

World Of Warcraft Vol Jin

Shadows Of The Horde

A tale set in the aftermath of tyrannical orc Garrosh Hellscream's defeat finds his trial in Pandaria complicated by old grievances and mounting suspicions.

An epic action-adventure series set in Blizzard's popular World of Warcraft game franchise. Features a young cast of characters discovering the mysteries and majesty of the world around them. It's been years since twelve-year-old Aramar Thorne, a clever boy who is never without his precious sketch book, has seen his father. So when Captain Greydon Thorne comes ashore and asks his son to join him at sea, it feels as if someone has redrawn Aram's entire world. At sea, Aram struggles to get along with the Wavestider's crew -- especially second mate Makasa, a tough teenaged girl who has been reluctantly placed in charge of him. Just as Aram starts to get his head above water, a band of vicious pirates attack the Wavestrider, turning his world upside down once again. As Aram and Makasa try to find their way home, they encounter creatures both terrible and wondrous, and Aram will seek to understand Azeroth's denizens as he draws them in his sketchbook, forming unlikely friendships along the way. But the journey is hindered by Greydon's compass, which never points north. If the compass isn't leading Aram and Makasa home -- to safety -- to what destiny is it leading?

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.

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This 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 Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

The Shining Blade (World of Warcraft: Traveler, Book 3)

World of Warcraft: Dawn of the Aspects:

Shadows of the Horde

The Official Cookbook

cienie hordy

Vol'jin lautet der Name des tapferen Anführers des Dunkelspeerstammes. Seine Stärke und seine List sind selbst unter den mächtigsten Champions der Horde beispiellos. Auf dem legendären Kontinent Pandaria steht der Häuptling der Trolle nun aber seiner bislang größten Herausforderung gegenüber. Eine Prüfung, die seine

Leben völlig neu definieren könnte, im Universum von World of Warcraft. Die Attentäter Garrosh Höllschreis haben Vol'jin niedergestreckt und ihn zum Sterben zurückgelassen. Doch das Schicksal hat andere Pläne mit dem Trollhüptling, denn Braumeister Chen Sturmbräu gelingt es, den Schwerverletzten in einem abgelegenen Bergkloster in Sicherheit zu bringen. Dort muss Vol'jin an der Seite eines mysteriösen Soldaten der Allianz nicht nur um sein Leben kämpfen, sondern auch gegen althergebrachte Vorurteile und Hassgefühle. Doch damit nehmen Vol'jins Probleme erst ihren Anfang, denn schon bald sieht er sich inmitten einer Invasion Pandarias durch die Zandalari - ein geachteter Trollstamm, getrieben von Allmachtsträumen. Sie bieten Vol'jin die Gelegenheit, grenzenlosen Ruhm zu ernten - das Geburtsrecht aller Trolle! Ein verlockendes Angebot, vor allem nach Höllschreis niederträchtigem Verrat. Es liegt nun allein in den Händen des Trollhüptlings, ob er die Zukunft seines Volkes nachhaltig verändert, oder es zur ewigen Knechtschaft verdammt, in den Schatten der Horde. Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen before! Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop- Up Book brings the bemoost well-loved locations of Warcraft to life, from the classic faction hubs of Orgrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and even the new capital cities of Kul Tiras and Zandalar! Each page unfolds into an eye-popping

treat, showing depicting iconic locationssites inwith brand-new art and interactive piecesways that you've never seen before. Unfold each individual spread to form a map of Azeroth!

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.

Discover how three of Azeroth's greatest champions forged their first alliance, in the official graphic prequel to the Warcraft movie from Legendary, Universal Pictures and Blizzard Entertainment. In a fantasy action epic set decades before the film, the young and headstrong Llane, Lothar, and Medivh embark on a mission of vengeance that will forge them into heroes... the kind of heroes Azeroth will need in its darkest hour.

World of Warcraft: War Crimes

World of Warcraft: Tides of Darkness

World of Warcraft: Thrall: Twilight of the Aspects
Vol'jin

The World of Warcraft Pop-Up Book

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.

An original Gears of War novel, exclusively detailing the aftermath of the Locust War written by New York Times bestselling author Michael A. Stackpole. The Locust War has ended with an energy weapon that pulsed across the land, destroying Locust and Lambent alike. The world is in shambles and the few survivors are isolated from one another. Humanity must begin anew. This novel reveals the canonical,

never-before-seen events set in the time immediately following the game Gears of War 3. With most of Sera's civilization destroyed, Sergeant Marcus Fenix and Lieutenant Anya Stroud must somehow rebuild on the ruins. For Marcus, his purpose is impossible to grasp. With no clear enemy to fight, there may be no place left for him in this postwar world. Some call him hero, others view him with resentment. As Anya struggles to create alliances to re-form the Coalition of Ordered Governments, she quickly discovers how impossible it is to tell friend from foe. Then whispers of Locust still stalking the land begin to spread. Fearing the worst, Marcus forms a team to assess the potential threat. As he and the other Gears search for Locust survivors, however, they quickly discover that the new enemy may be all-too-human, and utterly ruthless.

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.

NATIONAL BESTSELLER • The epic, definitive story of Sylvanas

Page 5/18

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.

Warcraft: Of Blood and Honor

World of Warcraft Ultimate Visual Guide

Gears of War: Ephyra Rising

World of Warcraft: Beyond the Dark Portal

World of Warcraft: Chronicle

Les conséquences du cataclysme sur Azeroth continuent de se faire sentir. Le troll Chasseur des Ombres Voljin, fils de Senjin, est le chef de la tribu des Sombre lance qu'il mène d'une main de fer comme son père autrefois. Mais alors que la guerre entre l'Alliance et la Horde arrivent sur les côtes de Pandaria, Voljin est devenu un ennemi de Garrosh. Après avoir survécu à une tentative d'assassinat, il doit se cacher tout en se ralliant à la Horde pour mettre un terme au règne de Garrosh.

Fourth in an all-new WORLD OF WARCRAFT series from

Page 6/18

New York Times bestselling author Richard A. Knaak! **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**

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!

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 striking tome is sure to please all fans--casual and collector alike.

World of Warcraft: Vol'jin - Schatten der Horde

World of Warcraft. Vol ' jin: Cienie hordy

VOL'JIN: SOMBRAS DE LA HORDA

World of Warcraft: Night of the Dragon

Prelude to Cataclysm

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

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.

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

Don't miss the epic conclusion to the World of Warcraft: Traveler trilogy, brought to life by

New York Times bestselling author Madeleine Roux!

World of Warcraft

The Demon Soul

World of Warcraft: Wolfheart

Warcraft: Durotan: The Official Movie Prequel

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

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.

For fantasy readers and fans of World of Warcraft, the highest-grossing game of all time, comes an official tie-in novel. Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the devastating war with the demonic

Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of 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?

Nas łani przez Garosza mordercy dokonuj zamachu na ycie przyw ódcy Mrocznych W ł ó czni – Vol ' jina. Szcz liwym zrz dzeniem losu rannego odnajduje znany pandare ski gorzelnik Czen Gromowar i zabiera go do ustronnego klasztoru w g ó rach. Pod troskliw opiek Vol ' jin powraca do zdrowia, ale nie jest jedynym rekonwalescentem. W go cinie u mnich ó w przebywa tak e tajemniczy ludzki ó ł nierz z wrogiego Hordzie Przymierza. Nie jest to jednak jedynie zmartwienie Vol ' jina. Do brzeg ó w Pandarii dobija flota Zandalar ó w, rozpoczynaj c wielk inwazj . Staro ytne plemi trolli ch tnie widzia ł oby Mroczn W ł ó czni po swej stronie i kusi Vol ' jina wizj pot gij chwa ł y – nale nej

trollom od pokole z racji urodzenia. Pami
haniebnego zdrady, jakiej dopu ci ł si Garosza,
sk ł ania Vol ' jina do rozwa enia ich szczodrej oferty.
W lawinie gwa ł townych wydarze Vol ' jina nachodz
tajemnicze wizje z dumnej historii jego rasy,
zmuszaj c go do zadania sobie pytania: komu powinien
dochowa wierno ci? Wie, e od odpowiedzi
zale e b dzie przysz ł o jego ludu. Czy
przyniesie mu zbawienie, czy ska e na udr k pod
bezwzgl dnymi rz dami Garosza Piek ł orycza?
Sylvanas (World of Warcraft)

World of Warcraft: The Shattering

World of Warcraft Chronicle Volume 2

Warcraft Legends

World of Warcraft: New Flavors of Azeroth

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 Thalysra, 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.

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.

"Based on the bestselling video game"--Page 4 of cover.

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?

World of Warcraft: Paragons

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

World of Warcraft Chronicle

The Ultimate Visual Guide

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?

Noted Pandaren chef Nomi is your guide through the culinary world of Azeroth in this follow-up to *World of Warcraft: The Official Cookbook*. Journey through Azeroth and prepare to feast on new culinary delights inspired by this officially-licensed *World of Warcraft* cookbook. In this cookbook, Pandaren chef Nomi has collected the best recipes gathered during his travels and will instruct you in everything you need to know as you feast your way through Azeroth. As a young boy in Pandaria, Nomi answered the beckoning call of the Cooking School Bell and quickly grew into a promising chef. Through the years, this intrepid cook has traveled across Azeroth, learning countless regional recipes and techniques from Pandaria, the Broken Isles, and even the mysterious Shadowlands. Each chapter features easy-to-follow dishes, as well as numerous tips on how to not burn your food. Let culinary expert Nomi be your guide in *World of Warcraft: New Flavors of Azeroth*.

We present 25 *warcraft* coloring pages to calm yourself down and make you relaxed. K. K. Kowling is author of many best selling coloring books.

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

Vol'jin les ombres de la horde

World of Warcraft, Before the Storm

Shadows Rising (*World of Warcraft: Shadowlands*)

Warcraft: Bonds of Brotherhood

World of Warcraft: Dawn of the Aspects
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.

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.

Enter and explore the World of Warcraft with this ultimate visual guide *World of Warcraft: The Ultimate Visual Guide* reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game. See the World of Warcraft in never-before-seen-detail. Discover the world's in-depth history in the Chronicles of Azeroth section, explore the back stories of key heroes and villains such as Varian Wrynn and Thrall and uncover fascinating facts about key locations such as Orgimmar. Behind the scenes information on the making of the World of Warcraft, its community and its future will satisfy the most inquisitive fan. Reveals stunning visuals drawn from Blizzard's games, publications and trailers and images from DC Comics' World of Warcraft comic book series. An unmissable up-to-date companion for both die-hard fans and newcomers to the World of Warcraft.

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World of Warcraft: Jaina Proudmoore: Tides of War

WORLD OF WARCRAFT