eines mysteriösen Soldaten der Allianz nicht nur um sein Leben kämpfen, sondern auch gegen althergebrachte Vorurteile und Hassgefühle. Doch damit nehmen Vol'jins Probleme erst ihren Anfang, denn schon bald sieht er sich inmitten einer Invasion Pandarias durch die Zandalari - ein geachteter Trollstamm, getrieben von Allmachtsträumen. Sie bieten Vol'jin die Gelegenheit, grenzenlosen Ruhm zu ernten - das Geburtsrecht aller Trolle! Ein verlockendes Angebot, vor allem nach Höllschreis niederträchtigem Verrat. Es liegt nun allein in den Händen des Trollhäuptlings, ob er die Zukunft seines Volkes nachhaltig verändert, oder es zur ewigen Knechtschaft verdammt, in den Schatten der Horde.

cienie hordy Simon and Schuster

A tale set in the aftermath of tyrannical orc Garrosh Hellscream's defeat finds his trial in Pandaria complicated by old grievances and mounting suspicions.

Vol'jin Penguin

Though their soldiers form a unified front on the battlefield, both the Alliance and the Horde include diverse races and nations within their ranks. Each of those nations has at its helm a leader of heroism and legend. Their actions and decisions shape Azeroth and forge its destiny. They inspire loyalty and loathing, fervor and fear, sometimes all from their own people. What do these heroes do when faced with conflict and strife? How do they handle the tremendous responsibility of guiding their armies and citizens on the front line and at home? In this anthology of sixteen short stories, each champion finds his or her own answers to these questions. Read their tales and learn what makes them who they are today—learn what makes them paragons. © 2014 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries.

World of Warcraft Simon and Schuster

The second action-packed installment of the Traveler saga, based on Blizzard's epic World of Warcraft] franchise. Includes 20 illustrations throughout drawn from the point of view of Aram, the main character. 5/8.

World of Warcraft Simon and Schuster

Enter and explore the World of Warcraft with this ultimate visual guide World of Warcraft: The Ultimate Visual Guide reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

Prelude to Cataclysm Simon and Schuster

Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

World of Warcraft Simon and Schuster

The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

Curse of the Worgen Del Rey

Les conséquences du cataclysme sur Azeroth continuent de se faire sentir. Le troll Chasseur des Ombres Voljin, fils de Senjin, est le chef de la tribu des Sombrelance qui mène d'une main de fer comme son père autrefois. Mais alors que la guerre entre l'Alliance et la Horde arrivent sur les côtes de

Pandaria, Voljin est devenu un ennemi de Garrosh. Après avoir survécu à une tentative d'assassinat, il doit se cacher tout en se ralliant à la Horde pour mettre un terme au règne de Garrosh.

World of Warcraft: Tides of Darkness Dark Horse Comics

Based on the record-shattering computer game, the complete War of the Ancients trilogy is collected in one volume, and includes The Well of Eternity, The Demon Soul, and The Sundering. Original.

The Demon Soul Dc Comics

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series.

Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

World of Warcraft: Chronicle Titan Books

The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger-General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

World of Warcraft Ultimate Visual Guide Random House

Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

World of Warcraft Chronicle Dark Horse Comics

In her New York Times bestseller, *The Shattering*, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion. Thrall, wise shaman and the warchief of the Horde, has sensed a disturbing change... Long ago, Azeroth's destructive native elementals raged across the world until the benevolent titans imprisoned them within the Elemental Plane. Despite the titans' intervention, many elementals have ended up back on Azeroth. Over the ages, shaman like Thrall have communed with these spirits and, through patience and dedication, learned to soothe roaring infernos, bring rain to sun-scorched lands, and otherwise temper the elementals' ruinous influence on the world of Azeroth. Now Thrall has discovered that the elementals no longer heed the shaman's call. The link shared with these spirits has grown thin and frayed, as if Azeroth itself were under great duress. While Thrall seeks answers to what ails the confused elements, he also wrestles with the orcs' precarious future as his people face dwindling supplies and growing hostility with their night elf neighbors. Meanwhile, King Varian Wrynn of Stormwind is considering violent action in response to mounting tensions between the Alliance and the Horde, a hard-line approach that threatens to alienate those closest to him, including his son, Anduin. The conflicted young prince has set out to find his own path, but in doing so, he risks becoming entangled in political instability that is setting the world on edge. The fate of Azeroth's great races is shrouded in a fog of uncertainty, and the erratic behavior of the elemental spirits, troubling though it is, may only be the first ominous warning sign of the cataclysm to come.

Downtown Panini

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be.

This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

The World of Warcraft Pop-Up Book Simon and Schuster

Bloodsworn, a horde militia group of warriors, must band together and forget their differences in order to defeat the tribes of the Centaur, who are threatening to destroy all of Azeroth.

A Novel Dark Horse Comics

"Maia Toll's Wild Wisdom Companion guides readers in developing a personalized earth-based spiritual practice using rituals, writing prompts, recipes, symbols, and reflections tied to each season"--

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