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## **FINLEY ADRIEL**

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### *Black City Saint* BradyGames

The afterlives await in this sprawling compendium, lovingly crafted by the World of Warcraft game team and official Blizzard Entertainment historian Sean Copeland. What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the afterlives. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never glimpsed by mortal eyes, a stunning fold-out map, and fresh secrets straight from the game team, *Grimoire of the Shadowlands and Beyond* is made to be treasured for eternity. In his authorial debut, Blizzard Entertainment historian Sean Copeland opens the vaults of both World of Warcraft and his years of hidden knowledge for all curious souls.

### World of Warcraft: New Flavors of Azeroth Simon and Schuster

For more than sixteen hundred years, Nick Medea has followed and guarded the Gate that keeps the mortal realm and that of Feirie separate, seeking in vain absolution for the fatal errors he made when he slew the dragon. All that while, he has tried and failed to keep the woman he loves from dying over and over. Yet in the fifty years since the Night the Dragon Breathed over the city of Chicago, the Gate has not only remained fixed, but open to the trespasses of the Wyld, the darkest of the Feiriefolk. Not only does that mean an evil resurrected from Nick's own past, but the reincarnation of his lost Cleolinda, a reincarnation destined once more to die. Nick must turn inward to that which he distrusts the most: the Dragon, the beast he slew when he was still only Saint George. He must turn to the monster residing in him, now a part of him...but ever seeking escape. The gang war brewing between Prohibition bootleggers may be the least of his concerns. If Nick cannot prevent an old evil from opening the way between realms...then not only might Chicago face a fate worse than the Great Fire, but so will the rest of the mortal realm.

### Matte Painting 3 Xulon Press

Let BradyGames Guide You Through this Huge MMORPG Adventure! BradyGames's World of Warcraft Official Strategy Guide features maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data--contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. BradyGames is Official and Exclusive on this title. Platform: PC World of WarCraft is an online role-playing game experience set in the award-winning Warcraft universe. Players assume the roles of Warcraft heroes as they explore, adventure, and quest across a vast world. Being "Massively Multiplayer", World of Warcraft allows thousands of players to interact within the same world. Whether adventuring together or fighting against each other in epic battles, players will form friendships, forge alliances, and compete with enemies for power and glory. In addition, a dedicated live team will create a

constant stream of new adventures to undertake, lands to explore, and monsters to vanquish. This content ensures that the game will never be the same from month to month, and will continue to offer new challenges and adventures for years to come. Not Final Cover. Blizzard Entertainment (www.blizzard.com), best known for their series Warcraft®, StarCraft®, and Diablo®, is a division of Vivendi Universal Games), a premier developer and publisher of entertainment software renowned for creating many of the industry's most critically acclaimed games. The company's free Internet gaming service Battle.net® provides a forum in which owners of Blizzard's games can play in a multiplayer mode remotely across the Internet and against other gamers from around the world.

### *World of Warcraft Forever*

When the world of Azeroth was young, the god-like titans brought order to it by reshaping its lands and seas. Throughout their great work, they followed a magnificent design for what they envisioned Azeroth would become. Although the titans departed Azeroth long ago, that design endures to this day. It is known as the Emerald Dream, a lush and savagely primal version of the... WORLD OF WARCRAFT Many are the mysteries surrounding the Emerald Dream and its reclusive guardians, the green dragonflight. In times past, druids have entered the Dream to monitor the ebb and flow of life on Azeroth in their never-ending quest to maintain the delicate balance of nature. However, not all dreams are pleasant ones. Recently the Emerald Nightmare, an area of corruption within the Emerald Dream, began growing in size, transforming the Dream into a realm of unimaginable horror. Green dragons have been unexpectedly caught up in the Nightmare, emerging from it with shattered minds and twisted bodies. Druids who have entered the darkening Dream lately have found it difficult -- sometimes even impossible -- to escape. Nor are these the Nightmare's only victims: more and more people are being affected. Even Malfurion Stormrage, first and foremost of the druids on Azeroth, may have fallen victim to this growing threat. As uncontrollable nightmares spread across the world, a desperate quest begins to find and free the archdruid. Soon nature's enemies will learn the true meaning of the name STORMRAGE

### *Master of the Grill* World of Warcraft: Arthas

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 ebook 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 Summer Cottage** Simon and Schuster

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.

The Warcraft Civilization Ruby Fiction

Though the young Warchief Thrall ended the demon curse that had plagued his people for generations, the orcs still wrestle with the sins of their bloody past. As the rampaging Horde, they waged a number of devastating wars against their perennial enemy -- the Alliance. Yet the rage and bloodlust that drove the orcs to destroy everything in their path nearly consumed them as well. Long ago, on the idyllic world of Draenor, the noble orc clans lived in relative peace with their enigmatic neighbors, the draenei. But the nefarious agents of the Burning Legion had other plans for both of the unsuspecting races. The demon-lord Kil'jaeden set in motion a dark chain of events that would succeed not only in eradicating the draenei, but forging the orc clans into an single, unstoppable juggernaut of hatred and destruction.

**StarCraft: Evolution** Simon and Schuster

As the Cataclysm rips through Azeroth, Warchief Garrosh Hellscream orders the best warriors of the Horde to come forward and serve in a new army, lest their foes in the Alliance sense weakness and attack. We meet these warriors as they come forward - from very different lands, backgrounds, traditions...Will they be able to overcome their deep differences and work together to serve the Horde, especially when challenged by a powerful, unfamiliar race claiming to be the real rulers of Azeroth?

**Warcraft** Pocket Star

A collection of poems and short stories gathered from my local landscape in response to an imperative from a Brythonic god called Gwyn ap Nudd: 'Enchanting the Shadowlands.'

*World of Warcraft: Dawn of the Aspects* MIT Press

Included in this collection are vols. distributed as well as published by White Wolf Pub.

Warcraft: War of the Ancients #2: The Demon Soul Warcraft: Blizzard Legends

Polly watched the flames licking the edge of the curtains. She was trapped. her stomached flipped and her legs went weak, then Courtleigh's hand was on her elbow. "This way," he said pushing open the landing window. "It's too high to jump," she cried. But jump they must. out of the window of thier foster home and into the strange world of The Edges, where who know what dangers await.

**Hades' Daughter** Simon and Schuster

Don't miss the epic conclusion to the World of Warcraft: Traveler trilogy, brought to life by New York Times bestselling author Madeleine Roux!

*World of Warcraft Chronicle* Insight Editions

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: Grimoire of the Shadowlands and Beyond* AuthorHouse

New York Times bestselling and award-winning author Christie Golden brings Arthas the Lick King to life in the book World of Warcraft fans have been clamoring for. Author Christie Golden does for

Arthas what she once did for the Orc Lord Thrall in the bestselling Warcraft: Lord of the Clans in another epic exploration of one of the key characters from the eleven-million subscriber massively multiplayer online role-playing game. Arthas: Rise of the Lick King reveals the true and thrilling story behind one of the Warcraft universe's most terrifying villains whose evil is legendary.

The Second Jungle Book 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. See the World of Warcraft in never-before-seen-detail. Discover the world's in-depth history in the Chronicles of Azeroth section, explore the back stories of key heroes and villains such as Varian Wrynn and Thrall and uncover fascinating facts about key locations such as Orgimmar. Behind the scenes information on the making of the World of Warcraft, its community and its future will satisfy the most inquisitive fan. Reveals stunning visuals drawn from Blizzard's games, publications and trailers and images from DC Comics' World of Warcraft comic book series. An unmissable up-to-date companion for both die-hard fans and newcomers to the World of Warcraft.

*World of Warcraft: Bloodsworn* Simon and Schuster

"Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

**The Art of Angling** Simon and Schuster

The Burning Legion has been defeated, and eastern regions of Kalimdor are now shared by two nations: the orcs of Durotar, led by their noble Warchief, Thrall; and the humans of Theramore, led by one of the most powerful mages alive -- Lady Jaina Proudmoore. But the tentative peace between orcs and humans is suddenly crumbling. Random attacks against Durotar's holdings suggest that the humans have renewed their aggression toward the orcs. Now Jaina and Thrall must avert disaster before old hatreds are rekindled -- and Kalimdor is plunged into another devastating war. Jaina's search to uncover the truth behind the attacks leads her to a shocking revelation. Her encounter with a legendary, long-lost wizard will challenge everything that she believes and illuminate the secret history of the world of...

The Sundering BradyGames

Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

**The Fall and Rise of Ronni Fairweather** Scholastic Inc.

Traces the downfall of a beloved peacekeeper who is pushed to a breaking point by an inconceivable horror that changes her in irrevocable, ethics-testing ways.

*World of Warcraft: Rise of the Horde* Simon and Schuster

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left emblazoned on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for video games. Get a glimpse behind the curtain at how art has evolved at Blizzard and meet some of the artists who've shaped

Blizzard's style and range to what it is today. Discover how art cross-pollinated amongst game teams and how grassroots movements from fans inspired some of Blizzard's most iconic artwork. With insights from more than fifty artists, animators, designers, and storytellers, this sweeping compendium is fans' ultimate keys to the kingdom of three decades in Blizzard artistry. Dig into the technical side of Blizzard polish--how light bounces around optimistic Overwatch scenes but seeps

through the cracks in Diablo. Explore the development history behind your favorite games, including how Blizzard's fallen games helped produce some of the studio's most iconic heroes. Pore over never before seen images of the worldbuilding process, how levels and landscapes were born from post-it doodles and whiteboard sketches.

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