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# World Of Warcraft Paragons

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Pocket Guide to World of Warcraft: Mists of Pandaria

Digital Labor

The Eastern Kingdoms: Exploring Azeroth

Shadows Rising (World of Warcraft: Shadowlands)

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## **TRISTEN MARISA**

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Pocket Guide to World of Warcraft: Mists of Pandaria Dark Horse Comics  
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.

Digital Labor 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.

#### **The Eastern Kingdoms: Exploring Azeroth** DC Comics

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!

[Shadows Rising \(World of Warcraft: Shadowlands\)](#) Dark Horse Comics

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.

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

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. *World of Warcraft* Del Rey Digital Labor calls on the reader to examine the shifting sites of labor markets to the Internet through the lens of their political, technological, and historical making. Internet users currently create most of the content that makes up the web: they search, link, tweet, and post updates—leaving their "deep" data exposed. Meanwhile,

governments listen in, and big corporations track, analyze, and predict users' interests and habits. This unique collection of essays provides a wide-ranging account of the dark side of the Internet. It claims that the divide between leisure time and work has vanished so that every aspect of life drives the digital economy. The book reveals the anatomy of playbor (play/labor), the lure of exploitation and the potential for empowerment. Ultimately, the 14 thought-provoking chapters in this volume ask how users can politicize their troubled complicity, create public alternatives to the centralized social web, and thrive online. Contributors: Mark Andrejevic, Ayhan Aytes, Michel Bauwens, Jonathan Beller, Patricia Ticineto Clough, Sean Cubitt, Jodi

Dean, Abigail De Kosnik, Julian Dibbell, Christian Fuchs, Lisa Nakamura, Andrew Ross, Ned Rossiter, Trebor Scholz, Tizania Terranova, McKenzie Wark, and Soenke Zehle

*Ashbringer* Simon and Schuster

Ember Skye is a fed up teenage Coal Elf with a big ashy chip on her shoulder. Having been torn away from a carefree life and forced into a world of dirt and darkness has started to get the best of her. And being the only girl-elf working as a coal miner at the North Pole doesn't help much either! Then there's Sturd: a power-hungry, twisted elf with a checkered past and a serious grudge against Ember. Slowly but surely, his maniacal tendencies are revealed, leaving Ember with the sacred "Naughty List" literally in her lap. When a

mysterious illness threatens to decimate elves both Above and Underground, Ember is thrust into a journey that will see her confront the literal and figurative demons of her past and lead her to the head of the North Pole himself. Yes! Santa is real. But this isn't your childhood Christmas tale!

*A Theory* Simon and Schuster

World of Warcraft: Chronicle Volume 1 is 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 features twenty-five full-page paintings by World of Warcraft artist

Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era. *World of Warcraft: Jaina Proudmoore: Tides of War* Paladin Timeless Books The Ebook Version will be available on December 5th. Loss was nothing new to an orphan like Riley. But when the online persona he'd spent years building, was ripped away by a monster with unbelievable power, everything changed. As a gamer who made a living from Sigil Online, losing his character meant losing his job and any means he had of paying his bills. Now, he had to start from the beginning just like any

other player joining Sigil Online for the first time. All the fame and fortune of a high-level character, was gone. Experience the harrowing quest that will leave Riley changed forever, as he's molded by the pursuit of the monster that took everything from him.

**The Coal Elf** 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

**Kurzgeschichten aus dem WoW  
Universum** Panini

As the Swarm boils in chaotic uncertainty, Arcturus Mengsk has seized this opportunity to bolster his Dominion forces. He has gathered a seasoned

team of scientists—the best terran minds in the Koprulu sector—to unravel the secrets of the savage zerg and the enigmatic protoss. Because in this brutal corner of the galaxy, the human race is going to need every chance it can get. Collected here for the first time is Blizzard Entertainment’s revolutionary Project Blackstone transmedia campaign. It is a compilation of tightly woven short stories, journals, emails, chats, and tweets from the research staff of a top-secret government facility dedicated to shedding light on the mysteries of this sector. More than a simple anthology, this volume is a target-rich environment of weapons data, exotic alien science, and faceted backstory—the lore foundations of the StarCraft universe. © 2014 Blizzard

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### **World of Warcraft: Night of the Dragon** Del Rey

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?

*Curse of the Worgen* Simon and Schuster

The second graphic novel based on the world's most popular massively multiplayer videogame tells the saga of the Missing King of Stormwind. Upon learning he is in fact the lost ruler of Stormwind, Lo'Gosh returns to reclaim his throne with his comrades in arms Valeera and Broll. But all is not as it seems in the eastern kingdom, especially if one informed dwarf has anything to say about it.

Workman Publishing

The epic, definitive story of Sylvanas

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

*Data and Goliath: The Hidden Battles to Collect Your Data and Control Your World*  
Dark Horse Comics

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.

**The Reignited Trilogy** Routledge  
An exceptionally illustrated fiction for

millions of Blizzard fans, *Diablo III: Book of Cain* is the source book for Blizzard Entertainment's *Diablo* franchise and the best-selling *Diablo III* game, as told by the games' core narrator, Deckard Cain. In Blizzard Entertainment's *Diablo®* and *Diablo II*, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted at a larger story, providing snippets of it in his notebook. *Diablo III: Book of Cain* is Cain's formal record of this greater tale—a dissertation on the lore of the *Diablo* universe, told by one who has witnessed and participated in some of the epic events that make up the eternal

conflict between the High Heavens and the Burning Hells. Designed as an “in-world” artifact from the *Diablo* universe, *Diablo III: Book of Cain* includes Cain's revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another.

**Overwatch: Anthology** Dark Horse Comics

From bestselling writer David Graeber—“a master of opening up thought and stimulating debate” (Slate)—a powerful argument against the rise of meaningless, unfulfilling jobs...and their consequences. Does your job make a meaningful contribution to the world? In the spring of 2013, David Graeber asked this question in a playful, provocative essay titled “On the

Phenomenon of Bullshit Jobs.” It went viral. After one million online views in seventeen different languages, people all over the world are still debating the answer. There are hordes of people—HR consultants, communication coordinators, telemarketing researchers, corporate lawyers—whose jobs are useless, and, tragically, they know it. These people are caught in bullshit jobs. Graeber explores one of society’s most vexing and deeply felt concerns, indicting among other villains a particular strain of finance capitalism that betrays ideals shared by thinkers ranging from Keynes to Lincoln. “Clever and charismatic” (The New Yorker), *Bullshit Jobs* gives individuals, corporations, and societies permission to undergo a shift in values, placing

creative and caring work at the center of our culture. This book is for everyone who wants to turn their vocation back into an avocation and “a thought-provoking examination of our working lives” (Financial Times).

Beyond Points, Badges, and Leaderboards Insignis

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.

Before the Storm (World of Warcraft)

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.

*World of Warcraft Chronicle* DB Weston 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 wondrous 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.

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