

Illidan World Warcraft William King

As the dark forces of Chaos bring destruction to the northern lands of Kislev, only dwarf warrior Gotrek Gurnisson and his human companion, Felix Jaeger, stand between the evil hordes and the ancient city of Praag. Reprint.

“The King of High Adventure.” Starlog. In a world of magic and gunpowder, the half-breed Rik must rise from simple soldier to the deadliest assassin the world has ever known. A hungry horde of the walking dead rises to conquer the world. As the forces of darkness over-run the land, the halfbreed Rik must complete his apprenticeship as a Shadowblood assassin under the tutelage of his deadliest enemy and then confront the scheming necromancers of the Dark Brotherhood at the very heart of their empire of evil. The latest thrilling instalment of the Terrarch Chronicles from the bestselling creator of Gotrek and Felix. ABOUT THE SERIES A thousand years ago the world of Gaeia fell to the Terrarchs, cruel and beautiful alien invaders with a deadly secret. Masters of sorcery and intrigue they have ruled humanity with a fist of steel inside a glove of velvet. For a thousand years, ancient demons have slept, waiting for the moment of their return. Now the stars are right. Old and evil gods are waking. New revolutions are being born. A genocidal war that will destroy civilization sweeps ever closer. Born a Shadowblood, one of a clan of genetically engineered super-assassins created to serve a long dead Dark Lord, the outcast Rik must master his deadly birthright before his own lost kinfolk can kill him. BOOKS IN THE TERRARCH SERIES Death’s Angels The Serpent Tower The Queen’s Assassin Shadowblood 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.

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 realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

Der neueste Roman aus dem fantastischen Universum des erfolgreichsten Fantasy-Online-Games der Welt! Illidan Sturmgrimm ist der Zwillingbruder Malfurions, des wohl mächtigsten Druiden von ganz Azeroth. Doch im Gegensatz zu seinem Bruder ist Illidan mit dem Bösen im Bunde. Als Halbdämon herrschte er über die Scherbenwelt und war der Meister der Illidari und des Schwarzen Tempels. Dies ist seine Geschichte und der offizielle Roman zur aktuellen WoW-Erweiterung "Legion".

“The King of High Adventure.” Starlog. In a world of magic and gunpowder, the half-breed Rik must rise from simple soldier to the deadliest assassin the world has ever known. The plans of the Dark Brotherhood reach a crescendo as magical murder is unleashed in the conquered city of Halim. While the fate of the civilised world hangs in the balance, Rik must do battle with dragons, super-human killers and the sinister squid-like Elder Race known only as the Quan. In his quest for vengeance, Rik must now face the deadliest threat of all; his monstrous, inhuman father. The Queen's Assassin continues the thrilling saga of muskets and magic begun in Death’s Angels and continued in The Serpent Tower. In it, the bestselling creator of Gotrek and Felix blends Lovecraftian horror with high adventure in the tradition of Sharpe. ABOUT THE SERIES A thousand years ago the world of Gaeia fell to the Terrarchs, cruel and beautiful alien invaders with a deadly secret. Masters of sorcery and intrigue they have ruled humanity with a fist of steel inside a glove of velvet. For a thousand years, ancient demons have slept, waiting for the moment of their return. Now the stars are right. Old and evil gods are waking. New revolutions are being born. A genocidal war that will destroy civilization sweeps ever closer. Born a Shadowblood, one of a clan of genetically engineered super-assassins created to serve a long dead Dark Lord, the outcast Rik must master his deadly birthright before his own lost kinfolk can kill him. BOOKS IN THE TERRARCH SERIES Death’s Angels The Serpent Tower The Queen's Assassin Shadowblood The adventure continues! King Varian and his companions attempt to heal the rift between Horde and Alliance by seeking out help from ogre leader Thrall. Garona, the assassin who drove these factions apart by killing Varian's father, is back and still under the spell which made her kill King Llane. King Varian must also contend with the evil group Twilight's Hammer, which is under the power of the sinister "The Master."

Behind the legend stands a being hungry for justice and vengeance as the adventure, intrigue, and heroism of World of Warcraft, the global phenomenon, rise to a new level. You are not prepared. Illidan Stormrage is one of the most powerful beings ever to walk the lands of Azeroth. He is also one of the least understood. Behind his legend, beneath his enigmatic mission, lies a brilliant mind whose machinations are comprehended by few—and trusted by even fewer. Illidan’s righteous reign of justice and vengeance has begun. Long ago, the night elf sorcerer Illidan infiltrated the demonic Burning Legion to ward off its invasion of Azeroth. Instead of hailing him as a hero, his own kind branded him the Betrayer, questioning his intentions after he appeared to aid the demon lords. For ten thousand years, he languished in prison—vilified, isolated, but never forgetting his purpose. Now the Legion has returned, and there is only one champion who can truly stand against it. Released from his bonds, Illidan prepares for the final confrontation in the alien realm of Outland, gathering an army of grotesque fel orcs, serpentine naga, cunning blood elves, and twisted demon hunters to his side. He alone knows what deeply hidden motives guide his hand; he alone understands the price that must be paid to defeat the enemies of creation. Yet as before, he is assailed by those who see his schemes as a cynical quest for power, including the night elf Maiev Shadowsong, his former jailor. Warden Shadowsong and her Watchers have pursued the Betrayer to Outland to exact retribution for his crimes, and she will not rest until Illidan is in her custody . . . or in his grave. Praise for Illidan “William King kicks off a great story with Illidan.”—BlizzPro “For many people, new and old players alike, this book will be an eye-opening journey.”—All Things Azeroth “I enjoyed World of Warcraft: Illidan a great deal.”—BlizzPlanet “Damn fun . . . There’s virtually never a dull moment in Illidan.”—Cineline

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.

Frostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. * * * His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.

After fleeing the authorities in the Imperial city of Auldorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

THE AGE OF DRAGONS IS OVER. Uncertainty plagues Azeroth's ancient guardians as they struggle to find a new purpose. This dilemma has hit Kalecgos, youngest of the former Dragon Aspects, especially hard. Having lost his great powers, how can he—or any of his kind—still make a difference in the world? The answer lies in the distant past, when savage beasts called proto-dragons ruled the skies. Through a mysterious artifact found near the heart of Northrend, Kalecgos witnesses this violent era and the shocking history of the original Aspects: Alexstrasza, Ysera, Malygos, Neltharion, and Nozdormu. In their most primitive forms, the future protectors of Azeroth must stand united against Galakrond, a bloodthirsty creature that threatens the existence of their race. But did these mere proto-dragons face such a horrific adversary alone, or did an outside force help them? Were they given the strength they would become legendary for...or did they earn it with blood? Kalecgos's discoveries will change everything he knows about the events that led to the...DAWN OF THE ASPECTS PART I The former Dragon Aspects are on the brink of going their separate ways to forge new destinies. As Kalecgos ponders the uncertain future awaiting his kind, he uncovers a mysterious artifact that allows him to see through the eyes of his late predecessor, Malygos. Intense visions bombard Kalecgos, transporting him to a time when the original Aspects were no more than primitive proto-dragons. Across ancient Kalimdor's northern plains, they fought for survival against each other and a terrifying creature that dominated the era: the Father of Dragons, Galakrond. But many questions remain for Kalecgos. What are the origins of this strange artifact? Are its visions a gift, or a curse?

NEW YORK TIMES BESTSELLER • An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth's devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to accept and ambitions they are loath to relinquish. As Alliance and Horde alike grasp for the Azerite's power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for Before the Storm “This is easily the best book in the World of Warcraft series, and I don't say that lightly. . . . It's so much more than a tie-in novel. . . . It's a beautiful book.”—Blizzard Watch

The Space Marines of the Adeptus Astartes have inducted young Ragnar Blackmane, but he must learn to control his bestial instincts in order to become an effective soldier.

Reprint.

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.

Illidan: World of Warcraft A Novel Del Rey

"The King of High Adventure." Starlog. In a world of magic and gunpowder, the half-breed Rik must rise from simple soldier to the deadliest assassin the world has ever known. In *Death's Angels*, Rik and his fellow soldiers of the Seventh Infantry uncover a sinister conspiracy to waken an ancient slumbering evil. They encounter the lovely and terrible Lady Asea, immortal sorceress and ultimate manipulator of men and nations. Their deadly quest will eventually take them to the haunted city of the cannibalistic Spider God to face the hidden peril lurking there. *Death's Angels* is a thrilling tale of muskets and magic blending Lovecraftian horror with adventure in the tradition of *Sharpe* by the bestselling creator of *Gotrek and Felix*. ABOUT THE SERIES A thousand years ago the world of Gaeaia fell to the Terrarchs, cruel and beautiful alien invaders with a deadly secret. Masters of sorcery and intrigue they have ruled humanity with a fist of steel inside a glove of velvet. For a thousand years, ancient demons have slept, waiting for the moment of their return. Now the stars are right. Old and evil gods are waking. New revolutions are being born. A genocidal war that will destroy civilization sweeps ever closer. Born a Shadowblood, one of a clan of genetically engineered super-assassins created to serve a long dead Dark Lord, the outcast Rik must master his deadly birthright before his own lost kinfolk can kill him. BOOKS IN THE TERRARCH SERIES *Death's Angels* *The Serpent Tower* *The Queen's Assassin* *Shadowblood*

The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds, one army faces destruction and the other faces extinction. From opposing sides, two heroes are set on a collision course that will decide the fate of their family, their people and their home. So begins a spectacular saga of power and sacrifice in which war has many faces, and everyone fights for something.

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.

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

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...

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 Thalysstra, 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.

In the last years of the Crusade, Macharius comes to Loki. This heavily industrialised world is the bastion of Lord Solar's arch-nemesis, the traitor Richter. Formerly one of Macharius's trusted advisors, Richter's betrayal is indicative of the low morale and dissent amongst the Imperial forces. Brought to the edge of the known galaxy, thrust into a plague-ridden hell of trench warfare, Macharius faces his sternest test. As the end of the Crusade dawns, this could be the end to the Imperium's war and the final fall of Macharius.

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. An original tale of survival, conflict and magic that leads directly into the events of *Warcraft*, an epic adventure from Legendary Pictures and Universal Pictures, based on Blizzard Entertainment's global phenomenon.

The national bestseller and direct tie-in to the new game expansion pack *Warlords of Draenor*—a thrilling novel set in the universe of the record-breaking, internationally bestselling video game *World of Warcraft*! The brutal siege of Orgrimmar is over. Alliance and Horde forces have stripped Garrosh Hellscream, one of the most reviled figures on Azeroth, of his title as warchief. His thirst for conquest devastated cities, nearly tore the Horde apart, and destroyed countless lives. Now, on the legendary continent of Pandaria, he will stand trial for his transgressions. Renowned leaders from across the world have gathered to witness this historic event. As the trial unfolds, agents of the bronze dragonflight present shocking visions of Garrosh's atrocities. For many of those in attendance, these glimpses into history force them to relive painful memories and even question their own innocence or guilt. For others, the chilling details stoke the flames of their hatred. Unbeknownst to anyone, shadowy forces are at work on Azeroth, threatening

not only the court's ability to mete out justice...but also the lives of everyone at the trial. © 2015 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the US and/or other countries.

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 assissins and beset by treachery, they must fight to survive and claim thier destiny as the greatest heroes of the age.

They might be better dressed, but mages can be just as fickle as demons . . .Disavowed by the clergy, Selissa is left to fend for herself when her actions lead her to become a prisoner of Var'nori. She is given the choice between staying locked up within the walls of the mage city or accepting to become an apprentice of the secretive magister, Feryll. It's really not much of a choice.Because while her life has changed a lot over the last few years, one thing is still very much true: Selissa really, really doesn't like mages

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?

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?

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.

Illidan prepares for the final confrontation in the alien realm of Outland.

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! Prepare a feast fit for a warchief with World of Warcraft: The Official Cookbook, a delicious compendium of recipes inspired by the hit online game from Blizzard Entertainment. Prepare a feast fit for a warchief with World of Warcraft: The Official Cookbook, a compendium of sweet and savory recipes inspired by the hit game from Blizzard Entertainment. Presenting delicacies favored by the Horde and the Alliance alike, this authorized cookbook teaches apprentice chefs how to conjure up a menu of food and drink from across the realm of Azeroth. Featuring food pairings for each dish, ideas for creating your own Azerothian feasts, and tips on adapting meals to specific diets, this otherworldly culinary guide offers something for everyone. The aromatic Spiced Blossom Soup is perfect for plant-loving druids, and orcs will go berserk for the fall-off-the-bone Beer-Basted Boar Ribs. With alternatives to the more obscure ingredients—just in case you don't have Chimaerok Chops lying around—this comprehensive cookbook will ensure that you have no trouble staying Well Fed. Each chapter features dishes at a variety of skill levels for a total of more than one hundred easy-to-follow recipes for food and brews, including: • Ancient Pandaren Spices • Fel Eggs and Ham • Mulgore Spice Bread • Dragonbreath Chili • Graccu's Homemade Meat Pie • Bloodberry Tart • Greatfather's Winter Ale Whether you're cooking for two or revitalizing your raid group for a late-night dungeon run, World of Warcraft: The Official Cookbook brings the flavors of Azeroth to life like never before.

Rich with examples, detailed breakdowns, and step-by-step instructions, this book gets down to the nuts and bolts of gold making, to help you become a World of Warcraft gold tycoon.This book is for every World of Warcraft player who's tired of scrapping for gold or has ever wanted to be the one showing off expensive items in town.

The launch title of an epic action-adventure series set in Blizzard's popular World of Warcraft game franchise that features a young cast of characters discovering the mysteries and majesty of the world around them.

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.

Mais um livro da série World of Warcraft, baseada no game de sucesso. Em Illidan, Azeroth e todo o mundo conhecido estão em perigo, ameaçados de invasão por uma raça de demônios: a Legião Ardente. O elfo noturno Illidan Tempestúria parece ser o único capaz de derrotá-los. No passado, ele se infiltrou na demoníaca Legião Ardente para conhecer o inimigo, mas suas motivações despertaram dúvidas e ele acabou preso por milhares de anos, sob os olhares de sua carcereira Maiev Cantonegro. Agora, libertado, ele deve vencer a desconfiança de todos, os próprios medos e ambições, a fim de parar os demônios.

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.

[Copyright: f73a7c90aac39ce1f7e1610207b09928](#)