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CARLA VIRGINIA

The Gentle Viking Simon and Schuster

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

The Warcraft: The Last Guardian Simon and Schuster

Companion piece to the WoW Diary

Simon and Schuster

In the final, apocalyptic chapter of this epic trilogy, the dragonmage Krasus and the young druid Malfurion must risk everything to save Azeroth from utter destruction. Banding together the dwarves, tauren and furbolg races, the heroes hope to spark an alliance to stand against the might of the Burning Legion. For if the Demon Soul should fall into the Legion's hands, all hope for

the world will be lost. This then, is the hour...where past and future collide!

World of Warcraft Bestiary Lulu.com

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 Sundering White Wolf Publishing

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

The Art of Angling Simon and Schuster

Fantasy roman.

Fear of Life BradyGames

Charlie's the kind of boy that no one notices. Hell, his own mother can't remember his name. So when a mysterious clockwork man tries to kill him in modern day Philadelphia, and they tumble through a hole into 1725 London, Charlie realizes even the laws of time don't take him seriously. Still, this isn't all bad. Who needs school when you can learn about history first hand, like from Ben Franklin himself. And there's this girl... Yvaine... another time traveler. All good. Except for the rules: boys only travel into the

past and girls only into the future. And the baggage: Yvaine's got a baby boy and more than her share of ex-boyfriends. Still, even if they screw up history - like accidentally let the founding father be killed - they can just time travel and fix it, right? But the future they return to is nothing like Charlie remembers. To set things right, he and his scrappy new girlfriend will have to race across the centuries, battling murderous machines from the future, jealous lovers, reluctant parents, and time itself.

Fish and how to Catch Them Simon and Schuster

A series of grisly, animalistic murders has rocked the walled town of Gilneas. A detective sets out to expose the perpetrators and finds more than he bargained for. Collecting the five-issue mini-series!

Altar of Bones Simon and Schuster

NATIONAL BESTSELLER • 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.

Shadows Rising (World of Warcraft: Shadowlands) Createspace Independent Publishing Platform

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!

World of Warcraft: The Shattering America's Test Kitchen

Join famed hunter Rexxar, his animal companions, and Horde Ambassador Zekhan as they make the perilous journey across the lush and vivid reaches of Kalimdor to learn the secrets of the realm. Leave no stone unturned and no tracks unfollowed as Rexxar and Zekhan reveal lore, insights, equipment, and breathtaking landscapes from the ramparts of Orgrimmar to the golden plains of Mulgore to the wilds of Un'Goro Crater—and share one final kindness with a friend along the way. Featuring stunning, immersive artwork and new insights crafted by Blizzard's own loremaster, Sean Copeland, *Exploring Azeroth: Kalimdor* is your next step in a remarkable journey across Azeroth.

World of Warcraft Simon and Schuster

Focusing on the impact of engineering on society and the world, McCarthy details the development of the discipline, explains what makes an engineering mind, and shows how every aspect of our lives has been engineered: from gadgets to our national infrastructure. Long considered tinkerers, problem solvers, and visionaries, engineers hold the keys to our real and virtual future.

The Wrack BradyGames

Warcraft: Dragon Hunt: A Kaplan SAT Score-Raising Graphic Novel features: *The complete text of *Dragon Hunt*, the first volume in the *Sunwell Trilogy* *More than 300 vocabulary words frequently tested on the SAT highlighted throughout the text *The number of Students preparing for the SAT and ACT exams has never been higher. Kaplan has joined forces with TOKYOPOP to bring these students a unique and engaging way to studying vocabulary, Kaplan's SAT / ACT Score-Raising Manga series! As seen with the success of Kaplan's SAT Score-Raising Classics series, students are eager for enjoyable alternatives to lengthy word lists.

*Kaplan's SAT / ACT Score-Raising Manga series features an assortment of today's most popular graphic novels (narratives related through a combination of text and art), with the most important and frequently seen words that show up on the SAT and ACT exams highlighted throughout the text of the story.

Definitions are on the margins surrounding the graphics, and words are in talk bubbles and sidebars describing the action. This entertaining series features "Manga," Japanese, Korean, and American comics that are the newest trend in teen fiction, which appeals to teens interested in a good read, exciting plots, and a more fun method of vocabulary review.

Warcraft: Of Blood and Honor Enchanting the Shadowlands

Let BradyGames Guide You Through this Huge MMORPG

Adventure! BradyGames 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: Stormrage Egmont Books (UK)

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.

World of Warcraft: Night of the Dragon Simon and Schuster

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.

The Stones of Ravenglass Simon and Schuster

In the wake of the Cataclysm, conflict has engulfed every corner of Azeroth. Hungering for more resources amid the turmoil, the Horde has pressed into Ashenvale to feed its burgeoning war machine. There, acting warchief Garrosh Hellscream has employed a brutal new tactic to conquer the region. Original. World of Warcraft: Beyond the Dark Portal Oneworld Publications

The second graphic novel based on the world's most popular massively multiplayer videogame tells the saga of the Missing King of Stormwind. Upon learning he is in fact the lost ruler of Stormwind, Lo'Gosh returns to reclaim his throne with his comrades in arms Valeera and Broll. But all is not as it seems in the eastern kingdom, especially if one informed dwarf has anything to say about it.

Master of the Grill Dark Horse Comics

In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and Pre if the world of

Azeroth is to see another dawn.

World of Warcraft: Rise of the Horde AuthorHouse

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.

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