
Jaina Proudmoore Tides Of War

Warcraft: Of Blood and Honor
World of Warcraft: Shadow Wing - The Dragons of Outland - Book One
The 100 Complete Boxed Set
World of Warcraft: Before the Storm
World of Warcraft: Dawn of the Aspects: Part I
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Blood of Aenarion
WORLD OF WARCRAFT
Warcraft: Dragon Hunt, Volume 1
Sylvanas (World of Warcraft)
War of the Spark: Forsaken

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.

World of Warcraft: Shadow Wing - The Dragons of Outland - Book One Oxford University Press, USA

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision:

Abandon the territory, pride and traditions of his people, or lead them into the unknown.

The 100 Complete Boxed Set 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.

World of Warcraft: Before the Storm Hachette UK

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

World of Warcraft: Dawn of the Aspects: Part I 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. Against the Tide Random House Worlds The official prequel novel to the Xbox 360 videogame, *Fable: The Journey* It's been almost a decade since the events of *Fable 3*, when the Hero vanquished the threat across the sea and claimed his throne. As king he led Albion to an era of unprecedented peace and prosperity. But on the night of his wedding to his new queen, ominous word arrives: The darkness has returned. Beyond a harrowing mountain pass, the exotic desert country Samarkand has been overrun by shadowy forces. Within the walls of its capital city, a mysterious usurper known only as the Empress has seized control. To protect his realm, the king must lead his most trusted allies into a strange land unknown to outsiders. As they forge ahead along Samarkand's ancient Great Road, populated by undead terrors and fantastic creatures once believed to be the stuff of legend, the king is drawn ever closer to his greatest challenge yet. But soon Albion is engulfed in a war of its own. As the darkness spreads, town by town, a treacherous force has infiltrated the queen's circle. Now the fate of all that is good rests with a faint flicker of hope . . . that somewhere,

somehow, heroes still do exist. © 2012 Microsoft Corporation. All Rights Reserved. Microsoft, Fable, Lionhead, the Lionhead logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

Everybody Up Simon and Schuster

A powerful daemon, banished millennia ago by the twins' ancestor, Aenarion the Defender, has returned to wrack bloody revenge. Plucked from thier home in the wilds of Chrace, Tyrion and Teclis must learn the arts of war and the mystery of magic, as well as the secrets survial in the Phoenix King's court. Hunted by daemonic assassins and beset by treachery, they must fight to survive and claim thier destiny as the greatest heroes of the age.

The Ruthless Elimination of Hurry Simon and Schuster

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.

Warcraft: War of the Ancients #1: The Well of Eternity Christian Literature Crusade

ECPA BESTSELLER • A compelling emotional and spiritual case against hurry and in favor of a slower, simpler way of life "As someone all too familiar with 'hurry sickness,' I desperately needed this book."—Scott Harrison, New York Times best-selling author of *Thirst* "Who am I becoming?" That was the question nagging pastor and author John Mark Comer. Outwardly, he appeared successful. But inwardly, things weren't pretty. So he turned to a trusted mentor for guidance and heard these words: "Ruthlessly eliminate hurry from your life. Hurry is the great enemy of the spiritual life." It wasn't the response he expected, but it was—and continues to

be—the answer he needs. Too often we treat the symptoms of toxicity in our modern world instead of trying to pinpoint the cause. A growing number of voices are pointing at hurry, or busyness, as a root of much evil. Within the pages of this book, you'll find a fascinating roadmap to staying emotionally healthy and spiritually alive in the chaos of the modern world.

World of Warcraft: Thrall: Twilight of the Aspects Simon and Schuster
He was not free from human error and frailty, but in twenty years of imprisonment he never betrayed His Lord. Meet Watchman Nee, one of China's greatest preachers whose legacy is a church that stands firm under persecution. A moving biography.

World of Warcraft: Night of the Dragon
Titan Books

After killing the corrupt Warchief Blackhand, Orgrim Doomhammer was quick to seize control over the Orcish Horde. Now he is determined to conquer the rest of Azeroth so that his people will once again have a home of their own in the... WORLD OF WARCRAFT Anduin Lothar, former Champion of Stormwind, has left his shattered homeland behind and led his people across the Great Sea to the shores of Lordaeron. There, with the aid of the noble King Terenas, he forges a mighty Alliance with the other human nations. But even that may not be enough to stop the Horde's merciless onslaught. Elves, dwarves, and trolls enter the fray as the two emerging factions vie for dominance. Will the valiant Alliance prevail, or will the Horde's tide of darkness consume the last vestiges of freedom on Azeroth?

StarCraft II: Devils' Due Simon and Schuster

An original story based on the popular video game sequel "Starcraft II"

chronicles the legendary exploits that shaped the lives of outlaw heroes Jim Raynor and Tychus Findlay.

World of Warcraft: Rise of the Horde
Simon and Schuster

EMPTY

The World of Warcraft Wizards of the Coast

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 a single, unstoppable juggernaut of hatred and destruction.

Warcraft: Lord of the Clans Simon and Schuster

Many months have passed since the cataclysmic Battle of Mount Hyjal, where the demonic Burning Legion was banished from Azeroth forever. But now, a mysterious energy rift within the mountains of Kalimdor propels three former warriors into the distant past -- a time long before orcs, humans or even high elves roamed the land. A time when the Dark Titan Sargeras, and his demon pawns persuaded Queen Azshara and her Highborne to cleanse Azeroth of its lesser races. A time when the Dragon Aspects were at the height of their power -- unaware that one of their own

would soon usher in an age of darkness that would engulf the world of...War Craft®. In the first chapter of this epic trilogy, the outcome of the historic War of the Ancients is forever altered by the arrival of three time-lost heroes: Krasus, the dragon mage whose great power and memories of the ancient conflict have inexplicably diminished; the human wizard Rhonin, whose thoughts are divided between his family and the seductive source of his now-growing power; and Broxigar, a weathered orc veteran who seeks a glorious death in combat. But unless these unlikely allies can convince the demigod, Cenarius, and the untrusting night elves of their queen's treachery, the burning Legion's gateway into Azeroth will open anew. And this time -- the struggles of the past may well spill over into the future...

World of Warcraft: Dawn of the Aspects Simon and Schuster

"Before Scarlet Crusade and Argent Dawn took up arms against each other, they stood as a united force against the evils of the Scourge. WORLD OF WARCRAFT: ASHBRINGER explores the divide -- and the role the good can play in the emergence of evil!" -- Back cover. *World of Warcraft* David C Cook

God's people were never meant to blend in. Instead, we're called to stand out from the crowd, and become a beacon of hope. But nothing dims our light more than conformity, when voices that once proclaimed truth begin to quietly yield to a noisy world. Based on the books of 2 Kings and 2 Chronicles, this study offers an eye-opening look at the high price of conformity, and shares how we can stay distinct from our surroundings. Part of Dr. Warren W. Wiersbe's best-selling "BE" commentary series, BE Distinct has now been updated with study questions and a new introduction by Ken Baugh. A

respected pastor and Bible teacher, Dr. Wiersbe examines how we can be salt and light to a world in desperate need of truth. You'll be encouraged to embrace your unique identity in Christ, and be challenged to rise above the world around you.

World of Warcraft: Exploring Azeroth Simon and Schuster

A collection of the complete War of the Ancients trilogy by "New York Times" bestselling author Knaak--based on the record-shattering computer game. *Warcraft: Durotan* Simon and Schuster

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.

Maia Toll's Wild Wisdom Companion
Random House Worlds
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.