

La Storia World Of Warcraft 1

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!

New York Times Bestseller | Pulitzer Prize Finalist "Ms. Russell is one in a million. . . . A suspensfully, deeply haunted book."—The New York Times Thirteen-year-old Ava Bigtree has lived her entire life at Swamplandia!, her family ’s island home and gator-wrestling theme park in the Florida Everglades. But when illness fells Ava ’s mother, the park ’s indomitable headliner, the family is plunged into chaos; her father withdraws, her sister falls in love with a spooky character known as the Dredgeman, and her brilliant big brother, Kiwi, defects to a rival park called The World of Darkness. As Ava sets out on a mission through the magical swamps to save them all, we are drawn into a lush and bravely imagined debut that takes us to the shimmering edge of reality.

As plague ravages the overcrowded Earth, observed by a ruthless lunar people, Cinder, a gifted mechanic and cyborg, becomes involved with handsome Prince Kai and must uncover secrets about her past in order to protect the world in this futuristic take onthe Cinderella story.

Step into the boots of a YoRHa combat android and discover the world of NieR: Automata from a firsthand perspective! 192 pages of art, lore, and exploration collected into a fantastic full-color hardcover volume in English for the very first time! Whether locked in open combat zipping through the air on a flying mech, or bonding with nature through the indigenous fauna, NieR: Automata captivated players through a genre-bending blend of action and adventure. Now, journey through this unique and ruined world, discovering its each and every intricacy with the NieR: Automata World Guide! Dark Horse Books and Square Enix present a faithful localization of the original Japanese volume of the same name, offered in English for the first time! Explore the world of NieR: Automata through maps, character biographies, short stories, concept art, commentary, and more!

Children, Computers, And Powerful Ideas

Origin

The Osage Murders and the Birth of the FBI

The Children’s Story

Towers of Midnight

Nore Roberts didn’t ask for a new life, but now that her mom is gone and her dad is newly married, she has to settle in at Shadow Grove, the old Civil War mansion her stepfamily calls home. When she meets her stepmother, Lisette, Nore is shocked by her youth and beauty that gives her chills- and a hint of something sinister. There’s hope of becoming friends with her stepbrother and sister, until Nore realizes they’re hiding something. When she begins to feel like the target of a deadly plan, Nore starts digging into her stepfamily’s past. The skeletons in their closet are more real than she ever imagined. Can Nore expose her stepmother’s dark secret before an old and evil magic swallows her up?

The record-breaking phenomenon from Elizabeth Kostova is a celebrated masterpiece that “relishedn the vampire myth into a compelling contemporary novel, a late-night page-turner” (San Francisco Chronicle). Breathtakingly suspenseful and beautifully written, The Historian is the story of a young woman plunged into a labyrinth where the secrets of her family’s past connect to an inconceivable evil: the dark fifteenth-century reign of Vlad the Impaler and a time-defying pact that may have kept his awful work alive through the ages. The search for the truth becomes an adventure of monumental proportions, taking us from monasteries and dusty libraries to the capitals of Eastern Europein a feat of storytelling so rich, so hypnotic, so exciting that it has enthralled readers around the world. iPart thriller, part history, part romance...Kostova has a keen sense of storytelling and she has a marvelous tale to tell. i Baltimore Sun

1588: Queen Elizabeth is felled by an assassin’s bullet. Within the week, the Spanish Armada had set sail, and its victory changed the course of history. 1968: England is still dominated by the Church of Rome. There are no telephones, no television, no nuclear power. As Catholicism and the Inquisition tighten their grip, rebellion is growing.

From the bestselling author of “Ready Player One.” After sighting a UFO, high-school student Zack and his new comrades must scramble to prepare for an alien onslaught, in this rollicking, surprising thriller and coming-of-age adventure.

World of Warcraft: Legion #2 (Italian)

Book One of the Lunar Chronicles

The Collapsing Universe

Time out. Come i videogiochi distorcono il tempo

NieR: Automata World Guide Volume 1

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

Unlock the mysteries and magic within League of Legends, one of the world’s most popular video games, in this encyclopedic and collectible companion book that explores the game’s epic lore. Embark on a journey through the realms of Runeterra in this first-ever collectible companion book, published to celebrate the game’s tenth anniversary. Spanning the farthest reaches of this universe and venturing into uncharted territory, this encyclopedic compendium connects players to the rich storytelling that inspires all the action. Inside, you’ll find: An expedition through eleven regions, chronicling conflicts, entrenched rivalries, and covert alliances Hundreds of illustrations, including never-before-seen maps and artwork Insights into the heroes, flora, fauna, architecture, politics, and technologies from all corners of this world Original narratives that bring the cultures of Runeterra to life League of Legends is an online game played by millions of people around the world, offering endless engagement with an expanding roster of champions, frequent updates, and a thriving esports scene. This volume is an essential reference for fans everywhere.

The blockbuster bestseller that kickstarted a new genre—the medical thriller—is now available in trade paperback for the first time. They called it “minor surgery,” but Nancy Greenly, Sean Berman and a dozen others—all admitted to Boston Memorial Hospital for routine procedures--were victims of the same inexplicable, hideous tragedy on the operating table. They never woke up. Susan Wheeler is a third-year medical student working as a trainee at Boston Memorial Hospital. Two patients during her residency mysteriously go into comas immediately after their operations due to complications from anesthesia. Susan begins to investigate the causes behind both of these alarming comas and discovers the oxygen line in Operating Room 8 has been tampered with to induce carbon monoxide poisoning. Then Susan discovers the evil nature of the Jefferson Institute, an intensive care facility where patients are suspended from the ceiling and kept alive until they can be harvested for healthy organs. Is she a participant in—or a victim of—a large-scale black market dealing in human organs?

WINNER OF THE AUGUST DERLETH AND ARTHUR C. CLARKE AWARDS • A masterpiece brimming with scientific splendor, magical intrigue, and fierce characters, from the author who “has reshaped modern fantasy” (The Washington Post) “[China Miéville’s] fantasy novels, including a trilogy set in and around the magical city-state of New Crobuson, have the refreshing effect of making Middle-earth seem plodding and flat.”—The New York Times The metropolis of New Crobuson sprawls at the center of the world. Humans and mutants and arcane races brood in the gloom beneath its chimneys, where the river is sluggish with unnatural effluent and foundries pound into the night. For a thousand years, the Parliament and its brutal militias have ruled over a vast economy of workers and artists, spies and soldiers, magicians, crooks, and junkies. Now a stranger has arrived, with a pocketful of gold and an impossible demand. And something unthinkable is released. The city is gripped by an alien terror. The fate of millions lies with a clutch of renegades. A reckoning is due at the city’s heart, in the vast edifice of brick and wood and steel under the vaults of Perdido Street Station. It is too late to escape.

World of Warcraft Chronicle

A Fine Balance

La storia. World of Warcraft

League of Legends: Realms of Runeterra (Official Companion)

The Russia House

This American classic has been corrected from the original manuscripts and indexed, featuring historic photographs and an extensive biographical afterword.

In this honest and stunning novel that inspired the award-winning major motion picture of the same name, James Baldwin has given America a moving story of love in the face of injustice. "A major work of Black American fiction." —The New Republic Told through the eyes of Tish, a nineteen-year-old girl, in Love with Fanny, a young sculptor who is the father of her child, Baldwin’s story mixes the sweet and the sad. Tish and Fanny have pledged to get married, but Fanny is falsely accused of a terrible crime and imprisoned. Their families set out to clear his name, and as they face an uncertain future, the young lovers experience a kaleidoscope of emotions—affection, despair, and hope. In a love story that evokes the blues, where passion and sadness are inevitably intertwined, Baldwin has created two characters so alive and profoundly realized that they are unforgettablely ingrained in the American psyche.

MacKayla Lane’s life is good. She has great friends, a decent job, and a car that breaks down only every other week or so. In other words, she’s your perfectly ordinary twenty-first-century woman. Or so she thinks . . . until something extraordinary happens. When her sister is murdered, leaving a single clue to her death—a cryptic message on Mac’s cell phone—Mac journeys to Ireland in search of answers. The quest to find her sister’s killer draws her into a shadowy realm where nothing is as it seems, where good and evil wear the same treacherously seductive mask. She is soon faced with an even greater challenge: staying alive long enough to learn how to handle a power she had no idea she possessed—a gift that allows her to see beyond the world of man, into the dangerous realm of the Fae. . . . As Mac delves deeper into the mystery of her sister’s death, her every move is shadowed by the dark, mysterious Jericho, a man with no past and only mockery for a future. As she begins to close in on the truth, the ruthless Vlane—an alpha Fae who makes sex an addiction for human women—closes in on her. And as the boundary between worlds begins to crumble, Mac’s true mission becomes clear: find the elusive Sinsar Dubh before someone else claims the all-powerful Dark Book—because whoever gets to it first holds nothing less than complete control of the very fabric of both worlds in their hands. . . . Look for all of Karen Marie Moning’s sensational Fever novels: DARKFEVER | BLOODFEVER | FAEFEVER | DREAMFEVER | SHADOWFEVER | ICED | BURNED | FEVERBORN | FEVERSONG BONUS: This edition contains an excerpt from Karen Marie Moning’s Bloodfever.

A Fine Balance, Robinson Mistry’s stunning internationally acclaimed bestseller, is set in mid-1970s India. It tells the story of four unlikely people whose lives come together during a time of political turmoil soon after the government declares a “State of Internal Emergency.” Through days of bleakness and hope, their circumstances — and their fates — become inextricably linked in ways no one could have foreseen. Mistry’s prose is alive with enduring images and a cast of unforgettable characters. Written with compassion, humour, and insight, A Fine Balance is a vivid, richly textured, and powerful novel written by one of the most gifted writers of our time.

Locked in Time

Cinder

Exercises in Style

Harold and the Purple Crayon

The Known World

NATIONAL BESTSELLER • The epic, definitive story of Sylvanus Windrunner, one of World of Warcraft’s most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanus 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, Sylvanus has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanus 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, Sylvanus 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, Sylvanus’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, Sylvanus Windrunner will make a choice that may ultimately come to define her. A choice that’s hers to make.

Now optioned as a TV series for HBO, with executive producer George R. R. Martin! An award-winning literary author enters the world of magical realism with her World Fantasy Award-winning novel of a remarkable woman in post-apocalyptic Africa. In a post-apocalyptic Africa, the world has changed in many ways; yet in one region genocide between tribes still bloodies the land. A woman who has survived the annihilation of her village and a terrible rape by an enemy general wanders into the desert, hoping to die. Instead, she gives birth to an angry baby girl with hair and skin the color of sand. Gripped by the certainty that her daughter is different—special—she names her Onyesonwu, which means “Who fears death?” In an ancient language. It doesn’t take long for Onye to understand that she is physically and socially marked by the circumstances of her conception. She is Ewu—a child of rape who is expected to live a life of violence, a half-Breed rejected by her community. But Onye is not the average Ewu. Even as a child, she manifests the beginnings of a remarkable and unique magic. As she grows, so do her abilities, and during an inadvertent visit to the spirit realm, she learns something terrifying: someone powerful is trying to kill her. Desperate to elude her would-be murderer and to understand her own nature, she embarks on a journey in which she grapples with love, tradition, history, true love, and the spiritual mysteries of her culture, and ultimately learns why she was given the name she bears: Who Fears Death.

Pinocchio, The Tale of a Puppet follows the adventures of a talking wooden puppet whose nose grew longer whenever he told a lie and who wanted more than anything else to become a real boy.As carpenter Master Antonio begins to carve a block of pinewood into a leg for his table the log shouts out, "Don't strike me too hard!" Frightened by the talking log, Master Cherry does not know what to do until his neighbor Geppetto drops by looking for a piece of wood to build a marionette. Antonio gives the block to Geppetto. And thus begins the life of Pinocchio, the puppet that turns into a boy.Pinocchio, The Tale of a Puppet is a novel for children by Carlo Collodi is about the mischievous adventures of Pinocchio, an animated marionette, and his poor father and woodcarver Geppetto. It is considered a classic of children’s literature and has spawned many derivative works of art. But this is not the story we’ve seen in film but the original version full of harrowing adventures faced by Pinocchio. It includes 40 illustrations.

For more than twenty years, the artists behind Diablo have conjured new visions of the heavens and the hells, built nightmarish corridors filled with monsters and demons, and unleashed swarms of malevolent creatures upon tens of millions of players worldwide. Featuring never before seen content, The Art of Diablo plunges into the concept, design, and environmental art that has defined the world of Sanctuary and the Eternal Conflict at the core of Blizzard Entertainment’s action-packed dungeon-crawling game.

Swamplandia!

If Beale Street Could Talk

The Year of Magical Thinking

Fever Series Book 1

In a time of spectacular developments in the new astronomy, the concept of black holes captures top honors. As scientific evidence for them mounts, black holes loom as an ominous development in the life, measured in billions of years, of the universe.

Queneau uses a variety of literary styles and forms in ninety-nine exercises which retail the same story about a minor brawl aboard a bus

La storia. World of WarcraftLa storia. World of WarcraftLa storia. World of WarcraftLa storia. World of WarcraftWorld of Warcraft ChronicleDark Horse Comics

The #1 New York Times Bestseller (October 2017) from the author of The Da Vinci Code. Robert Langdon, Harvard professor of symbology, arrives at the ultramodern Guggenheim Museum Bilbao to attend the unveiling of a discovery that “will change the face of science forever.” The evening’s host is Edmond Kirsch, a forty-year-old billionaire and futurist, and one of the orchestrated evening suddenly erupts into chaos, and Kirsch’s precious discovery teeters on the brink of being lost forever. Facing an imminent threat, Langdon is forced to flee. With him is Ambra Vidal, the elegant museum director who worked with Kirsch. They travel to Barcelona on a perilous quest to locate a cryptic password that will unlock Kirsch’s secret. Naught Langdon and Vidal must evade an enemy whose all-knowing power seems to emanate from Spain’s Royal Palace. They uncover clues that ultimately bring them face-to-face with Kirsch’s shocking discovery . . .and the breathtaking truth that has long eluded us.

Who Fears Death

A Collection of Stories

Mindstorms

In the Days of the Comet

Blood of Aenarion

Deep within the night even city of Suramar, home of the nightborne, the orc warlock Gul é dan issues a terrifying ultimatum: surrender the Nightwell, the source of their power, or see their homeland destroyed beneath the heel of the Burning Legion. As evil descends, the grand magistrix must decide whether to trust her enemy or risk all to stand strong.

NEW YORK TIMES BESTSELLER • NATIONAL BOOK AWARD WINNER • From one of America ’s iconic writers, a stunning book of electric honesty and passion that explores an intensely personal yet universal experience: a portrait of a marriage—and a life, in good times and bad—that will speak to anyone who has ever loved a husband or wife or child. Several days before Christmas 2003, John Gregory Dunne and Joan Didion saw their only daughter, Quintana, fall ill with what seemed at first flu, then pneumonia, then complete septic shock. She was put into an induced coma and placed on life support. Days later—the night before New Year ’s Eve—the Dunnes were just sitting down to dinner after visiting the hospital when John Gregory Dunne suffered a massive and fatal coronary. In a second, this close, symbiotic partnership of forty years was over. Four weeks later, their daughter pulled through. Two months after that, arriving at LAX, she collapsed and underwent six hours of brain surgery at UCLA Medical Center to relieve a massive hematoma. This powerful book is Didion ’s attempt to make sense of the “ weeks and then months that cut loose any fixed idea I ever had about death, about illness . . . about marriage and children and memory . . . about the shallowness of sanity, about life itself.

NATIONAL BOOK AWARD FINALIST • NATIONAL BESTSELLER • A twisting, haunting true-life murder mystery about one of the most monstrous crimes in American history, from the author of The Lost City of Z. In the 1920s, the richest people per capita in the world were members of the Osage Nation in Oklahoma. After oil was discovered beneath their land, the Osage rode in chauffeured automobiles, built mansions, and sent their children to study in Europe. Then, one by one, the Osage began to be killed off. The family of an Osage woman, Mollie Burkhardt, became a prime target. One of her relatives was shot. Another was poisoned. And it was just the beginning, as more and more Osage were dying under mysterious circumstances, and many of those who dared to investigate the killings were themselves murdered. As the death toll rose, the newly created FBI took up the case, and the young director, J. Edgar Hoover, turned to a former Texas Ranger named Tom White to try to unravel the mystery. White put together an undercover team, including a Native American agent who infiltrated the region, and together with the Osage began to expose one of the most chilling conspiracies in American history.

From Edward P. Jones comes one of the most acclaimed novels in recent memory—winner of the Pulitzer Prize for Fiction and the National Book Critics Circle Award for Fiction. The Known World tells the story of Henry Townsend, a black farmer and former slave who falls under the tutelage of William Robbins, the most powerful man in Manchester County, Virginia. Making certain he never circumvents the law, Townsend runs his affairs with unusual discipline. But when death takes him unexpectedly, his widow, Caldonia, can’t uphold the estate’s order, and chaos ensues. Edward P. Jones has woven a footnote of history into an epic that takes an unflinching look at slavery in all its moral complexities. “ A masterpiece that deserves a place in the American literary canon. ” —Time

Coma

World of Warcraft: Chronicles of War

Illidan

Pinocchio, the Tale of a Puppet

The Definitive Griffin Estate Edition

The Wheel of Time ® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. In Towers of Midnight, the Last Battle has started. The seals on the Dark One’s prison are crumbling. The Pattern itself is unraveling, and the armies of the Shadow have begun to boil out of the Blight. The sun has begun to set on the Third Age. Perrin Aybara is now hunted by specters from his past. Whitecloaks, a slayer of wolves, and the responsibilities of leadership. All the while, an unseen foe is slowly pulling a noose tight around his neck. To prevail, he must seek answers in Tel’aran’rhoid and find a way—at long last—to master the wolf within him or lose himself to it forever. Meanwhile, Matrim Cauthon prepares for the most difficult challenge of his life. The creatures beyond the stone gateways—the Aelfinn and the Eelfinn—have confused him, taunted him, and left him hangd, his memory stuffed with bits and pieces of other men’s lives. He had hoped that his last confrontation with them would be the end of it, but the Wheel weaves as the Wheel wills. The time is coming when he will again have to dance with the Snakes and the Foxes, playing a game that cannot be won. The Tower of Ghenjei awaits, and its secrets will reveal the fate of a friend long lost. Dovie’andi se tovyra sagain. It’s time to toss the dice. TV series update: “Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC’s “Agents of SHIELD,” the Netflix series “Hemlock Grove,” and the NBC series “Chuck.” Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar’s Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan’s widow Harriet McDougal serving as consulting producer.” —Variety The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter’s Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan’s The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel. Coloring Art Based on Robert Jordan’s The Wheel of Time At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

World powers clash for dominance as a beautiful Russian woman carries out a staggering mission and a derelict English publisher becomes the unlikely recipient of the Soviet Union’s top defense secret. Reprint. 12,500 first printing.

From beloved children’s book creator Crockett Johnson comes the timeless classic Harold and the Purple Crayon! This imagination-sparking picture book belongs on every child’s digital bookshelf. One evening Harold decides to go for a walk in the moonlight. Armed only with an oversize purple crayon, young Harold draws himself a landscape full of wonder and excitement. Harold and his trusty crayon travel through woods and across seas and past dragons before returning to bed, safe and sound. Full of funny twists and surprises, this charming story shows just how far your imagination can take you. “ A satisfying artistic triumph.” —Chris Van Allsburg, author-illustrator of The Polar Express Share this classic as a birthday, baby shower, or graduation gift!

Over the eons, an endless struggle between the forces of order and chaos has shaped the world of Azeroth and its inhabitants. The orcsih 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 orcsih Horde’s invasion of Azeroth . . . and change the world forever. Tides of Darkness: During the First War, the orcsih Horde had 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 Art of Diablo

World of Warcraft

Pavane

A Novel by the Author of Ready Player One

Armada

A powerful daemon, banished millennia ago by the twins’ ancestor, Aenarion the Defender, has returned to wrack bloody revenge. Plucked from their home in the wilds of Chrace, Tyriion and Teclis must learn the arts of war and the mystery of magic, as well as the secrets surrial in the Phoenix King’s court. Hunted by demonic assassins and beset by treachery, they must fight to survive and claim their destiny as the greatest heroes of the age.

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 domain. 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. In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers.

Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

It was a simple incident in the life of James Clavella talk with his young daughter just home from school!It inspired this chilling tale of what could happen in twenty-five quietly devastating minutes. He writes, “The Children’s Story came into being that day. It was then that I really realized how vulnerable my child’s mind was [my mind, for that matter]under controlled circumstances. Normally I write and rewrite and re-rewrite, but this story came quickly/!almost by itself. Barely three words were changed. It pleases me greatly because I kept asking the questions! Questions like, What’s the use of I pledge allegiance ‘without understanding? Like Why is it so easy to divert thoughts? Like What is freedom? and Why is so hard to explain? The Children’s Story keeps asking me all sorts of questions I cannot answer. Perhaps you can[then your child will!...”

Killers of the Flower Moon

The Eastern Kingdoms: Exploring Azeroth

Sylvanus (World of Warcraft)

Black Like Me

A Novel