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.

Watership Down by Richard Adams is a true classic. This stirring tale of courage and survival against the odds has become one of the best-loved animal adventures of all time. 'We've got to go away before it's too late.' Fiver was only a small rabbit, but he had a sixth sense and foresaw that disaster was about to destroy the warren. Few believed him. Led by his brother Hazel, a small band of rabbits set out on a perilous journey to find a safe home. Fiver's intuition finally leads them to Watership Down. But here they encounter the greatest threat of all. ***Winner of the Carnegie Medal and the Guardian Children's Fiction Prize*** 'A gripping story of rebellion in a rabbit warren and the subsequent adventures of the rebels. Adams has a poetic eye and a gift for storytelling which will speak to readers of all ages for many years to come' Sunday Times 'A masterpiece. The best story about wild animals since The Wind in the Willows. Very funny, exciting, often moving' Evening Standard 'A great book. A whole world is created, perfectly real in itself, yet constituting a deep incidental comment on human affairs' Guardian Richard Adams grew up in Berkshire, the son of a country doctor. After an education at Oxford, he spent six years in the army and then went into the Civil Service. He originally began telling the story of Watership Down to his two daughters and they insisted he publish it as a book. It quickly became a huge success with both children and adults, and won the Guardian Children's Fiction Award and the Carnegie Medal in 1972. Richard Adams has written many novels and short stories, including Shardik and The Plague Dogs.

Through 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 Atlas

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?

The Onion Book of Known Knowledge

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.

Illidan

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

The Sumerians

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-of-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.

Zen and the Art of Motorcycle Maintenance

An ominous vision and the discovery of a gruesome corpse lead Sarah Engelmann into a terrifying encounter with the supernatural in 1913 Salem, Massachusetts. With help from Alex, an attractive Greek immigrant, Sarah sets out to track the evil to its source, never guessing that she will take on a conspiracy involving not only a 900-year vampire, but also a demon-loving Puritan warlock, disgruntled Egyptian gods, and an immortal sorcerer, all on a quest to recover the holy trumpet of the Archangel Gabriel. Relying on the wisdom of an elderly vampire hunter, Sarah’s rabbi father, and her own disturbing visions, Sarah must fight a millennia-old battle between unspeakable forces, where the ultimate prize might be herself.

Watership Down

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.
The Art of World of Warcraft

Tome of Salvation provides a detailed look at religion in the Empire, exploring faith's role and function within the nation's convoluted and complex society. Inside this massive sourcebook you will find new magic spells, new rituals and artifacts, new careers, and extensive details on gods, festivals, holy days, and the lives of Old World priests.

Untimed


The Darkening Dream

Part field guide to grilling and barbecuing and part cookbook, Master of the Grill features a wide variety of kitchen-tested recipes for meat, poultry, seafood, vegetables, pizza, and more. These are the recipes everyone should know how to make— the juiciest burgers, barbecue chicken that's moist not tough, tender grill-smoked pork ribs, the greatest steak (and grilled potatoes to serve alongside). Regional specialties are included, too—learn how to make Cowboy Steaks, Alabama BBQ Chicken, and Kansas City Sticky Ribs. Colorful photography captures the beauty of the recipes and step-by-step shots guide you through everything you need to know. A section on grilling essentials covers the pros and cons of gas and charcoal grills and which might be right for you, as well as the tools you'll use with them— such as grill brushes, tongs, vegetable baskets, and wood chips and chunks. From the Trade Paperback edition.

My Life as a Night Elf Priest

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!

World of Warcraft: The Official Cookbook

The World of Warcraft is more than just a game, it's a work of art -- and you can enjoy these unique creations outside of the game with The Art of World of Warcraft. This beautiful hardbound book contains sketches, concepts, and final colored art for the following: All eight races -- Dwarf, Gnome, Human, Night Elf, Orc, Tauren, Troll, and Undead Monsters -- from the Ancients to Magnataurs to Yeti Environments -- landscapes and flora, from the magnificent beauty of Emerald Paradise to the bleak wasteland of Desolace Structures & Weapons -- buildings, transports, arms, and armor Cinematics -- from storyboard to finished art Promotional -- full-page artwork, special drawings from Korea, and the Blizzard 2003 Christmas Card Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

The CRPG Book: A Guide to Computer Role-Playing Games

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: Rise of the Horde
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

**Master of the Grill**

Are you a witless cretin with no reason to live? Would you like to know more about every piece of knowledge ever? Do you have cash? Then congratulations, because just in time for the death of the print industry as we know it comes the final book ever published, and the only one you will ever need: THE ONION BOOK OF KNOWN KNOWLEDGE is packed with valuable information-such as the life stages of an Aunt; places to kill one’s self in Utica, New York; and the dimensions of a female bucket, or "pail." With hundreds of entries for all 27 letters of the alphabet, THE ONION BOOK OF KNOWN KNOWLEDGE must be purchased immediately to avoid the sting of eternal ignorance.

**World of Warcraft Druid Guide**

Rich with examples, detailed breakdowns, and step-by-step instructions, this book gets down to the nuts and bolts of gold making, to help you become a World of Warcraft gold tycoon. This book is for every World of Warcraft player who's tired of scrapping for gold or has ever wanted to be the one showing off expensive items in town.

**World of Warcraft: Paragons**

"Ever since the creators of the animated television show South Park turned their lovingly sardonic gaze on the massively multiplayer online game World of Warcraft for an entire episode, WoW's status as an icon of digital culture has been secure. My Life as a Night Elf Priest digs deep beneath the surface of that icon to explore the rich particulars of the World of Warcraft player's experience." —Julian Dibbell, Wired "World of Warcraft is the best representative of a significant new technology, art form, and sector of society: the theme-oriented virtual world. Bonnie Nardi's pioneering transnational ethnography explores this game both sensitively and systematically using the methods of cultural anthropology and aesthetics with intensive personal experience as a guild member, media teacher, and magical quest Elf." —William Sims Bainbridge, author of The Warcraft Civilization and editor of Online Worlds “Nardi skillfully covers all of the hot button issues that come to mind when people think of video games like World of Warcraft such as game addiction, sexism, and violence. What gives this book its value are its unexpected gems of rare and beautifully detailed research on less sensationalized topics of interest such as the World of Warcraft player community in China, game modding, the increasingly blurred line between play and work, and the rich and fascinating lives of players and player cultures. Nardi brings World of Warcraft down to earth for non-players and ties it to social and cultural theory for scholars. . . . the best ethnography of a single virtual world produced so far.” —Lisa Nakamura, University of Illinois World of Warcraft rapidly became one of the most popular online world games on the planet, amassing 11.5 million subscribers—officially making it an online community of gamers that had more inhabitants than the state of Ohio and was almost twice as populous as Scotland. It's a massively multiplayer online game, or MMO in gamer jargon, where each person controls a single character inside a virtual world, interacting with other people's characters and computer-controlled monsters, quest-givers, and merchants. In My Life as a Night Elf Priest, Bonnie Nardi, a well-known ethnographer who has
published extensively on how theories of what we do intersect with how we adopt and use technology, compiles more than three years of participatory research in Warcraft play and culture in the United States and China into this field study of player behavior and activity. She introduces us to her research strategy and the history, structure, and culture of Warcraft; argues for applying activity theory and theories of aesthetic experience to the study of gaming and play; and educates us on issues of gender, culture, and addiction as part of the play experience. Nardi paints a compelling portrait of what drives online gamers both in this country and in China, where she spent a month studying players in Internet cafes. Bonnie Nardi has given us a fresh look not only at World of Warcraft but at the field of game studies as a whole. One of the first in-depth studies of a game that has become an icon of digital culture, My Life as a Night Elf Priest will capture the interest of both the gamer and the ethnographer. Bonnie A. Nardi is an anthropologist by training and a professor in the Department of Informatics in the Donald Bren School of Information and Computer Sciences at the University of California, Irvine. Her research focus is the social implications of digital technologies. She is the author of A Small Matter of Programming: Perspectives on End User Computing and the coauthor of Information Ecologies: Using Technology with Heart and Acting with Technology: Activity Theory and Interaction Design. Cover art by Jessica Damsky

**Tome of Salvation**

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!

**World of Warcraft Chronicle**

Charlie's the kind of boy that no one notices. Hell, his own mother can't remember his name. So when a mysterious clockwork man tries to kill him in modern day Philadelphia, and they tumble through a hole into 1725 London, Charlie realizes even the laws of time don't take him seriously. Still, this isn't all bad. Who needs school when you can learn about history first hand, like from Ben Franklin himself. And there's this girl Yvaine another time traveler. All good. Except for the rules: boys only travel into the past and girls only into the future. And the baggage: Yvaine's got a baby boy and more than her share of ex-boyfriends. Still, even if they screw up history - like accidentally let the founding father be killed - they can just time travel and fix it, right? But the future they return to is nothing like Charlie remembers. To set things right, he and his scrappy new girlfriend will have to race across the centuries, battling murderous machines from the future, jealous lovers, reluctant parents, and time itself.

**Ascend Online**

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 a single, unstoppable juggernaut of hatred and destruction.

**World of Warcraft Cataclysm Atlas**

Acclaimed as one of the most exciting books in the history of American letters, this modern epic became an instant bestseller upon publication in 1974, transforming a generation and continuing to inspire millions. This 25th Anniversary Quill Edition features a new introduction by the author; important typographical changes; and a Reader's Guide that includes discussion topics, an interview with the author, and letters and documents detailing how this extraordinary book came to be. A narration of a summer motorcycle trip undertaken by a father and his son, the book becomes a personal and philosophical odyssey into fundamental questions of how to live. The narrator's relationship with his son leads to a powerful self-reckoning; the craft of motorcycle maintenance leads to an aesterely beautiful process
for reconciling science, religion, and humanism. Resonant with the confusions of existence, Zen and the Art of Motorcycle Maintenance is a touching and transcendent book of life.

**All the Light We Cannot See**

Journalist Peter Godwin has covered wars. As a soldier, he's fought them. But nothing prepared him for the surreal mix of desperation and hope he encountered when he returned to Zimbabwe, his broken homeland. Godwin arrived as Robert Mugabe, the country's dictator for 30 years, has finally lost an election. Mugabe's tenure has left Zimbabwe with the world's highest rate of inflation and the shortest life span. Instead of conceding power, Mugabe launched a brutal campaign of terror against his own citizens. With foreign correspondents banned, and he himself there illegally, Godwin was one of the few observers to bear witness to this period the locals call The Fear. He saw torture bases and the burning villages but was most awed as an observer of not only simple acts of kindness but also churchmen and diplomats putting their own lives on the line to try to stop the carnage. The Fear is a book about the astonishing courage and resilience of a people, armed with nothing but a desire to be free, who challenged a violent dictatorship. It is also the deeply personal and ultimately uplifting story of a man trying to make sense of the country he can't recognize as home.

**Before the Storm (World of Warcraft)**

Companion piece to the WoW Diary

**The Warcraft: The Last Guardian**

**World of Warcraft**

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.

**Monster Guide**

**The Fear**

The Sumerians, the pragmatic and gifted people who preceded the Semites in the land first known as Sumer and later as Babylonia, created what was probably the first high civilization in the history of man, spanning the fifth to the second millennia B.C. This book is an unparalleled compendium of what is known about them. Professor Kramer communicates his enthusiasm for his subject as he outlines the history of the Sumerian civilization and describes their cities, religion, literature, education, scientific achievements, social structure, and psychology. Finally, he considers the legacy of Sumer to the ancient and modern world. "There are few scholars in the world qualified to write such a book, and certainly Kramer is one of them... One of the most valuable features of this book is the quantity of texts and fragments which are published for the first time in a form available to the general reader. For the layman the book provides a readable and up-to-date introduction to a most fascinating culture. For the specialist it presents a synthesis with which he may not agree but from which he will nonetheless derive stimulation."—American Journal of Archaeology "An uncontested authority on the civilization of Sumer, Professor Kramer writes with grace and urbanity."—Library Journal

**World of Warcraft**
A New Age has begun in World of Warcraft®: Cataclysm. World of Warcraft®: Cataclysm Atlas is the latest in the line of World of Warcraft guides. The Cataclysm Atlas shows you the ravaged landscape of Azeroth, the backdrop to the highly-anticipated expansion to the original World of Warcraft game. Choose your unique race and class to complete your quests, and join guilds with other players to battle enemies for armour and glory. The extra large format highlights maps and makes searching for locations easier to guide you through new terrain. Get inside the World of Warcraft and play to win.

**The WoW Diary (junk)**

Offers an illustrated, in-depth look at the history and mythology of the World of Warcraft game universe.

**World of Warcraft: Wolfheart**

Provides tips, techniques, and strategies for the massive multiplayer online game.

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

Frostsmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword’s shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He’d thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal’Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. **His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostsmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long before his soul was fused with that of the orc shaman Ner’zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas’s path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.**

**World of Warcraft: Ultimate Visual Guide, Updated**

What is fascism? By focusing on the concrete: what the fascists did, rather than what they said, the esteemed historian Robert O. Paxton answers this question. From the first violent uniformed bands beating up "enemies of the state," through Mussolini’s rise to power, to Germany’s fascist radicalization in World War II, Paxton shows clearly why fascists came to power in some countries and not others, and explores whether fascism could exist outside the early-twentieth-century European setting in which it emerged. "A deeply intelligent and very readable book. . . . Historical analysis at its best." –The Economist The Anatomy of Fascism will have a lasting impact on our understanding of modern European history, just as Paxton’s classic Vichy France redefined our vision of World War II. Based on a lifetime of research, this compelling and important book transforms our knowledge of fascism--"the major political innovation of the twentieth century, and the source of much of its pain."

**World of Warcraft: Arthas**
Welcome to the realm of Azeroth. Shaped by titans, ruled by ancient magic. Beset by demons and earth-shattering cataclysms. Where good, evil, the living, and the undead battle for supremacy. Created in close collaboration with Blizzard, World of Warcraft®: The Ultimate Visual Guide, Updated explores the major characters, key locations, and epic history of this battle-scarred realm, and will capture any adventurer's imagination with its breadth of detail. With 16 more pages, this updated guide delves into the new games and expansions from the world's most popular online role-playing game. Packed with original images and featuring the latest lore, World of Warcraft®: The Ultimate Visual Guide, Updated is both an ideal introduction and the perfect guide to the World of Warcraft universe.

**World of Warcraft Chronicle**

BradyGames' World of Warcraft Atlas includes the following: Complete resource detailing each area of this expansive MMORPG. Maps are provided for every area including all regions and major cities. Each illustration shows critical locations and characters such as NPCs, enemies, mobs, shops, merchants, flight points, entry and exit points from regions and where they lead. As an added bonus, cross-referenced indices of all information are also provided for ease of use. Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

**World of Warcraft: Tides of Darkness**

The undead Scourge dominates Lordaeron and Northrend. Servants of the insidious Burning Legion summon demons. Naga strike from the depths, and troggs burst from dark places beneath the surface. To carve your name into legend, you must match swords, wits,s

**Ragnarok: the Age of Fire and Gravel**

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 hourwhere past and future collide!

**The Anatomy of Fascism**

A cloth bag containing 20 paperback copies of the title that may also include a folder with sign out sheets.

Copyright code: 2c963983caab0ce9c117aa1745780574