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Diablo Archive

Simon and Schuster An anthology of the first three Diablo novels includes *Legacy of Blood*, *The Black Road*, and *The Kingdom of Shadow*, and is complemented by the original eBook title, *Demonsbane*, in which a warrior, the sole survivor of a massacre, is driven to avenge his fallen comrades. Original. 35,000 first printing.

The Diablo: The Kingdom of Shadow

Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed.... Legend speaks of a long-dead city known as Ureh, thought by many to have been a gateway to the High Heavens. It is believed that every two thousand years, when the stars align and the shadow of Mount Nymyr falls upon the ruins, Ureh is reborn -- and all its lost riches are revealed to those brave enough to seek them out. Now, after a lifetime of research and intense calculation, the Vizjerei sorcerer, Quov Tsin, has come to witness Ureh's rebirth for himself. But that which awaits Tsin and his hired band of mercenaries is nothing like what they expected. They will find that the dream of radiant Ureh is, in fact, a twisted nightmare of horror -- one that will draw them inexorably into *The Kingdom of Shadow* An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

WarCraft War of the Ancients Archive

Simon and Schuster Based on the record-shattering computer game, the complete *War of the Ancients* trilogy is collected in one volume, and includes *The Well of Eternity*, *The Demon Soul*, and *The Sundering*. Original.

Diablo III: The Order

Simon and Schuster Deckard Cain made his way across the floor, following the footprints to an alcove in the far wall. Rotted boards clung to supports, the last remains of an ancient library. This had been a ritual chamber, many centuries before, used to summon things from beyond the human world. A portal to the Burning Hells themselves, perhaps. The shelves were empty now. He saw a speck of yellow underneath a splinter of wood and bent to pick up a corner of parchment paper, curled and speckled with mildew. Something moved in the shadows to his right. He whirled, holding the light up. For a moment it appeared as if the shadows themselves were alive, bunching and swirling like ink in water. At the same time, a voice like the distant moan of wind drifted through the empty room and raised the hairs on the back of his neck. "Deckaaaaarrddddd Caiiiiiinn . . ." Cain felt a strange doubling, a memory of a night many years before, when he was just a boy. A whispered voice calling to him, just like this. He backed away, fumbling in his rucksack with one hand, holding the lighted staff with the other against the darkness. Already he was doubting himself: had it just been the wind moving through the broken remains of the building above him, a trick his mind had played after so long in the sun? The voice came again, a sound like bones scraping together in the grave. "Your ghosts are many, old man, and they are active." A grating of metal over rock seemed to come from everywhere at once. Once again a pool of black smoke thickened and then dissipated, only to reassemble somewhere else: a shape carrying a sword, the form of a man, but with eyes that glowed red with the fires of hell. Cain knew what this was, yanked from the depths of his own mind and used against him: the image of the Dark Wanderer himself, conjured up to weaken his resolve. The smoke-shape swirled and shifted, reforming into two indistinct human shapes, one taller and clearly female, one small and delicate. Shock raced through Cain's limbs as an older, familiar memory fought to surface. He closed his eyes against the darkness as the yawning pit of despair opened within him, threatening to pull him in. You must not listen. *** Deckard Cain is the last of the Horadrim, the sole surviving member of a mysterious and legendary order. Assembled by the archangel Tyrael, the Horadrim were charged with the sacred duty of seeking out and vanquishing the three Prime Evils: Diablo (the Lord of Terror), Mephisto (the Lord of Hatred), and Baal (the Lord of Destruction). But that was many years ago. As the decades passed, the Horadrim's strength diminished, and they fell into obscurity. Now all of their collected history, tactics, and wisdom lie within the aged hands of one man. A man who is growing concerned. Dark whisperings have begun to fill the air, tales of ancient evil stirring, rumblings of a demonic

invasion set to tear the land apart. Amid the mounting dread, Deckard Cain uncovers startling new information that could bring about the salvation—or ruin—of the mortal world: other remnants of the Horadrim still exist. He must unravel where they have been and why they are hiding from one of their own. As Cain searches for the lost members of his order, he is thrust into an alliance with an unlikely ally: Leah, an eight-year-old girl feared by many to carry a diabolical curse. What is her secret? How is it tied to the prophesied End of Days? And if there are other living Horadrim, will they be able to stand against oblivion? These are the questions Deckard Cain must answer before it is too late.

World of Warcraft: Wolfheart

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.

The Diablo: The Sin War #1: Birthright

Birthright

Simon and Schuster Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in an eternal conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change the destiny of man. Three thousand years before the darkening of Tristram, Uldyssian, son of Diomedes, was a simple farmer from the village of Seram. Content with his quiet, idyllic life, Uldyssian is shocked as dark events rapidly unfold around him. Mistakenly blamed for the grisly murders of two traveling missionaries, Uldyssian is forced to flee his homeland and set out on a perilous quest to redeem his good name. To his horror, he has begun to manifest strange new powers -- powers no mortal man has ever dreamed of. Now, Uldyssian must grapple with the energies building within him -- lest they consume the last vestiges of his humanity.

Diablo: Demonsbane

Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed.... What was to have been a victorious last stand against the demonic invasion of Entsteig has instead become a massacre. Only Siggard remains, a warrior unable to remember the final hours of the battle, driven by the carnage he experienced and the void in his mind to avenge those slain by the army of darkness. As he hunts the demon lord who butchered everything dear to him, Siggard also pieces together the truth of that terrible battle...and finds that his nightmare is only just beginning. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers.

Birthright

HarperPrism After adopting the Neanderthal boy whom her late husband had discovered in the mountains of southern Asia, Julia Wendell realizes that there are people who would risk everything to possess him

WarCraft Archive

Simon and Schuster A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, Day of the Dragon, Lord of the Clans, The Last Guardian, and Blood and Honor. Original. 25,000 first printing.

Diablo: Moon of the Spider

Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed.... **DIABLO** Driven by nightmares to the ruins of a mysterious tomb, Lord Aldric Jitan hopes to awaken a terrible evil that has slept since the fall of Tristram. Drawn by the growing darkness in the land, the enigmatic Necromancer, Zayl, stumbles upon Jitan's plot -- unaware that one of his own brethren has set these dire events in motion. Now, as the celestial Moon of the Spider rises, the nefarious demon, Astrogha, prepares to unleash his minions upon Sanctuary. **MOON OF THE SPIDER** An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

Legacy of Blood

Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed... Norrec Vizharan has become a living nightmare. While on a quest to find magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now, pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn the truth about his terrifying curse before he is lost to darkness forever... An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers.

The Warcraft Civilization

Social Science in a Virtual World

MIT Press An exploration of the popular online role-playing game World of Warcraft as a virtual prototype of the real human future. World of Warcraft is more than a game. There is no ultimate goal, no winning hand, no princess to be rescued. WoW is an immersive virtual world in which characters must cope in a dangerous environment, assume identities, struggle to understand and communicate, learn to use technology, and compete for dwindling resources. Beyond the fantasy and science fiction details, as many have noted, it's not entirely unlike today's world. In The Warcraft Civilization, sociologist William Sims Bainbridge goes further, arguing that WoW can be seen not only as an allegory of today but also as a virtual prototype of tomorrow, of a real human future in which tribe-like groups will engage in combat over declining natural resources, build temporary alliances on the basis of mutual self-interest, and seek a set of values that transcend the need for war. What makes WoW an especially good place to look for insights about Western civilization, Bainbridge says, is that it bridges past and future. It is founded on Western cultural tradition, yet aimed toward the virtual worlds we could create in times to come.

Diablo: The Sin War #2: Scales of the Serpent

Diablo Sin War

Simon and Schuster Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change the destiny of man. Bent on destroying the evil cult of the Triune, Uldyssian does not yet suspect that Inarius -- secret Prophet of the Cathedral of Light -- has been subtly aiding his quest. Obsessed with restoring Sanctuary to its former glory, Inarius has been playing Uldyssian against the two great religions in a reckless attempt to topple them both. But another player has slipped back into the equation. The demon Lilith, once Inarius's lover, seeks to use Uldyssian as her own pawn in a scheme to turn humans into an army of naphalem -- godlike beings, more powerful than any angel or demon, who could overturn all Creation and elevate Lilith to supreme being. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

The Black Road

Simon and Schuster Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed.... Darrick Lang is coming home. Years ago he left the town of Bramwell to walk the wide world as a soldier of fortune and champion of the realm. But Bramwell is not as he left it. Something dark and terrifying has ensnared the townsfolk, something very old and very patient, tangling innocents in a web of malice and profaning the very earth itself. Now that same power calls to Darrick and his only hope may be to walk the same perilous path of damnation. The Black Road An original tale of space warfare set in the world of the bestselling computer game!

Diablo: The Sin War #3: The Veiled Prophet

Simon and Schuster Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change the destiny of man. The demon-backed Triune has fallen. All that now stands in Uldyssian's path to freeing humanity is the

Cathedral of Light and its charismatic leader the Prophet. But the Prophet is actually the renegade angel Inarius, who sees the world he created as his uncontested domain. Facing a cunning foe that would just as readily see Sanctuary destroyed than let it slip from his grasp, Uldyssian is blind to the others who would possess his world. Both the Burning Hells and the High Heavens now know of Sanctuary...and their warring hosts of demons and angels will stop at nothing to claim it. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

Storm Over Warlock

The Floating Press Earth's residents are on the brink of colonizing another planet, but the advance team that has been sent to Warlock to ready the terrain for human habitation has been attacked by a race of bloodthirsty space creatures. Will the sole survivor of the raid be able to fight back and avert a full-scale intergalactic war?

Diablo III: Book of Cain

Simon and Schuster 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 *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.

World of Warcraft: Dawn of the Aspects

Simon and Schuster "Contains the never-before-published prologue *Charge of the Aspects* by Matt Burns"--Cover.

William Shakespeare's Star Wars

Verily, A New Hope

Quirk Books The New York Times Best Seller Experience the *Star Wars* saga reimagined as an Elizabethan drama penned by William Shakespeare himself, complete with authentic meter and verse, and theatrical monologues and dialogue by everyone from Darth Vader to R2D2. Return once more to a galaxy far, far away with this sublime retelling of George Lucas's epic *Star Wars* in the style of the immortal Bard of Avon. The saga of a wise (Jedi) knight and an evil (Sith) lord, of a beautiful princess held captive and a young hero coming of age, *Star Wars* abounds with all the valor and villainy of Shakespeare's greatest plays. Authentic meter, stage directions, reimagined movie scenes and dialogue, and hidden Easter eggs throughout will entertain and impress fans of *Star Wars* and Shakespeare alike. Every scene and character from the film appears in the play, along with twenty woodcut-style illustrations that depict an Elizabethan version of the *Star Wars* galaxy. Zounds! This is the book you're looking for.

World of Warcraft: Beyond the Dark Portal

Simon and Schuster 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?

Diablo III: Book of Tyrael

Simon and Schuster Delve deeper into the dark fantasy world of the *Diablo* universe in this illustrated tome as a mortal angel reveals history and lore. One of the most exciting and visceral action role-playing games in recent memory, *Diablo* has become a worldwide gaming phenomenon. *Diablo III: Book of Tyrael* takes fans even further into the universe with a detailed and beautifully crafted artifact that focuses on the renowned champion Tyrael. As a former archangel of the High Heavens, he ranks among the most important and influential characters in the *Diablo* franchise. Here, in this illustrated and comprehensive tome, he reveals never-before-known secrets about the history of the world, the dark threats that yet face mankind, and his decision to join the ranks of humanity as a mortal. Featuring stunning original art throughout, this beautifully illustrated follow-up to *Diablo III: Book of Cain* will also feature letters

from Leah and additional fragments of Cain's writings, all curated by Tyrael as he weaves together a complex and fascinating story for the members of the Horadrim.

World of Warcraft: Night of the Dragon

Simon and Schuster 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.

Attack on Titan

Kodansha Comics ERWIN'S GREATEST GAMBLE Commander Erwin has finally come to a decision: Putting their own wealth and position ahead of the survival of humanity, the royal government is no longer fit to lead. To execute their leader's most audacious plan yet, Eren and Krista will have to put themselves in peril yet again, and Armin, Mikasa, and the rest of the Survey Corps will have to turn from humanity's guardians into traitors. If they fail this time, they'll face not a Titan's gaping mouth, but the gallows...

Starcraft: Queen of Blades

Simon and Schuster Former marshal-turned-rebel Jim Raynor has broken away from the power-crazed Emperor Arcturus Mengsk. Enraged over Mengsk's betrayal of the powerful telepath, Sarah Kerrigan, to the ravenous Zerg, Raynor has lost all faith in his fellow humanity. Yet, in the aftermath of Mengsk's treachery, Raynor is plagued by strange visions of Char -- a deadly, volcanic world haunted by horrifying alien creatures. As the nightmares grow in intensity, Raynor begins to suspect that they may not be figments of his imagination -- but a desperate form of telepathic contact. Convinced that the woman he loves is still alive, Raynor launches a hasty mission to rescue Kerrigan from Char. But deep beneath the planet's smoldering surface, Raynor finds a strange chrysalis...and is forced to watch in horror as a terrible, all-too-familiar entity rises from it. Before him stands a creature of depthless malice and vengeance... Sarah Kerrigan: the Zerg Queen of Blades.

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

The Demon Soul

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.

The Sundering

Warcraft: Blizzard Legends 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 hour...where past and future collide!

American Kennel Club Stud Book Register

Diablo III: Book of Cain

Insight Editions 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 forthcoming Diablo III game. **Book of Cain** is the must-have illustrated history of the Diablo universe 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.

Warcraft: Of Blood and Honor

Simon and Schuster A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

Forthcoming Books

The Origins of the Modern World

Fate and Fortune in the Rise of the West

Rowman & Littlefield This volume presents a global narrative of the origins of the modern world. Unlike most studies, which assume that the rise of the West is the story of the coming of the modern world, this history accords importance to the 'underdeveloped world'.

Deadpool: Assassin

Marvel Entertainment Collecting **Deadpool: Assassin #1-6**. Cullen Bunn, master of the Deadpool limited series, joins comics legend Mark Bagley to set the sassin assassin against his own kind! The Assassins Guild, that is! They're gunning for Deadpool and anybody he cares about, and Wade's healing factor is about to be put to the ultimate test by the knife-wielding speedster called Harvester! And even if Deadpool is lucky enough to survive that encounter, the nefarious ne'er-do-wells lining up to take their shot will make that showdown look like a walk in the park! But the Guild picked the wrong Merc to mess with. And soon Deadpool and his pals will take the fight to the assassins and hit them where they live — literally! But in an all-out assault on the Assassins Guild's HQ, not everybody will make it out in one piece!

Warcraft: Day of the Dragon

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 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 A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and pre if the world of Azeroth is to see another dawn.

A Marriage Made in Secret

Harlequin She must choose... ..her queen—or love! As the queen's new lady-in-waiting, Mathilde Gosselin tumbles straight into Parisian palace intrigue when she meets courtier Henry Wright, who she discovers is a spy! Mathilde's loyalties are now divided—between this enigmatic, courageous man and her queen. And amid the turmoil, her falling for the unsuitable, illegitimate Henry means they've no choice but to hide their new love from the world... From Harlequin Historical: Your romantic escape to the past.

Warcraft: Lord of the Clans

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 Cinematic Art of World of Warcraft

The Wrath of the Lich King

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

Diablo II

Tales of Sanctuary

Grab your sword and follow us as we venture deep into the world of *Diablo II* in *Tales of Sanctuary*. Collecting three stories of horror, adventure, and action featuring characters and creatures from the hit video game *Diablo II*! Follow the Barbarian Renit and Necromancer Cairo as they search the fabled 'Hand of Naz' in order to overcome a demon horde. Meet a Paladin named Hale as he fights an evil that will cause him to question the very nature of his existence. Witness the Druid Azgar as he fights to defend his village and the demons that lie deep within him! Illustrated by master comics artist Francisco Ruiz 'Battlegods' Velasco, *Diablo II: Tales of Sanctuary* will slake your thirst for adventure and leave you crying for more!

China

An Environmental History

World Social Change This deeply informed and clearly written text provides a comprehensive and comprehensible history of China from prehistory to the present. Now updated to include recent political events and scientific research, the book focuses on the interaction of humans and their environment. Tracing changes in the physical and cultural world that is home to a fifth of humankind, Robert B. Marks illuminates the paradoxes inherent in China's environmental narrative, demonstrating how historically sustainable practices can, in fact, be profoundly ecologically unsound. The author also reevaluates China's traditional heroic storyline, highlighting the marginalization of nature and contacts with other peoples that followed the spread of Chinese civilization while examining the development of a distinctly Chinese way of relating to and altering the environment. Unmatched in his ability to synthesize a complex subject clearly and cogently, Marks has written an accessible yet nuanced history for any student interested in China, past or present, or indeed in the world's environmental future."

Diablo: Sword of Justice

Book of Adria

A Diablo Bestiary

Sanctuary is home to some of the most dangerous creatures to pull themselves from the pits of hell. Tread lightly, and never fall prey to monsters with the *Diablo Bestiary*. A celebration of the corrupted beasts and grotesque enemies that players have slain across the franchise's history, this book is the perfect companion to guide you through the next layer of torment.