

World Of Warcraft: Chronicle Volume 1

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

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!

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 most well-loved locations of Warcraft to life, from the classic faction hubs of Ogrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and more! Each page unfolds into an eye-popping treat, depicting iconic locations with brand new art and interactive pieces. Unfold each individual spread to form a map of Azeroth!

The World of Warcraft Bestiary, covering both the original World of Warcraft and The Burning Crusade, features over 6,000 entries all indexed for ease of use.

Curse of the Worgen

The Wrath of the Lich King

WORLD OF WARCRAFT

World of Warcraft Chronicle Volume 2

When two men claim a single throne, can a Kingdom be saved? The warrior Lo'Gosh shares both the face and memories of Varian Wrynn—but clearly only one man can wear the crown. With the help of old friends Broll and Valeera, and new allies like Thargas Anvilmar, Lo'Gosh is determined to wrest control from the hands of this impostor. But is Varian really his enemy? Walter Simonson, Jon Buran and Mike Bowden discover the truth in WORLD OF WARCRAFT Book Two.

The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with it's memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda- featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

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 book features over twenty full-page illustrations by World of Warcraft artist Peter Lee and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

BradyGames' World of Warcraft Official Strategy Guide includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.

World of Warcraft Chronicle

The Art of Mass Effect: Andromeda

World of Warcraft Chronicle Volume 3

World of Warcraft: Wolfheart

The World of Warcraft Pop-Up Book

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

Gaming fans have been waiting for this reprint of The Wrath of the Lich King, with cinematic art from World of Warcraft that offers a rare, behind-the-series look for collectors. Fans can experience Northrends icy steppes and uncharted mountains through the art and imagination of the creative team behind this epic game.

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Enter and explore the World of Warcraft with this ultimate visual guide World of Warcraft: The Ultimate Visual Guidereveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

World of Warcraft: Night of the Dragon

World of Warcraft

Hearthstone: Innkeeper's Tavern Cookbook

A Novel

World of Warcraft Chronicle: Volume 1

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.

Lo'Gosh, a man with no memory, uses his well-developed fighting skills to face multiple enemies as he and his unlikely allies, Broll Bearmantle and Valeera Sanguinar, attempt to discover the secrets of his past.

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.

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: Dawn of the Aspects

World of Warcraft: Chronicles of War

World of Warcraft: Chronicle

Before the Storm (World of Warcraft)

The Art of Assassin's Creed Valhalla

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

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 homeland of Draenor.

Blizzard Entertainment and Dark Horse Books are thrilled to present the next installment of the wildly popular World of Warcraft Chronicle series. Volume 2 will reveal more sought-after details about the game universe's history and mythology. Showcasing lush, all-new artwork from fan favorites such as Peter Lee, Joseph Lacroix, and Alex Horley, this tome is sure to please all fans--casual and collector alike.

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!
• Reveals backstories and new details about Overwatch's heroes.
• Essential companion to the international best-selling game Overwatch!
• Overwatch has won 100+ Game of the Year awards!
• Overwatch is a global phenomenon with 30 million players!
• Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

Overwatch: Anthology

World of Warcraft: Paragons

Warcraft Legends

The Ultimate Visual Guide

The Art of World of Warcraft

Monsters, mystery, and magic abound in this stunning, illustrated collection of original fairy tales from the World of Warcraft universe, as told by an all-star cast of bestselling, award-winning storytellers. The power of stories is felt and known in every corner of Azeroth. From the windswept fields of the Eastern Kingdoms to the bustling city of Gadgetzan, differences were bridged by common tales of average people overcoming incredible odds. Lessons learned from cautionary tales tempered many brave heroes and brought them safely home, while stories of adventure spurred history's most remarkable actors to greatness. Now you too can settle in, lay down your armor, and listen to the wonderous tales of adventure and peril in the Folk and Fairy Tales of Azeroth. Brimming with gorgeous artwork and twelve inspired stories crafted by fantasy's brightest authors including Garth Nix, Catherynne M. Valente, Kami Garcia, and more, this enchanting anthology brings new voices, new meaning, and new wonder to World of Warcraft.

In this epic tale written by comics industry legends Walter and Louise Simonson, a new Council of Tirisfal is formed following an attempt on Med'an's life. Garona and Meryl team up to take out the ogre Cho'gal while Med'an, Valeera and Maraad travel to Kharazhan to speak with the shade of Med'an's father.

Sheathe your sword, draw your cards, and summon more than 50 delicious bites and cocktails inspired by Blizzard Entertainment ' s smash-hit digital card game. From the best-selling author of World of Warcraft: The Official Cookbook and A Feast of Ice and Fire: The Official Game of Thrones Companion Cookbook comes a new collection of delicious recipes. With the Innkeeper ' s Tavern Cookbook, fans will unlock Hearthstone-inspired eats, cocktails, and mocktails. A replica of Harth Stonebrew ' s own private cookbook, this delightful guide contains more than fifty all-new recipes perfect for any Fireside Gathering or game night, from Sarge ' s Easy Mac & Cheese to Medivh ' s favorite martini—and, of course, funnel cake. Complete with mouthwatering color photos and Harth ' s personal notations, recipe modifications, and reflections, the Innkeeper ' s Tavern Cookbook brings the world of Hearthstone to life like never before. Hearthstone is a fast-paced digital card game where players sling spells, summon minions, and command powerful heroes in duels of epic strategy. Featuring familiar characters from the Warcraft® universe, Hearthstone has won over legions of fans with its humor and deceptively simple gameplay.

In his graphic biography Nick Cave: Mercy on Me, Reinhard Kleist paints an expressive and enthralling portrait of the musician, novelist, poet, and actor. It is, according to Nick Cave himself, "a complex, chilling and completely bizarre journey into Cave World." Nick Cave & The Bad Seeds: An Art Book collects Kleist's moody and expressive portraits of the musician and his band, spanning 30 years of writing, recording, and live performance. Kleist also returns readers to Cave's imaginative world with comic book reimagings of "Deanna," "The Good Son," and "Stagger Lee." Filled with visual delights, this record-size art book is a kaleidoscopic portrait of Nick Cave's wide-ranging career as a storyteller, musician, and cultural icon.

World of Warcraft Bestiary

Volume One: Comic Collection

World of Warcraft: Beyond the Dark Portal

World of Warcraft: The Official Cookbook

WarCraft Archive

For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected...and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Spymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard Entertainment writer Christie Golden, Exploring Azeroth: The Eastern Kingdoms is your first step on a truly remarkable journey across the beloved lands of Azeroth

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.

The World of Warcraft: Comic Collection brings together eleven digital World of 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 sketches from Alex Horley, Nesskain and more acclaimed artists!

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

An Art Book

World of Warcraft: Exploring Azeroth

World of Warcraft: Grimoire of the Shadowlands and Beyond

World of Warcraft Ultimate Visual Guide

Kalimdor

The afterlives await in this sprawling compendium, lovingly crafted by the World of Warcraft game team and official Blizzard Entertainment historian Sean Copeland. What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the afterlives. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never glimpsed by mortal eyes, a stunning fold-out map, and fresh secrets straight from the game team, Grimoire of the Shadowlands and Beyond is made to be treasured for eternity. In his authorial debut, Blizzard Entertainment historian Sean Copeland opens the vaults of both World of Warcraft and his years of hidden knowledge for all curious souls.

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

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.

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 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 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.

Official Strategy Guide

World of Warcraft: Folk & Fairy Tales of Azeroth

World of Warcraft: Rise of the Horde

The Eastern Kingdoms: Exploring Azeroth

Nick Cave and the Bad Seeds

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.

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.

A series of grisly, animalistic murders has rocked the walled town of Gilneas. A detective sets out to expose the perpetrators and finds more than he bargained for. Collecting the five-issue mini-series!

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

The World of Warcraft

The Cinematic Art of World of Warcraft

*World of Warcraft Chronicle Volume 2*Dark Horse Comics

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 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?

With never-before-seen concept art and accounts of the creative and technical process, this is the definitive visual gallery of how countless artists brought the world of Azeroth to life in incredible detail and motion.