

[EPUB] Cycle Of Hatred World Warcraft 1 Keith Ra Decandido

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World of Warcraft: Cycle of Hatred-Keith R. A. DeCandido 2007-05-01 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...

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World of Warcraft: Night of the Dragon-Richard A. Knaak 2008-11-18 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 who holds dear. Determined this time to confront this evil by himself, he is unaware of the guests 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: Dawn of the Aspects-Richard A. Knaak 2013-11-19 "Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

WarCraft War of the Ancients Archive-Richard A. Knaak 2007-12-11 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.

World of Warcraft: Wolfheart-Richard A. Knaak 2012-05-29 Night elf high priestess Tyrande Whisperwind receives a vision about a reluctant human king of Stormwind, who resists an alliance with the worgen to combat the warchief Garrosh Hellscream.

World of Warcraft: War Crimes-Christie Golden 2014-05-06 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.

The Sunwell Trilogy-Richard A. Knaak 2018-03 In "Dragon Hunt", following the Battle of Mount Hyjal, the free races of Azeroth are beginning to rebuild. The fragile peace is threatened when an ancient power source emanates throughout the land, and all eyes turn in search of its source. Kalecgys, a member of the decimated race of blue dragons, is sent on a clandestine quest to the Elven Kingdom of Quel'Thalas to find answers. Pursued by both a vengeful Dwarven bounty hunter and forces of the Undead Scourge, Kalec finds his fate bound to a beautiful peasant girl with secrets of her own.

The Diablo: The Black Road-Mel Odom 2002-04-02 Returning to his hometown of Bramwell after years of wandering, mercenary Darrick Lang discovers that a dark and horrifying force has ensnared its citizens and now seeks to seize him, in a chilling novel of dark fantasy, based on the popular video game. Original. (A Blizzard Entertainment M-rated electronic game) (Horror)

World of Warcraft: Thrall: Twilight of the Aspects-Christie Golden 2012-02-28 The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

Alien: Isolation-Keith R.A. DeCandido 2019-07-30 The action-packed official adaptation of Alien: Isolation and a revealing look into the lives of Ellen Ripley and her daughter, Amanda Ripley. HE OFFICIAL VIDEO GAME ADAPTATION--AND MUCH MORE! From birth, Amanda Ripley's life is riddled with hardship. Her parents live on the edge of poverty, so her mother--Ellen Ripley--seeks off-world contracts that lead to a position aboard the commercial hauler Nostromo. Then when the deep-space vessel disappears, Amanda passes into adulthood focused on discovering one thing, WHAT HAPPENED TO ELLEN RIPLEY? Amanda's quest pulls her into the underbelly of society, where few can be trusted. On Luna she meets someone who seems the exception--Private Zula Hendricks of the Colonial Marines but their relationship is short-lived. Just as Amanda appears to hit rock bottom... a lead appears. To follow it, she must travel to the remote Sevastopol Station. There she hopes to find the answers she seeks. But the station is in ruins, and death stalks the corridors in the form of a deadly alien the likes of which she never could have imagined.

World of Warcraft: Beyond the Dark Portal-Aaron Rosenberg 2008-06-24 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 mere 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?

Warcraft: Of Blood and Honor-Chris Metzzen 2000-12-01 A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

World of Warcraft: Vol'jin: Shadows of the Horde-Michael A. Stackpole 2014-04-29 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.

WarCraft Archive-Richard A. Knaak 2006-10-24 A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, Day of the Dragon, Lord of the Clans, The Last Guardian, and Blood and Honor. Original. 25,000 first printing.

Shadows Rising (World of Warcraft: Shadowlands)-Madeleine Roux 2020-07-14 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 Thalysrsa, 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 Zandalar 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, Bwonsami. As Zekhan and Talanji work to save Bwonsami, 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.

World of Warcraft: Jaina Proudmoore: Tides of War-Christie Golden 2013-04-30 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.

The|Sundering-Richard A. Knaak 2018-09-15 In the final, apocalyptic chapter of this epic trilogy, the dragon-mage 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!

Warcraft: Durotan: The Official Movie Prequel-Christie Golden 2016-05-03 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.

Warcraft: War of the Ancients #2: The Demon Soul-Richard A. Knaak 2007-05-01 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.

Before the Storm (World of Warcraft)-Christie Golden 2018-06-12 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 Warcraft: The Last Guardian-Jeff Grubb 2002-12-01 Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

World of Warcraft: Paragons-Blizzard Entertainment 2014-03-31 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.

Command & Conquer (tm)-Keith R.A. DeCandido 2009-07-22 The official novel of the bestselling real-time strategy franchise • In the twenty-first century, Earth is infested with Tiberium, an alien substance that could be humanity's salvation . . . or its downfall. Though Tiberium is a resource that could solve the world's energy crisis, it is also incredibly destructive, spreading disease, death, and devastation. Tiberium has divided the planet into two factions: the Global Defense Initiative (GDI), which tries to maintain order at any cost, and the Brotherhood of Nod, a terrorist organization turned superpower that believes with religious fervor in the potential of Tiberium. The groups have already fought two world wars, killing millions. Now, in the year 2047, a vicious Nod attack compels GDI to mobilize. Another epic global war is being waged, with humanity's fate in the balance. One of GDI's top units, the 22nd Infantry Division, must halt Nod's agenda and keep the world from devolving into further chaos and loss of life. But in the midst of heavy fighting all over the world, mysterious visitors arrive . . . who may spell doom for the human race.

Split the Party-Drew Hayes 2015-09-29 Fleeing from a vengeful king has sent the former NPCs across Solium's borders, into the kingdom of Alcaham. As wanted fugitives, they head to the small farming village of Briarwillow, hoping to blend in, lay-low, and avoid trouble at all costs. Unfortunately, Briarwillow has problems all its own, and its troubles quickly become theirs. If they hope to survive long enough to escape, they'll have to tackle an all-but-forgotten mystery buried at the town's border, as well as seek the wisdom of a mysterious group of mages. With time, magic, and at least one god against them, it will take everything they've got to save Briarwillow, and themselves.

Warcraft: Death Knight-Dan Jolley 2009-12-01 Presents an original story set in the World of Warcraft Universe, studying one of the newest classes in the game—the Death Knight. Original.

Warcraft: Lord of the Clans-Christie Golden 2002-01-29 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 the 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 Slave. Gladiator. Shaman. Warchief. The enigmatic Orc known as Thrall has been all of these. Raised from infancy by cruel human masters who sought to mold him into their perfect pawn, Thrall was driven by both the savagery in his heart and the cunning of his upbringing to pursue a destiny he was only beginning to understand -- to break his bondage and rediscover the ancient traditions of his people. Now the tumultuous tale of his life's journey -- a saga of honor, hatred, and hope -- can at last be told...

The First Law Trilogy-Joe Abercrombie 2016-11-15 The complete First Law trilogy from New York Times bestseller and master of grimdark fantasy, Joe Abercrombie. "The finest epic fantasy trilogy in recent memory." - Junot Diaz Murderous conspiracies rise to the surface, old scores are ready to be settled, and the line between hero and villain is sharp enough to draw blood. Unpredictable, compelling, wickedly funny, and packed with unforgettable characters, the First Law trilogy is noir fantasy with a real cutting edge. This boxed set includes: THE BLADE ITSELF, BEFORE THEY ARE HANGED, THE LAST ARGUMENT OF KINGS. For more from Joe Abercrombie, check out: Novels in the First Law world Best Served Cold The Heroes Red Country Sharp Ends: Stories From the World of the First Law

My Secret-Frank Warren 2006-10-24 A collection of artfully decorated postcards with secrets anonymously written on them by people from all over the world and sent to the founder of PostSecret, a community art project that evolved into a website.

Illidan: World of Warcraft-William King 2016 Illidan prepares for the final confrontation in the alien realm of Outland.

The Art of World of Warcraft-BradyGames (Firm) 2005 The World of Warcraft is more than just a game, it's a work of art -- and you can enjoy these unique creations outside of the game with The Art of World of Warcraft. This beautiful hardbound book contains sketches, concepts, and final colored art for the following: All eight races -- Dwarf, Gnome, Human, Night Elf, Orc, Tauren, Troll, and Undead Monsters -- from the Ancients to Magnataurs to Yeti Environments -- landscapes and flora, from the magnificent beauty of Emerald Paradise to the bleak wasteland of Desolace Structures & Weapons -- buildings, transports, arms, and armor Cinematics -- from storyboard to finished art Promotional -- full-page artwork, special drawings from Korea, and the Blizzard 2003 Christmas Card Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

Networks, Crowds, and Markets-David Easley 2010-07-19 Are all film stars linked to Kevin Bacon? Why do the stock markets rise and fall sharply on the strength of a vague rumour? How does gossip spread so quickly? Are we all related through six degrees of separation? There is a growing awareness of the complex networks that pervade modern society. We see them in the rapid growth of the Internet, the ease of global communication, the swift spread of news and information, and in the way epidemics and financial crises develop with startling speed and intensity. This introductory book on the new science of networks takes an interdisciplinary approach, using economics, sociology, computing, information science and applied mathematics to address fundamental questions about the links that connect us, and the ways that our decisions can have consequences for others.

World of Warcraft-Walter Simonson 2018-06-15 "An amnesiac washes up on the shores of Kalimdor, starting the epic quest of the warrior Lo'Gosh and his unlikely allies, Broll Bearmantle and Valeraa Sanguinar. Striking uneasy relationships with other races, as well as each other, they must fight both the Alliance and the Horde as they struggle to uncover the secrets of Lo'Gosh's past!" -- Back cover.

World of Warcraft Chronicle-BLIZZARD ENTERTAINMENT 2018-03-27 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: Tides of Darkness-Aaron Rosenberg 2007-08-28 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?

Tales of the Dominion War-Keith R. A. DeCandido 2012-08-14 The Dominion War -- as seen in seasons 5,6 and 7 of Star Trek: Deep Space Nine -- introduced a major story arc to the Star Trek universe and brought the Federation closer than it had ever been to total annihilation. Against a background of conflict and chaos, alliances were made and broken, ideals compromised for the sake of survival, fortunes shifted and lives irrevocably shattered as the series explored the impact of war on combatant and civilian alike. It took countless lives and numerous acts of heroism and sacrifice on the part of many people -- human and Klingon, Bajoran and Romulan; yes, and Cardassian too -- to save the day and neutralize the threat of the Dominion. Now top Star Trek authors present twelve new stories of those whose courage helped to win the war, among them Captain Picard from Star Trek: The Next Generation and Captain Calhoun from Star Trek: New Frontier. Featured authors include Greg Cox, Peter David, Kevin Dilmore, Michael Jan Friedman, Dave Galanter, Robert Greenberger, Heather Jarman, Jeffrey Lang, David Mack, Andy Mangels, Michael A. Martin, Josepha Sherman, Susan Swartz, Dayton Ward and Howard Weinstein.

Shadows of Ice-Richard A. Knaak 2018-09-15 Kalec, a blue dragon that has taken human form to escape the forces that seek to destroy his race, and Anveena, a maiden with mysterious powers, go on a quest to save the entire High Elven Kingdom from the evil forces of the Undead Scourge.

World of Warcraft: Rise of the Horde-Christie Golden 2007-05-01 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.

Blood Heir-Amélie Wen Zhao 2019-11-19 The first book in an epic new series about a princess hiding a dark secret and the con man she must trust to clear her name for her father's murder. In the Cyrilian Empire, Affinites are reviled. Their varied gifts to control the world around them are unnatural--dangerous. And Anastacya Mikhailov, the crown princess, has a terrifying secret. Her deadly Affinity to blood is her curse and the reason she has lived her life hidden behind palace walls. When Ana's father, the emperor, is murdered, her world is shattered. Framed as his killer, Ana must flee the palace to save her life. And to clear her name, she must find her father's murderer on her own. But the Cyrilia beyond the palace walls is far different from the one she thought she knew. Corruption rules the land, and a greater conspiracy is at work--one that threatens the very balance of her world. And there is only one person corrupt enough to help Ana get to its core: Ramson Quicktongue. A cunning crime lord of the Cyrilian underworld, Ramson has sinister plans--though he might have met his match in Ana. Because in this story, the princess might be the most dangerous player of all. "Cinematic storytelling at its best."—Adrienne Young, New York Times bestselling author of Sky in the Deep and The Girl the Sea Gave Back "Zhao shines in the fast-paced and vivid combat scenes, which lend a cinematic quality that pulls readers in."—The New York Times Book Review

World of Warcraft: The Burning Crusade-Christie Golden 2007-05-01 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...

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WarCraft War of the Ancients Archive-Richard A. Knaak 2007-12-11 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.

World of Warcraft: Wolfheart-Richard A. Knaak 2012-05-29 Night elf high priestess Tyrande Whisperwind receives a vision about a reluctant human king of Stormwind, who resists an alliance with the worgen to combat the warchief Garrosh Hellscream.

World of Warcraft: War Crimes-Christie Golden 2014-05-06 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.

The Sunwell Trilogy-Richard A. Knaak 2018-03 In "Dragon Hunt", following the Battle of Mount Hyjal, the free races of Azeroth are beginning to rebuild. The fragile peace is threatened when an ancient power source emanates throughout the land, and all eyes turn in search of its source. Kalecgys, a member of the decimated race of blue dragons, is sent on a clandestine quest to the Elven Kingdom of Quel'Thalas to find answers. Pursued by both a vengeful Dwarven bounty hunter and forces of the Undead Scourge, Kalec finds his fate bound to a beautiful peasant girl with secrets of her own.

The Diablo: The Black Road-Mel Odom 2002-04-02 Returning to his hometown of Bramwell after years of wandering, mercenary Darrick Lang discovers that a dark and horrifying force has ensnared its citizens and now seeks to seize him, in a chilling novel of dark fantasy, based on the popular video game. Original. (A Blizzard Entertainment M-rated electronic game) (Horror)

World of Warcraft: Thrall: Twilight of the Aspects-Christie Golden 2012-02-28 The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

Alien: Isolation-Keith R.A. DeCandido 2019-07-30 The action-packed official adaptation of Alien: Isolation and a revealing look into the lives of Ellen Ripley and her daughter, Amanda Ripley. HE OFFICIAL VIDEO GAME ADAPTATION--AND MUCH MORE! From birth, Amanda Ripley's life is riddled with hardship. Her parents live on the edge of poverty, so her mother--Ellen Ripley--seeks off-world contracts that lead to a position aboard the commercial hauler Nostromo. Then when the deep-space vessel disappears, Amanda passes into adulthood focused on discovering one thing, WHAT HAPPENED TO ELLEN RIPLEY? Amanda's quest pulls her into the underbelly of society, where few can be trusted. On Luna she meets someone who seems the exception--Private Zula Hendricks of the Colonial Marines but their relationship is short-lived. Just as Amanda appears to hit rock bottom... a lead appears. To follow it, she must travel to the remote Sevastopol Station. There she hopes to find the answers she seeks. But the station is in ruins, and death stalks the corridors in the form of a deadly alien the likes of which she never could have imagined.

World of Warcraft: Beyond the Dark Portal-Aaron Rosenberg 2008-06-24 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 mere 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?

Warcraft: Of Blood and Honor-Chris Metzzen 2000-12-01 A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

World of Warcraft: Vol'jin: Shadows of the Horde-Michael A. Stackpole 2014-04-29 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.

WarCraft Archive-Richard A. Knaak 2006-10-24 A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, Day of the Dragon, Lord of the Clans, The Last Guardian, and Blood and Honor. Original. 25,000 first printing.

Shadows Rising (World of Warcraft: Shadowlands)-Madeleine Roux 2020-07-14 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 Thalysrsa, 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 Zandalar 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, Bwonsami. As Zekhan and Talanji work to save Bwonsami, 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.

World of Warcraft: Jaina Proudmoore: Tides of War-Christie Golden 2013-04-30 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.

The|Sundering-Richard A. Knaak 2018-09-15 In the final, apocalyptic chapter of this epic trilogy, the dragon-mage 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!

Warcraft: Durotan: The Official Movie Prequel-Christie Golden 2016-05-03 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.

Warcraft: War of the Ancients #2: The Demon Soul-Richard A. Knaak 2007-05-01 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.

Before the Storm (World of Warcraft)-Christie Golden 2018-06-12 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