

Jaina Proudmoore Tides Of War World Warcraft 11 Christie Golden

[#Jaina Proudmoore](#) [#Tides of War](#) [#World of Warcraft book](#) [#Christie Golden novel](#) [#Warcraft lore](#)

Explore the dramatic events surrounding Jaina Proudmoore in Christie Golden's 'Tides of War,' a pivotal World of Warcraft novel. This essential read delves into the character's profound transformation and the devastating consequences of conflict within the Warcraft universe, offering deep insights into Alliance lore and the tragic fate of Theramore.

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World of Warcraft: Jaina Proudmoore: Tides of War

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.

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World of Warcraft: War Crimes

A tale set in the aftermath of tyrannical orc Garrosh Hellscream's defeat finds his trial in Pandaria complicated by old grievances and mounting suspicions.

World of Warcraft: Thrall: Twilight of the Aspects

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

World of Warcraft: Dawn of the Aspects:

Second 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: Arthas

New York Times bestselling and award-winning author Christie Golden brings Arthas the Lick King to life in the book World of Warcraft fans have been clamoring for. Author Christie Golden does for Arthas what she once did for the Orc Lord Thrall in the bestselling Warcraft: Lord of the Clans in another epic exploration of one of the key characters from the eleven-million subscriber massively multiplayer online role-playing game. Arthas: Rise of the Lick King reveals the true and thrilling story behind one of the Warcraft universe's most terrifying villains whose evil is legendary.

World of Warcraft: Beyond the Dark Portal

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?

World of Warcraft: Wolfheart

"New York Times"-bestselling author Knaak continues the thrilling story begun in the record-breaking MMO game expansion World of Warcraft: Cataclysm in this new hardcover.

Warcraft: The Official Movie Novelization

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.

World of Warcraft: Before the Storm

An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft. In Before the Storm, Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde, are new to their positions of 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.

World of Warcraft: Dawn of the Aspects

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

Warcraft: Of Blood and Honor

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

StarCraft II: Devils' Due

An original story based on the popular video game sequel "Starcraft II" chronicles the legendary exploits that shaped the lives of outlaw heroes Jim Raynor and Tychus Findlay.

World of Warcraft: Chronicles of War

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.

The Star Trek: Voyager: Farther Shore

Science fiction roman.

World of Warcraft: The Shattering

In her New York Times bestseller, *The Shattering*, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion. Thrall, wise shaman and the warchief of the Horde, has sensed a disturbing change... Long ago, Azeroth's destructive native elementals raged across the world until the benevolent titans imprisoned them within the Elemental Plane. Despite the titans' intervention, many elementals have ended up back on Azeroth. Over the ages, shaman like Thrall have communed with these spirits and, through patience and dedication, learned to soothe roaring infernos, bring rain to sun-scorched lands, and otherwise temper the elementals' ruinous influence on the world of Azeroth. Now Thrall has discovered that the elementals no longer heed the shaman's call. The link shared with these spirits has grown thin and frayed, as if Azeroth itself were under great duress. While Thrall seeks answers to what ails the confused elements, he also wrestles with the orcs' precarious future as his people face dwindling supplies and growing hostility with their night elf neighbors. Meanwhile, King Varian Wrynn of Stormwind is considering violent action in response to mounting tensions between the Alliance and the Horde, a hard-line approach that threatens to alienate those closest to him, including his son, Anduin. The conflicted young prince has set out to find his own path, but in doing so, he risks becoming entangled in political instability that is setting the world on edge. The fate of Azeroth's great races is shrouded in a fog of uncertainty, and the erratic behavior of the elemental spirits, troubling though it is, may only be the first ominous warning sign of the cataclysm to come.

WarCraft War of the Ancients Archive

A collection of the complete War of the Ancients trilogy by "New York Times" bestselling author Knaak--based on the record-shattering computer game.

World of Warcraft: Rise of the Horde & Lord of the Clans

Follow Thrall on his epic journey to save the Horde and Azeroth! Enter the fantastical world of the Alliance and the Horde with these two World of Warcraft stories by Christie Golden. Learn about the Orc Thrall's rise to power in Lord of the Clans, and then follow him through the history of how the Horde came to be in Rise of the Horde. This beautifully bound book is a must-have for any World of Warcraft fan and will be a treasured addition to any gaming library.

Rain of the Ghosts

Rain of the Ghosts is the first in Greg Weisman's series about an adventurous young girl, Rain Cacique, who discovers she has a mystery to solve, a mission to complete and, oh, yes, the ability to see ghosts. Welcome to the Prospero Keys (or as the locals call them: the Ghost Keys), a beautiful chain of tropical islands on the edge of the Bermuda Triangle. Rain Cacique is water-skiing with her two best friends Charlie and Miranda when Rain sees her father waiting for her at the dock. Sebastian Bohique, her maternal grandfather, has passed away. He was the only person who ever made Rain feel special. The only one who believed she could do something important with her life. The only thing she has left to remember him by is the armband he used to wear: two gold snakes intertwined, clasping each other's tails in their mouths. Only the armband . . . and the gift it brings: Rain can see dead people. Starting with the Dark Man: a ghost determined to reveal the Ghost Keys' hidden world of mystery and mysticism, intrigue and adventure.

The Warcraft Civilization

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.

World of Warcraft: The Shattering

In this follow-up to her NY Times bestseller, ARTHAS, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion!

World of Warcraft: Rise of the Horde

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 an single, unstoppable juggernaut of hatred and destruction.

WarCraft Archive

This volume encompasses four original novels that reveal the rich backstory of the worldwide best-selling computer game--an essential omnibus for the millions of WarCraft game players. Includes "Day of the Dragon, Lord of the Clans, The Last Guardian" and "Blood and Honor."

World of Warcraft: Sylvanas

The epic, long-awaited definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters. 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 reveal her truest self to her greatest rival. Here, Sylvanas' complete story is laid bare: from the breaking of the Windrunner family and her rise to Ranger-General; to her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; to 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.

Warcraft Official Movie Novelization

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: Arthas: Rise of the Lich King (Anniversary Edition)

Mark thirty years of Warcraft with this deluxe hardcover edition of Christie Golden's bestselling novel, which chronicles the origins and twisted fate of the Lich King! His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice--his icy soul utterly consumed by his plans to destroy all life on Azeroth. But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies. Now, just in time to celebrate thirty years of Warcraft, fans old and new alike can bring home the tale of its darkest enemy in deluxe hardcover, complete with a stunning new cover illustration and a new foreword.

World of Warcraft: Tides of Darkness

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?

World of Warcraft

In this epic tale, a new Council of Tirisfal is formed following an attempt on Med'an's life. And while Med'an, Valeera and Maraad travel to Kharazhan to speak with the shade of Med'an's father, Garona and Meryl team up to take out the ogre Cho'gall.

World of Warcraft: Arthas - Rise of the Lich King - Blizzard Legends

The book World of Warcraft fans have been clamoring for--the true story behind one of the Warcraft universe's most terrifying villains, Arthas the Lich King. Author Christie Golden does for Arthas what she once did for the Orc Lord Thrall in the bestselling Warcraft: Lord of the Clans, in another epic exploration of one of the key characters from the eleven-million subscriber massively multiplayer online role-playing game.

Warcraft: Durotan

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision: Abandon the territory, pride and traditions of his people, or lead them into the unknown.

World of Warcraft: Cycle of Hatred

The Burning Legion has been defeated, and eastern regions of Kalimdor are now shared by two nations: the orcs of Durotar, led by their noble Warchief, Thrall; and the humans of Theramore, led by one of the most powerful mages alive -- Lady Jaina Proudmoore. But the tentative peace between orcs and humans is suddenly crumbling. Random attacks against Durotar's holdings suggest that the humans have renewed their aggression toward the orcs. Now Jaina and Thrall must avert disaster before old hatreds are rekindled -- and Kalimdor is plunged into another devastating war. Jaina's search to uncover the truth behind the attacks leads her to a shocking revelation. Her encounter with a legendary, long-lost wizard will challenge everything that she believes and illuminate the secret history of the world of...

Seven of Nine

Discover the astonishing story of Seven of Nine—one of the most fascinating and unforgettable characters in Star Trek history. Once she was Annika Hansen, an innocent child assimilated by the fearsome, all-conquering Borg. Now she is Seven of Nine, a unique mixture of human biology and Borg technology. Cut off from the collective that has been her only reality for most of her existence, and forced to join the crew of the USS Voyager, she must come to grips with her surprising new environment—and her own lost individuality. Seven of Nine has already captured the imagination of fans all over the world. Now the most sensational new character of the twenty-fourth century stars in her first full-length novel. Resistance is futile.

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

A brand-new novel set in the universe of the record-breaking, internationally bestselling video game World of Warcraft! WAR IS COMING. Vol'jin, courageous leader of the Darkspear tribe. His strength and cunning are unmatched even among the Horde's most exalted champions. Now on the legendary continent of Pandaria, the troll chieftain faces his greatest trial yet, one that may redefine his purpose in the... WORLD OF WARCRAFT® Warchief Garrosh's assassins strike at Vol'jin, leaving him at death's door. But fate smiles on the wounded Darkspear leader when renowned brewmaster Chen Stormstout transports him to the safety of an isolated mountain monastery. There, Vol'jin wrestles with old hatreds smoldering between the Alliance and the Horde as he struggles to recover alongside a mysterious human soldier. Yet this is only the beginning of Vol'jin's worries. Soon, he becomes embroiled in an invasion of Pandaria launched by the Zandalari, revered trolls driven by dreams of conquest and power. This ancient tribe offers Vol'jin a chance to seize the glory that is the birthright of all trolls...an offer made even more tempting after Garrosh's brazen treachery. Amid these troubling events, Vol'jin is rocked by intense visions depicting his race's grand history. As he questions where his loyalties lie, he knows he must make a choice about his own destiny that could save his people or damn them to languish under Garrosh's heel in the... SHADOWS OF THE HORDE © 2013 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. www.warcraft.com www.blizzard.com

Before the Storm (World of Warcraft)

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

Shadows Rising (World of Warcraft: Shadowlands)

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 Thalyssra, 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.

World of Warcraft

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

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision: Abandon the territory, pride and traditions of his people, or lead them into the unknown.

The Prison Planet

It's all about LOVE, LIFE, and the UNIVERSE A book thought lost to antiquity, mysteriously reappears and sets a family on the path to unimaginable wealth and power and an ever-ascending ambition to rule the world. They become the Guardians of the Earth and are the only ones who know the truth of the Universe and Earth's destiny. Fate, however, disrupts the grand plan and now the true owners of the Book have decided to reclaim their property, leaving Earth's future hanging in the balance. The task for the Book reclamation will fall to several unconnected groups and individuals: a family living in Oregon; a cynical British journalist, a trio of otherworldly auditors, and a small cast of others. In three days' time, the unconnected become connected as they learn not only about each other but about Earth's real history and its place in the Universe.

Warcraft: Lord of the Clans

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....

War of the Spark: Forsaken

Brand-new Magic: The Gathering official novel which ties in to the brand-new card game set. THE HUNT FOR LILIANA VESS IS ON IN THE AFTERMATH OF THE WAR OF THE SPARK. The Planeswalkers have defeated Nicol Bolas and saved the Multiverse—though at grave cost. The living have been left to pick up the pieces and mourn the dead. But one loss is almost too great to bear: Gideon Jura, champion of justice and shield of the Gatewatch, is gone. As his former comrades Jace and Chandra struggle to rebuild from this tragedy, their future, like the future of the Gatewatch, remains uncertain. As the Gatewatch's newest member, Kaya aims to help write that future. In joining, she pledged an oath to protect the living and the dead, but now that oath will be tested. The grieving guild masters of Ravnica have tasked her with a grave mission suited to her talents as a hunter and assassin—a mission she is ordered to keep secret from the Gatewatch. She must track down and exact retribution on the traitor Liliana Vess. But Liliana Vess has no interest in being found. Forsaken by her friends, she fled Ravnica after the defeat of Bolas. She was hostage to his wicked will, forced to assist in his terrible atrocities on pain of death—until Gideon, the last one who believed in her goodness, died in her place. Haunted by Gideon's final gift, and hunted by former allies, Liliana now returns to a place she'd thought she'd never see again, the only place she has left: home.