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 Sylvanas (World of Warcraft)

*World Of Warcraft The Shattering
Prelude To Cataclysm*

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ALANA ROWAN

World of Warcraft: The Shattering Simon and Schuster
 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

World of Warcraft: Vol'jin: Shadows of the Horde Penguin
 First book in Joshua Palmatier's new epic fantasy trilogy, set in a sprawling city of light and magic fueled by a ley line network. Erenthrahl—sprawling city of light and magic, whose streets are packed with traders from a dozen lands and whose buildings and towers are grown and shaped in the space of a day. At the heart of the city is the Nexus, the hub of a magical ley line system that powers Erenthrahl. This ley line also links the city and the Baronial

plains to rest of the continent and the world beyond. The Prime Wielders control the Nexus with secrecy and lies, but it is the Baron who controls the Wielders. The Baron also controls the rest of the Baronies through a web of brutal intimidation enforced by his bloodthirsty guardsmen and unnatural assassins. When the rebel Kormanley seek to destroy the ley system and the Baron's chokehold, two people find themselves caught in the chaos that sweeps through Erenthraal and threatens the entire world: Kara Tremain, a young Wielder coming into her power, who discovers the forbidden truth behind the magic that powers the ley lines; and Alan Garrett, a recruit in the Baron's guard, who learns that the city holds more mysteries and more danger than he could possibly have imagined . . . and who holds a secret within himself that could mean Erenthraal's destruction -- or its salvation.

WarCraft Archive Simon and Schuster

Traces the downfall of a beloved peacekeeper who is pushed to a breaking point by an inconceivable horror that changes her in irrevocable, ethics-testing ways.

[A Novel](#) Simon and Schuster

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.

Warcraft: Lord of the Clans Del Rey

A New York Times Bestseller! In this enthralling original graphic novel published in a landscape format, you will meet the PANDAREN, one of the most beloved (and mysterious) races in World of Warcraft! Written by Blizzard's own Micky Neilson (the World of Warcraft MMORPG, World of Warcraft: Ashbringer and World of Warcraft: Curse of the Worgen), with art by fan favorite Sean "Cheeks" Galloway (TV's Teen Titans Go and Wednesday Comics), this story ties directly into the upcoming World of Warcraft: Mists of Pandaria expansion pack. World of Warcraft: Pearl of Pandaria introduces Li Li Stormstout, a precocious young student who lives atop a giant turtle called Shen-zin Su. Like the rest of the wandering island's pandaren, Li Li comes from a line of adventurers who left their homeland long ago to explore the world...and she wants nothing more than to chase that dream. But when Li Li runs away to find her famous uncle Chen, how will she survive Azeroth's perils?

[Illidan](#) Simon and Schuster

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 the 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 Slave. Gladiator. Shaman. Warchief. The enigmatic Orc known as Thrall has been all of these. Raised from infancy by cruel human masters who sought to mold him into their perfect pawn, Thrall was driven by both the savagery in his heart and the cunning of his upbringing to pursue a destiny he was only beginning to understand -- to break his bondage and rediscover the ancient traditions of his people. Now the tumultuous tale of his life's journey -- a saga of honor, hatred, and hope -- can at last be told....

[The Demon Soul](#) Simon and Schuster

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?

[Pearl of Pandaria](#) World of Warcraft: Traveler

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?

Prelude to Cataclysm Simon and Schuster

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 with blood? Kalecgos's discoveries will change everything he knows about the events that led to the...DAWN OF THE ASPECTS

[World of Warcraft: Dawn of the Aspects](#): Gallery Books

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**

World of Warcraft Titan Books (US, CA)

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.

Exploring Azeroth - Kalimdor Simon and Schuster

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.

Warcraft: Of Blood and Honor Simon and Schuster

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.

World of Warcraft: Tides of Darkness Simon and Schuster

An all-new official prequel novel to *Shadowlands*, the next expansion for Blizzard Entertainment's legendary online game *World of Warcraft* "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysstra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

Warcraft Official Movie Novelization Dark Horse Comics

The peaceful realm of Azeroth stands on the brink of war as its civilization faces a fearsome race of invaders: orc warriors fleeing their dying home to colonize another. As a portal opens to connect the two worlds, one army faces destruction and the other faces extinction. From opposing sides, two heroes are set on a collision course that will decide the fate of their family, their people and their home. So begins a spectacular saga of power and sacrifice in which war has many faces, and everyone fights for something.

World of Warcraft: Stormrage World of Warcraft: The ShatteringBook One of Cataclysm

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.

World of Warcraft: Rise of the Horde Simon and Schuster

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!

StarCraft: Dark Templar--Twilight Dc Comics

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: The Shattering](#) Del Rey

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.

Warcraft: Durotan: The Official Movie Prequel Simon and Schuster
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