

**The Sundering
Warcraft War Of
Ancients 3 Richard
A Knaak**

The realm of Azeroth struggles to

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

A series of grisly, animalistic murders has rocked the walled town of Gilneas. A detective sets out to expose the perpetrators and finds

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more than he bargained for.
Collecting the five-issue mini-series!
"Warcraft III" features
comprehensive tech-trees, strategies,
and statistics for managing all new
units and structures. Extensive
coverage of all Heroes, including

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each new Hero per race, and the Neutral Heroes.

Farideh finds herself in the midst of a fast-paced murder mystery rife with political intrigue In the wake of the war brought on by the Sundering, Farideh ' s adopted

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father Mehen has been called back by the clan that cast him out—and twins Farideh and Havilar mean to go with him. Just as Mehen confronts the head of his former clan, a clutch of young dragonborn is found in the catacombs. Not only

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have they been brutally murdered, their bodies lay near an infernal summoning circle—one that looks all-too-familiar to Farideh. Charged by Mehen's aunt to solve the mystery, Farideh, Havilar, and Mehen set out to find whoever—or

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whatever—is behind the murders. Meanwhile, on the other side of Toril, tensions escalate between Dahl and his newly-rescued family when the agents of a criminal organization show up at their home. Ashes of the Tyrant is the fifth book

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in the Brimstone Angels series.

Warcraft III

The Godborn

Warcraft: War of the Ancients #3:

The Sundering

Reign of Chaos Official Strategy

Guide for EB

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World of Warcraft

The white-hot conclusion to the Dominion of the Fallen trilogy by the multi-award-winning author... The Great Houses of Paris—headed by Fallen angels and magicians—have co-existed in fragile peace. When a powerful

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explosion razes House Harrier, old alliances are torn apart and a race begins to fill the power void. Thuan, the beleaguered dragon head of House Hawthorn, finds a war on his doorstep. Aurore, once cast out by Harrier and almost beaten to death, seeks power to

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protect her family—and must venture back to her former home. And, in the ruins of House Harrier, Emmanuelle desperately tries to piece together her fragmented memories of the explosion. But beneath House Harrier awaits a fiery magic that hungers for destruction. And

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it is time for Houses and Houseless to stand together—or be engulfed in flames...

THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a

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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

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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.

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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

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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. Illidan prepares for the final

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confrontation in the alien realm of Outland.

The hour of wrath draws near... The valiant night elves have been shattered by the loss of their beloved general. The black dragon, Neltharion, has claimed the Demon Soul and scattered the

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mighty dragonflights to the winds.
Above all, the demonlord, Archimonde, has led the Burning Legion to the very brink of victory over Kalimdor. As the land and its denizens reel from this unstoppable evil, a terror beyond all reckoning draws ever nearer from the

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Well of Eternity's depths... WARCRAFT
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

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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!

THE SUNDERING An original trilogy

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of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment.

The Flesh of War

World of Warcraft: Exploring Azeroth

Curse of the Worgen

Time of Legends

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Eve of Snows

Over the eons, an endless struggle between the forces of order and chaos has shaped the world of Azeroth and its inhabitants. The orcish Horde's violent invasion of the Eastern Kingdoms stands as

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one of history's most tumultuous periods. Through the Burning Legion's demonic machinations, the once-noble orcs were transformed into a nearly unstoppable foe and let loose upon Azeroth's unsuspecting denizens.

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Yet even in the face of the Horde's unparalleled fury, brave heroes risked everything to rise up in defense of the . . . Rise of the Horde: Before the savage orcs began their rampage across Azeroth, they were a proud

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shamanic race native to the world of Draenor. The cunning demon Kil'jaeden saw lethal potential in the clan-based orcs, and thus he set about molding them into the Horde—a single, brutal force driven by an all-consuming thirst for

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destruction. But the foul demonic magic that granted the Horde its immense strength began consuming the orcs from within, ultimately threatening to destroy everything that they once were. The Last Guardian: Long ago a group of

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magi known as the Council of Tirisfal was formed to fight a secret war against the sinister demons of the Burning Legion. To this end, the council imbued a single champion with enormous power to act as the world's guardian. Medivh was one

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such Guardian of Tirisfal, and he was expected to be the greatest who had ever lived. Yet he was destined to follow a much darker path. From birth a mysterious evil had tainted the core of his being, and his subsequent struggle

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against the darkness within himself
would precipitate the orcish
Horde's invasion of Azeroth . . .
and change the world forever.
Tides of Darkness: During the First
War, the orcish Horde laid waste to
the once-great human kingdom of

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Stormwind. From the ashes of this terrible defeat, however, hope emerged. Anduin Lothar, Champion of Stormwind, rallied the survivors of his ruined homeland and valiantly led them to Lordaeron in the hopes of uniting the human

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nations into a mighty Alliance that could stand against the Horde and its ruthless new leader, Orgrim Doomhammer. Yet as formidable as Lothar believed the Alliance would be, many humans feared that no force would ever be capable of

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stopping the Horde's merciless onslaught. Beyond the Dark Portal: In the aftermath of the Second War between orcs and humans, the Dark Portal, a gateway connecting Azeroth to Draenor, was destroyed. The orcs, however, did not

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abandon their lust for war. Led by the mysterious orc shaman Ner'zhul, a fresh wave of Horde fighters flooded into Azeroth. Even more unsettling was that small bands of orcs intent on something other than mere conquest began

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scouring Azeroth for powerful artifacts desired by their sinister leader. To counter the Horde's dark schemes, only one option remained for the Alliance: a suicide mission into the orcs' ruined homeworld of Draenor.

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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

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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

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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.

"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 Valeera 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

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past!" -- Back cover.

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.

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The Diablo: The Sin War #1:
Birthright
The Sundering
WarCraft War of the Ancients
Archive
World of Warcraft: Chronicle
Illidan

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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,

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acting warchief Garrosh
Hellscream has employed a
brutal new tactic to conquer the
region. Original.

A collection of the complete
War of the Ancients trilogy by
"New York Times" bestselling

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author Knaak--based on the record-shattering computer game.

Forged for combat, the rock trolls have no equal. They train from birth, endure brutal conditioning, and mark their

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skin with every kill. They have become the very flesh of war, but their history of honor has been forgotten. Now a bounty has been issued, one which calls for the extermination of their race. To survive they must

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awaken to what they have lost, before their enemies begin to gather. Born in the midst of a bloody conflict, Tryton bears a heart of peace. His talent will command respect, but his nature is the true weapon. To

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wield it he must rise to lead them all--without sacrificing his soul. The fate of his people lies with him, but the seeds of destruction have already been sown. And the harvest has come. Traces the downfall of a

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

World of Warcraft: Beyond the Dark Portal

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Ashes of the Tyrant
World of Warcraft: Chronicles
of War
World of Warcraft: Night of the
Dragon
The Warcraft: The Last
Guardian

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New Alternate History Fantasy series created by New York Times best-selling author Kevin J. Anderson and Sarah A. Hoyt. Arcane America A new world. New magic. New history. After Halley's Comet was destroyed in a magical battle in 1759, the backlash

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separated the entire New World from the Old in an event known as The Sundering. Now isolated from the rest of the globe, America has become a very different place, where magic works and history has been changed forever. It is 1803—a new 1803. Young

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Meriwether Lewis, footloose and intrigued, goes to hear a lecture in St. Louis by the venerated old wizard Benjamin Franklin. Franklin's talk is disrupted by the attack of a winged fire-breathing beast, much like legends from Lewis's own Welsh heritage. In

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the aftermath, Franklin tells the young man that he knows of a great, growing evil that lurks in the uncharted Arcane Territories west of the Mississippi. Using his own vast fortune, Franklin commissions Lewis and his own talented partner William Clark to

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embark on a remarkable voyage of exploration, to meet and document the indigenous tribes, to find a route all the way to the Pacific Ocean—and perhaps beyond the magical veil to Europe again—and to stop the growing evil that is filling the American West. For while

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the Sundering separated the rest of the world and granted the original colonists unexpected magical gifts, sorcery inspired by native legends has also been ignited. And the Arcane Territories may hold unparalleled dangers for the expedition, both natural

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and magical. Accompanied by the brilliant shape-shifting sorceress Sacajawea, Lewis and Clark set off on an unparalleled adventure across a landscape that no European has ever seen. At the publisher's request, this title is sold without DRM (Digital

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Rights Management). About Kevin J. Anderson: "Anderson delivers action, engaging characters and credible fantastic worlds in spades . . . not to be missed."—Publishers Weekly
"Wickedly funny, deviously twisted and enormously satisfying."—Jonathan

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Maberry "Anderson has become the literary equivalent of Quentin Tarantino in the fantasy adventure genre."—The Daily Rotation "Prepare to be entertained." —Charlaine Harris "Delivers solid action and will certainly satisfy."—Booklist on The

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Winds of Dune About Sarah A. Hoyt:
“[Three Musketeers creator] Alexandre
Dumas would give [Sarah A. Hoyt] a
thumbs up.” —Steve Forbes “[F]anciful
and charming.” —Library Journal "First-
rate space opera with a moral lesson.
You won't be disappointed."—Glenn

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Reynolds, Instapundit.com “[A] tour de force: logical, built from assumptions with no contradictions . . . gripping.” —Jerry Pournelle
“Exceptional, wonderful, and enormously entertaining.” —Booklist
Fantasy roman.

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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

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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

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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. Wizard-in-training Alex Taylor must help his mentor Whalen track down

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Whalen's nephew Jabez who was once being trained by Whalen but who now has chosen a path into dark magic. --
Worldcat.

The World of Warcraft

The Sentinel

Warcraft: Legends Volume 5

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Birthright

World of Warcraft: Thrall: Twilight of
the Aspects

Since the beginning of time, the angelic
forces of the High Heavens and the
demonic hordes of the Burning Hells
have been locked in an eternal conflict

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for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin

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War -- the conflict that would forever change the destiny of man. Three thousand years before the darkening of Tristram, Uldyssian, son of Diomedes, was a simple farmer from the village of Seram. Content with his quiet, idyllic life, Uldyssian is shocked as dark

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events rapidly unfold around him. Mistakenly blamed for the grisly murders of two traveling missionaries, Uldyssian is forced to flee his homeland and set out on a perilous quest to redeem his good name. To his horror, he has begun to manifest

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strange new powers -- powers no mortal man has ever dreamed of. Now, Uldyssian must grapple with the energies building within him -- lest they consume the last vestiges of his humanity.

Blizzard Entertainment and Dark Horse

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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

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Peter Lee, Joseph Lacroix, and Alex Horley, this striking tome is sure to please all fans--casual and collector alike.

The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal

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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

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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

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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? After killing the corrupt Warchief

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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

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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

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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?

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World of Warcraft: Jaina Proudmoore:
Tides of War

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

World of Warcraft: Dawn of the
Aspects

Fire in the Blood

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The Axe of Sundering

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

Presents a collection of short stories set in the Warcraft universe.

World of Warcraft: Chronicle Volume

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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

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world of Azeroth and its people. This beautiful hardcover 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

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Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

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

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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.

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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.

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The Demon Soul

World of Warcraft: Vol'jin: Shadows
of the Horde

World of Warcraft: Wolfheart

World of Warcraft Chronicle Volume 2

Malekith

SCRIBE- award-winning author, Erin M.

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Evans, continues the riveting tale of her Sundering character, Farideh, as she becomes embroiled in a Forgotten Realms-flavored game of thrones. In a direct follow-up to the third book in the Sundering series, *The Adversary*, young warlock Farideh falls into the midst of a battle for the throne of Cormyr. As the war

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brought on by the Sundering rages across Faerûn, princes and princesses, wizards and rogues scheme to capture the seat of power of the Land of the Purple Dragon—with Farideh and her allies caught squarely in the middle.

In the 2nd book of the multi-author Sundering series launched by New York

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Times best-selling author R.A. Salvatore, the shadow legacy of Erevis Cale lives on even as his old foe Mephistopheles seeks to stamp it out at any cost. Cale's son Vasen—unmoored in time by the god Mask—has thus far been shielded from the archdevil's dark schemes, alone among the servants of the Lord of Light who have

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raised him since birth. Living in a remote abbey nestled among the Thunder Peaks of Sembia, Vasen is haunted by dreams of his father, trapped in the frozen hell of Cania. He knows the day will come when he must assume his role in the divine drama unfolding across Faerûn. But Vasen knows not what that role should be . . . or whether

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he is ready to take it on. He only knows what his father tells him in dreams—that he must not fail. Enter Drasek Riven, a former compatriot of Erevis Cale, now near divine and haunted by dreams of his own—he too knows the time to act is near. Shar, the great goddess of darkness, looks to cast her shadow on the world forever.

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Riven has glimpsed the cycle of night she hopes to complete, and he knows she must be stopped. At the crossroads of divine intrigue and mortal destiny, unlikely heroes unite to thwart the powers of shadow and hell, and the sundering of worlds is set on its course.

Since the beginning of time, the angelic

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hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed... Norrec Vizharan has become a living nightmare. While on a quest to find

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magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now, pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn

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the truth about his terrifying curse before he is lost to darkness forever... An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game form Blizzard Entertainment. Intended for mature readers.

The national bestseller and direct tie-in to

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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,

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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,

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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

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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

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and/or other countries.

The House of Sundering Flames

World of Warcraft: Rise of the Horde

Vengeance of the Iron Dwarf

Kalimdor

Uncharted

Five hundred years ago the world
shattered, banishing the gods from the

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Sister Continents and stealing the memories of the mortal peoples in an event known as the Great Forgetting. In seventeen days the stars will align, and a religious cabal will summon the gods back to the realms of men. In the northern tundra priests search the Steaming Lakes, a place tormented by the Wakened Dead.

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Deep in the mountains, demonic shadows assail priests at a holy shrine. In the south, the clans know something foul is afoot, and dispatch warriors to seek answers, but instead they find horrors. A young priestess named Eliles stands in the heart of this conspiracy; on her shoulders rest decisions which could prevent a holy war

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or demonic genocide. Through lies, manipulation, and murder, everyone is on a seventeen day march to fulfill or defy prophecy; the world will end or begin anew, come the Eve of Snows.

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

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In the fifth book of the multi-author Sundering series, New York Times best-selling author Troy Denning sends an embittered paladin, Kleef Kenric, on a quest to stop evil forces from taking advantage of the chaos rolling across the land of Faerûn and claiming dominion over the entirety of the Realms.

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Stubbornly clinging to his family's worship of a long-forgotten god, Kleef Kenric soon discovers that his god has blessed him with divine gifts, making him one of a new group of Chosen cropping up around the Realms. This divine gift makes him an excellent ally—and a target for those who wish corral his powers. After

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battling his way out Marsember, a city besieged on all sides in the wake of the Sundering, he becomes swept up in the mission of a group of odd allies—a warrior noblewoman, an accomplished thief, and a mysterious short pudgy man exuding a faint odor of decay. With the forces of Shade tracking their every step, they travel

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to the Underdark to thwart the rise of the goddess of Death, but before long Kleef learns that his allies hide dangerous secrets—secrets that could destroy not only Kleef but the very fabric of the Forgotten Realms.

The World of Warcraft: Comic Collection brings together eleven digital World of

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Warcraft comic books for the first time ever in print! Featuring all-new stories from the eras of Warlords of Draenor, Legion and Battle for Azeroth, go deeper into the lore of World of Warcraft with fan favorites such as Jaina Proudmoore, Magni Bronzebeard, Gul'dan and many more! Includes never seen concept art and

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sketches from Alex Horley, Nesskain and more acclaimed artists!

Volume One: Comic Collection

Legacy of Blood

The|Sundering

Sundering the Gods: Book One

World of Warcraft: Tides of Darkness

In the final, apocalyptic chapter of

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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

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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!

Bloody war rages across the

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Forgotten Realms world in the third book of the Companions Codex, the latest series in R.A. Salvatore's New York Times best-selling saga of dark elf Drizzt Do'Urden. In the evolving world of the Forgotten Realms setting, the Sundering has

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given way to months of cloud-cloaked darkness, and war rages under that oppressive sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into

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an all-out brawl for control of the ancient realms of the North.

World of Warcraft: War Crimes

Warcraft: Of Blood and Honor