

World Of Warcraft Chronicle

Volume 3

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World of Warcraft - Walter Simonson 2018-06-15
When two men claim a single throne, can a Kingdom be saved? The warrior Lo'Gosh shares both the face and memories of Varian Wrynn--but clearly only one man can wear the crown. With the help of old friends Broll and Valeera, and new allies like Thargas Anvilmar, Lo'Gosh is determined to wrest control from the hands of this

impostor. But is Varian really his enemy? Walter Simonson, Jon Buran and Mike Bowden discover the truth in WORLD OF WARCRAFT Book Two.
World of Warcraft: Night of the Dragon - Richard A. Knaak 2008-11-18
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 Art of Overwatch - Blizzard 2017-10-24

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of

all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. · Never-before-seen artwork! · Essential companion to the international best-selling game Overwatch! · Introduction and commentary provided by the game's development team! · Overwatch is a global phenomenon with 30 million players! · Produced in close partnership with Blizzard Entertainment! · Behind-the-scenes look at your favorite characters! · Overwatch creation revealed!

Warcraft Legends - Richard Knaak 2016-11

"Based on the bestselling video game"--Page 4 of cover.

The Cinematic Art of World of Warcraft - Blizzard

Entertainment 2012-10-16

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

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steppes and uncharted mountains through the art and imagination of the creative team behind this epic game.

World of Warcraft Chronicle Volume 3 - BLIZZARD

ENTERTAINMENT 2018-03-27
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 Warcraft lore with this striking third volume!

World of Warcraft: Legion Hardcover Blank

Sketchbook - . Blizzard Entertainment 2016-05-17
From Blizzard Entertainment, the gaming powerhouse behind Warcraft®, Diablo®, and Starcraft®, a deluxe illustrated sketchbook inspired by the celebrated art of the classic role-playing game series, World of Warcraft. From Azeroth to

the frozen kingdom of the Lich King and the savage jungles of war-torn Draenor, Blizzard Entertainment's World of Warcraft has transported millions of players into an epic fantasy universe. Full of humor, adventure and brutal conflict, the game is beloved by fans for its immersive gameplay and colorful, highly stylized visuals. This deluxe blank sketchbook spotlights some of the most impressive artwork created for World of Warcraft and invites fans to partake in the spirit of the series by creating their own works of art on over 170 blank pages. Copyright © 2015 Blizzard Entertainment, Inc. All rights reserved. Warcraft, World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment in the U.S. and/or other countries.

Book of Adria - Robert Brooks 2018-09-15

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.

The World of Cyberpunk 2077 - Marcin Batylda 2020-08-04

An insightful, captivatingly designed, full-color book that transports readers to the futuristic megalopolis of Night City--the epicenter of the vibrant new action-RPG from CD Projekt Red. Step into the year 2077, a world dotted with dystopian metropolises where violence, oppression, and cyberware implants aren't just common--they're necessary tools to get ahead. Delve into incisive lore to discover how the economic decline of the United States created a crippling dependence on devious corporations and birthed the Free State of California. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the

cybernetics, weapons, and vehicles of Cyberpunk 2077. Dark Horse Books and CD Projekt Red present *The World of Cyberpunk 2077*--an extensive examination of the rich lore of Cyberpunk 2077. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited follow-up from the creators of *The Witcher* video game series.

World of Warcraft:

Chronicle - BLIZZARD ENTERTAINMENT 2016-03-15
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

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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 Ultimate Visual Guide* - Kathleen Pleet 2016-05-02

Enter and explore the World of Warcraft with this ultimate visual guide *World of Warcraft: The Ultimate Visual Guide* reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game.

World of Warcraft - Dorling Kindersley (corp) 2013

Enter and explore the World of Warcraft with this ultimate visual guide *World of Warcraft: The Ultimate Visual Guide* reveals the realm of Azeroth, exploring the fantasy universe of the world's most popular online role-playing game. See the World of Warcraft in never-before-seen-detail. Discover the world's in-depth history in the *Chronicles of Azeroth* section, explore the back stories of key heroes and villains such as

Varian Wrynn and Thrall and uncover fascinating facts about key locations such as Orgimmar. Behind the scenes information on the making of the World of Warcraft, its community and its future will satisfy the most inquisitive fan. Reveals stunning visuals drawn from Blizzard's games, publications and trailers and images from DC Comics' World of Warcraft comic book series. An unmissable up-to-date companion for both die-hard fans and newcomers to the World of Warcraft.

World of Warcraft Chronicle - BLIZZARD ENTERTAINMENT 2018-03-27

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third volume!

The Art of World of Warcraft - .
Blizzard Entertainment
2015-06-16

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.

**World of Warcraft: Thrall:
Twilight of the Aspects** -

Christie Golden 2012-02-28

The realm of Azeroth struggles to rally against a brutal dragon attack and the schemes of an evil Horde war chief.

World of Warcraft: Paragons
- Blizzard Entertainment
2014-03-31

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:

Chronicles of War - Christie Golden 2010-12-07

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 homeland of Draenor. World of Warcraft: Exploring Azeroth - Sean Copeland 2022 Join famed hunter Rexxar, his animal companions, and Horde Ambassador Zekhan as they make the perilous journey across the lush and vivid reaches of Kalimdor to learn the secrets of the realm. Leave no stone unturned and no tracks unfollowed as Rexxar and Zekhan reveal lore, insights, equipment, and breathtaking landscapes from the ramparts of Orgrimmar to the golden plains of Mulgore to the wilds of Un'Goro Crater- and share one final kindness with a friend along the way. Featuring stunning, immersive artwork and new insights crafted by Blizzard's own loremaster, Sean Copeland,

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Exploring Azeroth: Kalimdor is your next step in a remarkable journey across Azeroth.

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The Cinematic Art of World of Warcraft - Greg Solano

2019-10-15

With never-before-seen concept art and accounts of the creative and technical process, this is the definitive visual gallery of how countless artists brought the world of Azeroth to life in incredible detail and motion.

The World of Warcraft -
Blizzard Entertainment

2020-06-16

The World of Warcraft: Comic Collection brings together

eleven digital World of Warcraft comic books for the first time ever in print!

Featuring all-new stories from the eras of Warlords of Draenor, Legion and Battle for Azeroth, go deeper into the lore of World of Warcraft with fan favorites such as Jaina Proudmoore, Magni Bronzebeard, Gul'dan and many more! Includes never seen concept art and sketches from Alex Horley, Nesskain and more acclaimed artists!

World of Warcraft:

Wolfheart - Richard A. Knaak
2012-05-29

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 WoW Diary (junk) - John Staats 2019

Companion piece to the WoW Diary

World of Warcraft Chronicle Volume 2 - BLIZZARD

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ENTERTAINMENT 2017-03-14
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 striking tome is sure to please all fans--casual and collector alike.

The Art of Mass Effect: Andromeda - Bioware
2017-03-21

The award-winning Mass Effect series captured the renegade hearts and paragon souls of gamers everywhere with its memorable characters, stunning visuals, and visceral combat! Now, journey to a new galaxy with Dark Horse's The Art of Mass Effect Andromeda--featuring never-before-seen art of the hotly anticipated game's characters, arsenal, locations, vehicles, and more! This deluxe hardcover is an essential addition to any gamer's

collection! Exclusive never before seen concept art from the making of Mass Effect Andromeda! The comprehensive companion to the wildly anticipated Mass Effect Andromeda!

World of Warcraft: Grimoire of the Shadowlands and Beyond - Copeland 2021-07-14

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

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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.

[World of Warcraft](#) - Christie Golden 2020-10-20

For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected...and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Spymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms

for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard Entertainment writer Christie Golden, *Exploring Azeroth: The Eastern Kingdoms* is your first step on a truly remarkable journey across the beloved lands of Azeroth

[Archie 3000](#) - Archie Superstars 2019-03-19

ARCHIE 3000 is the complete collection featuring the classic series. This is presented in the new higher-end format of Archie Comics Presents, which offers 200+ pages at a value while taking a design cue from successful all-ages graphic novels. Travel to the 31st Century with Archie and his friends! In the year 3000, Riverdale is home to hoverboards, intergalactic travel, alien life and everyone's favorite space case, Archie! Follow the gang as they encounter detention robots, teleporters, wacky fashion trends and much more. Will the

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teens of the future get in as much trouble as the ones from our time?

World of Warcraft Vol. 3 -

Louise Simonson 2011-04-05

The third graphic novel based on the world's most popular massively multiplayer online game, with over 9 million players worldwide! The adventure continues! King Varian and his companions attempt to heal the rift between Horde and Alliance by seeking out help from ogre leader Thrall. Garona, the assassin who drove these factions apart by killing Varian's father, is back and still under the spell which made her kill King Llane. King Varian must also contend with the evil group Twilight's Hammer, which is under the power of the sinister "The Master."

Sylvanas (World of Warcraft) -

Christie Golden 2022-03-29

NATIONAL BESTSELLER •
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

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near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make. Shadows Rising (World of Warcraft: Shadowlands) - Madeleine Roux 2020-07-14 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 Thalysra, 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 Art of Assassin's Creed

Valhalla - Ubisoft 2020-11-17

The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

Warcraft III: Reign of Chaos

Official Strategy Guide for Eb -

Bart G. Farkas 2002-06-27

"Warcraft III" features comprehensive tech-trees, strategies, and statistics for managing all new units and structures. Extensive coverage of all Heroes, including each new Hero per race, and the Neutral Heroes.

World of Warcraft: Folk & Fairy Tales of Azeroth - Steve

Danuser 2021-04-14

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.

World of Warcraft - Micky Neilson 2012

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: Dawn of the Aspects - Richard A. Knaak 2013-11-19

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

World of Warcraft, Before the Storm - Christie Golden 2018-06

For fantasy readers and fans of World of Warcraft, the highest-grossing game of all time, comes an official tie-in novel. Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their power, both ascending before they were truly prepared. As the Alliance and the Horde struggle to recover from the

devastating war with the demonic Burning Legion, a terrible discovery will test both leaders, threatening to reignite the bitter enmity between their factions and shake the very foundations of the world of Azeroth.

The World of Warcraft Pop-Up Book - Robert Brooks 2019-10-15

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen before! Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop-Up Book brings the best-loved locations of Warcraft to life, from the classic faction hubs of Orgrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and even the new capital cities of Kul Tiras and Zandalar! Each page unfolds into an eye-popping treat, showing depicting iconic locations sites in with brand-new art and interactive pieces ways that you've never seen before.

Unfold each individual spread

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to form a map of Azeroth!
World of Warcraft: Beyond the Dark Portal - Aaron Rosenberg
2008-06-24

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?

Overwatch: Anthology -

BLIZZARD ENTERTAINMENT
2017-10-10

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion! • Reveals backstories and new details about Overwatch's heroes. • Essential companion to the international best-selling game Overwatch! • Overwatch has won 100+ Game of the Year awards! • Overwatch is a global phenomenon with 30

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million players! • Includes
short stories by World of

Warcraft: Chronicle writers
Robert Brooks and Matt Burns!