

---

# Illidan World Warcraft William King

---

World of Warcraft: Dawn of the Aspects  
World of Warcraft: Vol'jin: Shadows of the Horde  
Rise of the Lich King  
Before the Storm (World of Warcraft)  
World of Warcraft: Wolfheart  
Blood of Aenarion  
Book One of the Terrarch Chronicles  
World of Warcraft Chronicle  
Dungeon! Board Game  
Shadows Rising (World of Warcraft: Shadowlands)  
Warcraft: Illidan  
A Novel  
Book Three of the Kormak Saga  
Wolfblade  
Illidan  
World of Warcraft: Thrall: Twilight of the Aspects  
World of Warcraft: Stormrage  
Stealer of Flesh  
Book Five of the Kormak Saga  
World of Warcraft: Paragons  
World of Warcraft: Night of the Dragon  
Oaths and Conquests  
Quantum Break: Zero State  
World of Warcraft: Arthas  
Skavenslayer  
Space Wolf

World of Warcraft: Jaina Proudmoore: Tides of War  
World of Warcraft Legion Unofficial Walkthroughs, Tips Tricks & Game Secrets  
Book Four of the Terrarch Chronicles  
Weaver of Shadow  
Death's Angels  
WarCraft Archive  
Warcraft: Durotan: The Official Movie Prequel  
World of Warcraft: Tides of Darkness  
Daemonslayer  
Book One of the Kormak Saga  
World of Warcraft Gold Strategy Guide  
Illidan  
Trollslayer

*Illidan World Warcraft William King* *Downloaded from [archive.imba.com](http://archive.imba.com) by guest*

---

## **SANIYA GATES**

---

**World of Warcraft: Dawn of the Aspects** Del Rey  
Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the...  
WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time

to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

*World of Warcraft: Vol'jin: Shadows of the Horde* Games Workshop

Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

Rise of the Lich King Typhon Press

"The King of High Adventure," Starlog. "Immediately convincing,

classically brooding," Steve Tompkins, TheCimmerian.com To the world at large, he is a mercenary and assassin, a brutal killer with a deadly blade. In reality Kormak is a Guardian, one of an ancient order sworn to protect humanity from the servants of the gathering darkness. Kormak is an sword and sorcery hero in the tradition of Conan, Solomon Kane and Druss the Legend, a driven man with a mission to hunt down the ancient demons who slaughtered his family. His fast-paced, action-packed adventures take him from one end of his richly detailed fantasy world to the other. *WEAVER OF SHADOW* War brews along the border of the Elvenwood. The prophet of an ancient evil has corrupted the nation of Mayasha, reducing the once proud elves to feral slaves of the Shadow. Allied with the monstrous Spider Folk she is poised to sweep away the human settlements in the ancient forests and spread her Blight across the lands. Only one man stands between her and absolute victory; Kormak. *Weaver of Shadow* is the third instalment in the Kormak saga, classic heroic fantasy in the tradition of David Gemmell and Robert E Howard. Buy it now and journey to a land of swords and magic where courage and honour still count.

**Before the Storm (World of Warcraft)** Games Workshop Limited

From Remedy Entertainment, the masters of cinematic action games such as *Max Payne* and *Alan Wake*, comes a gripping novelization of this time-amplified suspenseful blockbuster. The *Quantum Break* experience is part game, part show—where decisions in one dramatically affect the other. Both experiences share the same incredible cast of actors who have played leading roles in *Lost*, *X-Men*, *Game of Thrones* and more. The novel,

*Quantum Break: Zero State*, is the story of the game's hero, Jack Joyce, who, with his newly gained superpowers, fights the nefarious Monarch corporation to stop the end of time. Epic moments of destruction, frozen in chaotic "time stutters," become playgrounds for intense combat and gripping story. The novel greatly expands on the game's narrative, offering intriguing new timelines and characters to explore! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*World of Warcraft: Wolfheart* 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.

*Blood of Aenarion* Del Rey

Behind the legend stands a being hungry for justice and vengeance as the adventure, intrigue, and heroism of *World of Warcraft*, the global phenomenon, rise to a new level. You are not prepared. Illidan Stormrage is one of the most powerful beings ever to walk the lands of Azeroth. He is also one of the least understood. Behind his legend, beneath his enigmatic mission, lies a brilliant mind whose machinations are comprehended by few—and trusted by even fewer. Illidan's righteous reign of justice and vengeance has begun. Long ago, the night elf sorcerer Illidan infiltrated the demonic Burning Legion to ward off its invasion of Azeroth. Instead of hailing him as a hero, his own kind branded him the Betrayer, questioning his intentions after

he appeared to aid the demon lords. For ten thousand years, he languished in prison—vilified, isolated, but never forgetting his purpose. Now the Legion has returned, and there is only one champion who can truly stand against it. Released from his bonds, Illidan prepares for the final confrontation in the alien realm of Outland, gathering an army of grotesque fel orcs, serpentine naga, cunning blood elves, and twisted demon hunters to his side. He alone knows what deeply hidden motives guide his hand; he alone understands the price that must be paid to defeat the enemies of creation. Yet as before, he is assailed by those who see his schemes as a cynical quest for power, including the night elf Maiev Shadowsong, his former jailor. Warden Shadowsong and her Watchers have pursued the Betrayer to Outland to exact retribution for his crimes, and she will not rest until Illidan is in her custody . . . or in his grave. Praise for Illidan “William King kicks off a great story with Illidan.”—BlizzPro “For many people, new and old players alike, this book will be an eye-opening journey.”—All Things Azeroth “I enjoyed World of Warcraft: Illidan a great deal.”—BlizzPlanet “Damn fun . . . There’s virtually never a dull moment in Illidan.”—Cinelix

#### Book One of the Terrarch Chronicles Del Rey

When the world of Azeroth was young, the god-like titans brought order to it by reshaping its lands and seas. Throughout their great work, they followed a magnificent design for what they envisioned Azeroth would become. Although the titans departed Azeroth long ago, that design endures to this day. It is known as the Emerald Dream, a lush and savagely primal version of the... WORLD OF WARCRAFT Many are the mysteries surrounding the

Emerald Dream and its reclusive guardians, the green dragonflight. In times past, druids have entered the Dream to monitor the ebb and flow of life on Azeroth in their never-ending quest to maintain the delicate balance of nature. However, not all dreams are pleasant ones. Recently the Emerald Nightmare, an area of corruption within the Emerald Dream, began growing in size, transforming the Dream into a realm of unimaginable horror. Green dragons have been unexpectedly caught up in the Nightmare, emerging from it with shattered minds and twisted bodies. Druids who have entered the darkening Dream lately have found it difficult -- sometimes even impossible -- to escape. Nor are these the Nightmare's only victims: more and more people are being affected. Even Malfurion Stormrage, first and foremost of the druids on Azeroth, may have fallen victim to this growing threat. As uncontrollable nightmares spread across the world, a desperate quest begins to find and free the archdruid. Soon nature's enemies will learn the true meaning of the name STORMRAGE

*World of Warcraft Chronicle* Games Workshop Limited

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.

**Dungeon! Board Game** Titan Books (US, CA)

IllidanDel Rey

*Shadows Rising (World of Warcraft: Shadowlands)* Games Workshop

The epic saga of Ragnar Blackmane continues with this tale set on the holy planet of Terra where Ragnar uncovers a plot that reaches into the very depths of the Imperium and perhaps even to the God-Emperor himself. Original.

*Warcraft: Illidan* Typhon Press

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. An original tale of survival, conflict and magic that leads directly into the events of Warcraft, an epic adventure from Legendary Pictures and Universal Pictures, based on Blizzard Entertainment's global phenomenon.

A Novel Del Rey

The Space Marines of the Adeptus Astartes have inducted young Ragnar Blackmane, but he must learn to control his bestial instincts in order to become an effective soldier. Reprint.

**Book Three of the Kormak Saga** Panini

Der neueste Roman aus dem fantastischen Universum des erfolgreichsten Fantasy-Online-Games der Welt! Illidan Sturmgrimm ist der Zwillingsbruder Malfurions, des wohl mächtigsten Druiden von ganz Azeroth. Doch im Gegensatz zu seinem Bruder ist Illidan mit dem Bösen im Bunde. Als Halbdämon herrschte er über die Scherbenwelt und war der Meister der Illidari und des Schwarzen Tempels. Dies ist seine Geschichte und der offizielle Roman zur aktuellen WoW-Erweiterung "Legion".

Wolfblade Simon and Schuster

"The King of High Adventure." Starlog. In a world of magic and gunpowder, the half-breed Rik must rise from simple soldier to the deadliest assassin the world has ever known. A hungry horde of the walking dead rises to conquer the world. As the forces of darkness over-run the land, the halfbreed Rik must complete his apprenticeship as a Shadowblood assassin under the tutelage of his deadliest enemy and then confront the scheming necromancers of the Dark Brotherhood at the very heart of their empire of evil. The latest thrilling instalment of the Terrarch Chronicles from the bestselling creator of Gotrek and Felix.

ABOUT THE SERIES A thousand years ago the world of Gaeia fell to the Terrarchs, cruel and beautiful alien invaders with a deadly secret. Masters of sorcery and intrigue they have ruled humanity with a fist of steel inside a glove of velvet. For a thousand years, ancient demons have slept, waiting for the moment of their return. Now the stars are right. Old and evil gods are waking. New revolutions are being born. A genocidal war that will destroy civilization sweeps ever closer. Born a Shadowblood, one of a clan of genetically engineered super-assassins created to serve a

long dead Dark Lord, the outcast Rik must master his deadly birthright before his own lost kinfolk can kill him. BOOKS IN THE TERRARCH SERIES Death's Angels The Serpent Tower The Queen's Assassin Shadowblood

#### **Illidan** Pocket Books

After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

#### World of Warcraft: Thrall: Twilight of the Aspects Galera

Gotrek and Felix return in another action packed adventure where evil looms over the storm-wracked isle of Albion. Transported onto the island through an ancient portal, Gotrek and Felix must fight the malignant evil that terrorizes the populace before it takes over the whole world. Original.

#### **World of Warcraft: Stormrage** Tor Books

Mais um livro da série World of Warcraft, baseada no game de sucesso. Em Illidan, Azeroth e todo o mundo conhecido estão em perigo, ameaçados de invasão por uma raça de demônios: a Legião Ardente. O elfo noturno Illidan Tempesfúria parece ser o único capaz de derrotá-los. No passado, ele se infiltrou na demoníaca Legião Ardente para conhecer o inimigo, mas suas motivações despertaram dúvidas e ele acabou preso por milhares de anos, sob os olhares de sua carcereira Maiev Cantonegro. Agora, libertado, ele deve vencer a desconfiança de todos, os

próprios medos e ambições, a fim de parar os demônios.

#### *Stealer of Flesh* Dark Horse Comics

Illidan prepares for the final confrontation in the alien realm of Outland.

#### Book Five of the Kormak Saga Typhon Press

Frostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. \* \* \* 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 the World of Warcraft. 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.

**World of Warcraft: Paragons** Simon and Schuster

Illidan prepares for the final confrontation in the alien realm of Outland.

Related with Illidan World Warcraft William King:

- Sie Exam Prep Book : [click here](#)