

The Demon Soul Warcraft War Of The Ancients Book 2

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

Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict 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 War -- the conflict that would forever change the destiny of man. Bent on destroying the evil cult of the Triumvirate, Uldyssian does not yet suspect that Inarius -- secret Prophet of the Cathedral of Light -- has been subtly aiding his quest. Obsessed with restoring Sanctuary to its former glory, Inarius has been playing Uldyssian against the two great religions in a reckless attempt to topple them both. But another player has slipped back into the equation. The demon Lilith, once Inarius's lover, seeks to use Uldyssian as her own pawn in a scheme to turn humans into an army of naphalem -- godlike beings, more powerful than any angel or demon, who could overturn all Creation and elevate Lilith to supreme being. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

"Elements of gothic romance, epic fantasy and horror story blend in this intriguing tale of a centuries-old curse."Publishers Weekly
Fourth in an all-new WORLD OF WARCRAFT series from 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 through blood? Kalecgos's discoveries will change everything he knows about the events that led to the...DAWN OF THE ASPECTS

Diablo Sin War

Diablo: The Sin War #3: The Veiled Prophet

Legends of the Dragonrealm

World of Warcraft: Beyond the Dark Portal

The Warcraft: The Last Guardian

An anthology of the first three Diablo novels includes *Legacy of Blood*, *The Black Road*, and *The Kingdom of Shadow*, and is complemented by the original eBook title, *Demonsbane*, in which a warrior, the sole survivor of a massacre, is driven to avenge his fallen comrades. Original. 35,000 first printing.

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!

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.

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.

The|Sundering

Warcraft: Of Blood and Honor

World of Warcraft Chronicle Volume 3

Warcraft: War of the Ancients Book Two

Frostwing

An omnibus containing two complete novels and three bonus novellas by the best-selling author of the Dragonrealm series includes The Crystal Dragon, in which a wizard must sacrifice himself to a dragon to defeat two horde groups; and The Dragon Crown, in which Cabe confronts an old enemy to protect a young emperor. Original.

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

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.

The Demon Soul

Illidan

Warcraft: Legends

Diablo III: Book of Tyrael

World of Warcraft: Dawn of the Aspects

The Grey are the legends of our imagination—but now, through one man, they seek to live. From New York Times and USA Today bestselling author Richard Knaak comes a tale of the Grey. They are the shadows we

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see out of the corner of our eyes, the visions flickering past in the middle of the night. They are the elves, the fairies, and the other legends of our minds. They are the Grey. They are all around us, and they are a part of us, forever tied to our innermost thoughts. They seek to be truly real, to truly live, and for that they need a human anchor, a false king—one who can give them substance. In Chicago, unsuspecting Jeremiah Todtmann has been chosen for that role. But even as he tries to come to grips with the existence of the Grey themselves, he will soon discover that while some represent the harmless dreams of men—there are others that are men's most deadly nightmares.

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.

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.

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 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 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 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 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.

World of Warcraft: Night of the Dragon

How to Cast Out Demons

Starcraft: Ghost--Nova

Warcraft 346 Success Secrets - 346 Most Asked Questions on Warcraft - What You Need to Know

World of Warcraft: Wolfheart

In this follow-up to her NY Times bestseller, **ARTHAS**, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion!

Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict 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 War -- the conflict that would forever change the destiny of man. The demon-backed Triune has fallen. All that now stands in Uldyssian's path to freeing humanity is the Cathedral of Light and its charismatic leader the Prophet. But the Prophet is actually the renegade angel Inarius, who sees the world he created as his uncontested domain. Facing a cunning foe that would just as readily see Sanctuary destroyed than let it slip from his grasp, Uldyssian is blind to the others who would

possess his world. Both the Burning Hells and the High Heavens now know of Sanctuary...and their warring hosts of demons and angels will stop at nothing to claim it. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

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?

The final installment in an all-new World of Warcraft e-novella series from 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 lead to the...dawn of the Aspects. ©2013 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.

World of Warcraft: Dawn of the Aspects:
Warcraft: War of the Ancients #3: The Sundering

The Next 500 Years

WarCraft War of the Ancients Archive

World of Warcraft: Thrall: Twilight of the Aspects

Four years after the end of the Brood War, Emperor Arcturus Mengsk has rebuilt much of the Terran Dominion and consolidated a new military force despite an ever-present alien threat. Within this boiling cauldron of strife and subversion, a young woman known only as Nova shows the potential to become Mengsk's most lethal and promising "Ghost" operative. Utilizing a combination of pure physical aptitude, innate psychic power, and advanced technology, Nova can strike anywhere with the utmost stealth. Like a phantom in the shadows, she exists only as a myth to the enemies of the Terran Dominion. Yet Nova wasn't born a killer. She was once a privileged child of one of the Old Families of the Terran Confederacy, but her life changed forever when a rebel militia murdered her family. In her grief, Nova unleashed her devastating psychic powers, killing hundreds in a single, terrible moment. Now, on the run through the slums of Tarsonis, she is unable to trust anyone. Pursued by a special agent tasked with hunting down rogue telepaths, Nova must come to terms with both her burgeoning powers and her guilt -- before they consume her and destroy everything in

her path....

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 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 A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and fire if the world of Azeroth is to see another dawn.

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

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.

Warcraft: Day of the Dragon

Kiss

The Sundering

Diablo Archive

King of the Grey

An argument that we have a moral duty to explore other planets and solar systems--because human life on Earth has an expiration date. Inevitably, life on Earth will come to an end, whether by climate disaster, cataclysmic war, or the death of the sun in a few billion years. To avoid extinction, we will have to find a new home planet, perhaps even a new solar system, to inhabit. In this provocative and fascinating book, Christopher Mason argues that we have a moral duty to do just that. As the only species aware that life on Earth has an expiration date, we have a responsibility to act as the shepherd of life-forms--not only for our species but for all species on which we depend and for those still to come (by accidental or designed evolution). Mason argues that the same capacity for ingenuity that has enabled us to build rockets and land on other planets can be applied to redesigning biology so that we can sustainably inhabit those planets. And he lays out a 500-year plan for undertaking the massively ambitious project of reengineering human genetics for life on other worlds. As they are today, our frail human bodies could never survive travel to another habitable planet. Mason describes the toll that

long-term space travel took on astronaut Scott Kelly, who returned from a year on the International Space Station with changes to his blood, bones, and genes. Mason proposes a ten-phase, 500-year program that would engineer the genome so that humans can tolerate the extreme environments of outer space--with the ultimate goal of achieving human settlement of new solar systems. He lays out a roadmap of which solar systems to visit first, and merges biotechnology, philosophy, and genetics to offer an unparalleled vision of the universe to come. The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

After adopting the Neanderthal boy whom her late husband had discovered in the mountains of southern Asia, Julia Wendell realizes that there are people who would risk everything to possess him

A New Benchmark In Warcraft Guide. There has never been a Warcraft Guide like this. It contains 346 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Warcraft. A quick look inside of some of the subjects covered: List of Warcraft locations - Lordaeron, Warcraft III World

Editor - Modules, World of Warcraft - Post-launch development, Races and factions of Warcraft - Forsaken, Warcraft III professional competition - Orc, Races and factions of Warcraft - Pandaren, List of Warcraft locations - Outland, Races and factions of Warcraft - Keepers of the Grove, World of Warcraft: Cataclysm - Critical response, Warcraft II: Tides of Darkness - Modes, Christie Golden - World of Warcraft, World of Warcraft: Mists of Pandaria - New instances, World of Warcraft Trading Card Game - Bonus sets, Warcraft II: Tides of Darkness - Battle.net Edition, World of Warcraft Trading Card Game - World Cup, Races and factions of Warcraft - Yaungol, Warcraft: Dragons of Outland, Warcraft (series) - Collectible card games, Warcraft II: Tides of Darkness - Development, Warcraft: Day of the Dragon - Characters in Warcraft: Day of the Dragon, World of Warcraft Trading Card Game - Card types, World of Warcraft: Mists of Pandaria - Pandaria, Warcraft II: Beyond the Dark Portal - New features, Races and factions of Warcraft - Horde, World of Warcraft: Mists of Pandaria - Sales, Warcraft: War of the Ancients - Book Two - The Demon Soul, Warcraft II: Tides of Darkness - Gameplay, World of Warcraft (comics) - World of Warcraft, Warcraft II: Tides of Darkness - Dark Saga, and much more...
World of Warcraft: The Shattering
World of Warcraft: Vol'jin: Shadows of the Horde
World of Warcraft: War Crimes

WarCraft Archive

Diablo: The Sin War #2: Scales of the Serpent

Delve deeper into the dark fantasy world of the Diablo universe in this illustrated tome as a mortal angel reveals history and lore. One of the most exciting and visceral action role-playing games in recent memory, Diablo® has become a worldwide gaming phenomenon. Diablo III: Book of Tyrael takes fans even further into the universe with a detailed and beautifully crafted artifact that focuses on the renowned champion Tyrael. As a former archangel of the High Heavens, he ranks among the most important and influential characters in the Diablo franchise. Here, in this illustrated and comprehensive tome, he reveals never-before-known secrets about the history of the world, the dark threats that yet face mankind, and his decision to join the ranks of humanity as a mortal. Featuring stunning original art throughout, this beautifully illustrated follow-up to Diablo III: Book of Cain will also feature letters from Leah and additional fragments of Cain's writings, all curated by Tyrael as he weaves together a complex and fascinating story for the members of the Horadrim.

When the world of Azeroth was young, the god-like titans brought order to it by reshaping its lands and seas. Throughout their great work, they followed a magnificent design for what they envisioned Azeroth would become. Although the titans departed Azeroth long ago, that design endures to this day. It is known as the Emerald Dream, a lush and savagely primal version of the... WORLD OF WARCRAFT Many are the mysteries surrounding the Emerald Dream and its reclusive guardians, the green dragonflight. In times past, druids have entered the Dream to monitor the ebb and flow of life on Azeroth in their never-ending quest to maintain the delicate balance of nature. However, not all dreams are pleasant ones. Recently the Emerald Nightmare, an area of corruption within the Emerald Dream, began growing in size, transforming the Dream into a realm of unimaginable horror. Green dragons have been unexpectedly caught up in the Nightmare, emerging from it with shattered minds and twisted bodies.

Druids who have entered the darkening Dream lately have found it difficult -- sometimes even impossible -- to escape. Nor are these the Nightmare's only victims: more and more people are being affected. Even Malfurion Stormrage, first and foremost of the druids on Azeroth, may have fallen victim to this growing threat. As uncontrollable nightmares spread across the world, a desperate quest begins to find and free the archdruid. Soon nature's enemies will learn the true meaning of the name STORMRAGE

With over 150 photos--most of which are published here for the first time--Gene Simmons and Paul Stanley take readers on an intimate tour of the early days of KISS. Full color and b&w.

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.

Birthright

The Early Years

Engineering Life to Reach New Worlds

The Diablo: The Sin War #1: Birthright

A Guide to the Basics

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.

Many modern Christians are now agreeing that we should take Jesus' command to cast out demons more seriously.

than we have in recent years. But how do we do it? do we start? This practical, down-to-earth book shows how. From Doris Wagner, one of the leading authorities on biblical deliverance in North America, this manual teaches Christians how to take and break soul ties; how to break bondages of rejection, addiction, lust, and more; and how to set free those whom the enemy has held captive.

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

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 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 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 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...when past and future collide! THE SUNDERING An original trilogy of magic, warfare, and heroism based on the

bestselling, award-winning electronic game series from
Blizzard Entertainment.

World of Warcraft: Stormrage

City of Shadows Book One

Book One of Cataclysm

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

World of Warcraft: Chronicles of War

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 Warcraft lore with this striking third volume!

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.

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?