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Jim Henson's Labyrinth: The Novelization

World of Warcraft: War Crimes

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!

Blood of Aenarion

The art of games

"An amnesiac washes up on the shores of Kalimdor, starting the epic quest of the warrior Lo'Gosh and his unlikely allies, Broll Bearmantle and Valeera Sanguinar. Striking uneasy relationships with other races, as well as each other, they must fight both the Alliance and the Horde as they struggle to uncover the secrets of Lo'Gosh's past!" -- Back cover.

World of Warcraft: Stormrage

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

World of Warcraft: The Official Cookbook

Prepare a feast fit for a warchief with *World of Warcraft: The Official Cookbook*, a delicious compendium of recipes inspired by Blizzard Entertainment's hit online game. Prepare a feast fit for a warchief with *World of Warcraft: The Official Cookbook*, a compendium of sweet and savory recipes inspired by the hit game from Blizzard Entertainment. Presenting delicacies favored by the

Horde and the Alliance alike, this authorized cookbook teaches apprentice chefs how to conjure up a menu of food and drink from across the realm of Azeroth. Featuring food pairings for each dish, ideas for creating your own Azerothian feasts, and tips on adapting meals to specific diets, this otherworldly culinary guide offers something for everyone. The aromatic Spiced Blossom Soup is perfect for plant-loving druids, and orcs will go berserk for the fall-off-the-bone Beer-Basted Boar Ribs. With alternatives to the more obscure ingredients—just in case you don't have Chimaerok Chops lying around—this comprehensive cookbook will ensure that you have no trouble staying Well Fed. Each chapter features dishes at a variety of skill levels for a total of more than one hundred easy-to-follow recipes for food and brews, including:

- Ancient Pandaren Spices
- Fel Eggs and Ham
- Mulgore Spice Bread
- Dragonbreath Chili
- Graccu's Homemade Meat Pie
- Bloodberry Tart
- Greatfather's Winter Ale

Whether you're cooking for two or revitalizing your raid group for a late-night dungeon run, *World of Warcraft: The Official Cookbook* brings the flavors of Azeroth to life like never before.

A Tale of Magic

An all-new official prequel novel to *Shadowlands*, the next expansion for Blizzard Entertainment's legendary online game *World of Warcraft* "The Horde is nothing!" With those infamous words, Sylvanas Windrunner betrayed and abandoned the Horde she vowed to serve. The Dark Lady and her forces now

work in the shadows as both the Horde and Alliance, including her own sister, Alleria, race to uncover her next move. Struggling to shoulder the crushing weight of leadership, King Anduin entrusts the void elf and High Exarch Turalyon to uncover Sylvanas's whereabouts. The Horde now stands at a crossroads. The various factions form a council, leaving the mantle of warchief to rest. Thrall, Lor'themar Theron, Baine Bloodhoof, First Arcanist Thalysstra, and many other familiar faces rise to this new challenge. But the threats are numerous, and the distrust runs too deep. When the council is derailed by a failed assassination attempt on Talanji—the Zandalari queen and a key ally—Thrall and the rest of the Horde leaders are forced into action. They empower the young troll shaman Zekhan, still grieving the loss of Varok Saurfang, with a critical mission to aid Talanji and help uncover the rising threat against her. Meanwhile, Nathanos Blightcaller and Sira Moonwarden have been tasked by the Dark Lady with a terrifying gambit: to kill the troll loa of death himself, Bwonsamdi. As Zekhan and Talanji work to save Bwonsamdi, their journey will be a key turning point in bolstering the Horde against the coming darkness and finding themselves along the way. Failure to save their allies and the trickster god will surely doom them—but through success, they may rediscover what makes the Horde strong.

World of Warcraft

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.

Il Salto. Reinventarsi un lavoro al tempo della crisi

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

Guadagnare con le APP\$

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

Time out. Come i videogiochi distorcono il tempo

I dispositivi mobili stanno rivoluzionando le vite di tutti noi in ogni contesto: li usiamo per il lavoro, la corsa serale, l'investimento in borsa e la prenotazione del ristorante o dell'hotel dove ci condurranno col loro GPS. Sono ovunque, sono i primi veri personal computer della storia. Ogni giorno lanciamo decine di applicazioni, siamo quasi a cento miliardi di app scaricate, un'audience incredibile che passa ore interagendo con questi dispositivi. Chiunque può avere un'idea vincente e può sfruttare questo mercato mondiale enorme. Ma sviluppare un'app, metterla sull'app store e credere che, magicamente, inizino a scaricarla milioni di persone è come fermarsi a una stazione di servizio, comprare un biglietto della lotteria e pensare di diventare milionari. Ecco allora il perché di un libro che sia una vera e propria guida strategica per affrontare un mercato incredibile, ma dove la competizione è feroce è fondamentale un piano di sviluppo tecnico e di marketing per avere qualche chance di successo.

Vol'jin. Gli spettri dell'Orda. World of Warcraft

A psychedelic collection of comics that includes an adaptation of 19th century occultist Helena Petrovna Blavatsky's work. What Parsifal Saw collects work produced by artist Ron Regé, Jr., whose interest in esoteric ideas and spirituality has permeated into all aspects of his comics, as highlighted by "Cosmogogenesis," which concerns magical, alchemical, ancient, and mysterious ideas; cosmic consciousness, psychedelia, outsider rawness, and pure cartoonish joy.

Shadows Rising (World of Warcraft: Shadowlands)

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

The Collected Short Fiction of C.J. Cherryh

L'immagine di copertina è la rappresentazione visiva del progetto multiplatforma Atlante dell'Abitare Virtuale, qui pubblicato e in rete all'indirizzo www.lineamenta.it/avc/ È un disegno-manifesto che mappa la struttura generale della ricerca, rappresentandola metaforicamente come una "città nuova in multicolor pixel" composta e strutturata dai principali temi affrontati. Una città virtuale - urbanizzata su un reticolo planimetrico di base - a cui si accede da un portale-indice volumetrico (in basso a destra del disegno), varcato il quale si entra in una caleidoscopica interconnessione di spazi abitabili in rete, alla ricerca del *modus vivendi* dei cittadini senza età della "post-modernità liquida"; spazi ideali, utopici, radicali, visionari, fantasy, effimeri, eccetera. Il disegno di base, così come la ricerca che rappresenta, è un organismo aperto e implementabile, che consente molteplici approfondimenti e visualizzazioni: architettura disegnata per comporre uno spazio-mondo abitabile virtualmente, trasformabile in rete, in continua evoluzione. L'immagine della città che abbiamo messo in scena è di ordine metalinguistico e in continuità con la storia ideale, utopica e radicale del

disegno di architettura. Fra il simbolico e l'iconico, in un continuo rimando di metafore visive, citazioni e riferimenti concettuali e visivi, la rappresentazione espone idee e progetti liberamente tratti dalla ricerca svolta e dai suoi principali esiti didattici. Per il metodo di rappresentazione scelto (assonometria ortogonale isometrica), per la tecnica grafica utilizzata (collage, manipolazione digitale e tecniche miste), per l'estetica complessiva della composizione - ma anche per i colori, nella saturazione, nell'opacità, per le opzioni di fusione e sovrapposizione, ecc. -, l'immagine si inserisce nel caleidoscopico mondo della "Pixel Architecture". Maurizio Unali (Roma 1960), architetto, è professore ordinario di Disegno dell'Architettura presso il Dipartimento di Architettura dell'Università degli Studi "G. d'Annunzio" di Chieti-Pescara. Ha svolto attività di ricerca e didattica presso l'Università degli Studi di Roma "La Sapienza", il Politecnico di Milano, l'Università degli Studi "G. d'Annunzio" di Chieti-Pescara. Tra le pubblicazioni si ricordano: *Acqua & Architettura* (2011); *Architettura effimera* (2010); *New Lineamenta* (2009); *Abitare virtuale significa rappresentare* (2008); *Show design, tra architettura e cultura rock* (2007); *Lo spazio digitale dell'architettura italiana* (2006); *La Città Virtuale* (2005); *Il disegno della scuola romana degli anni Venti* (2003); *Architettura e cultura digitale* (2003); *Pixel di architettura* (2001); *Il disegno per il progetto dell'architettura* (1996). Ha scritto, inoltre, per l'Enciclopedia di Roma edita da Franco Maria Ricci e per l'Istituto della Enciclopedia Italiana fondato da G. Treccani.

Wolverine, the Jungle Adventure

Crimini di guerra. World of Warcraft

What Parsifal Saw

This #1 New York Times bestseller is the first book in a new series set in Chris Colfer's Land of Stories universe, perfect for both new and longtime fans! When Brystal Evergreen stumbles across a secret section of the library, she discovers a book that introduces her to a world beyond her imagination and learns the impossible: She is a fairy capable of magic! But in the oppressive Southern Kingdom, women are forbidden from reading and magic is outlawed, so Brystal is swiftly convicted of her crimes and sent to the miserable Bootstrap Correctional Facility. But with the help of the mysterious Madame Weatherberry, Brystal is whisked away and enrolled in an academy of magic! Adventure comes with a price, however, and when Madame Weatherberry is called away to attend to an important problem she doesn't return. Do Brystal and her classmates have what it takes to stop a sinister plot that risks the fate of the world, and magic, forever? Fall in love with an all-new series from Chris Colfer, the #1 New York Times bestselling author of the Land of Stories, filled with adventure, imagination, and wonderfully memorable characters both familiar and new. A #1 New York Times bestseller An IndieBound bestseller A USA Today bestseller A Wall Street Journal bestseller

The Art of Star Wars Rebels

OPTIMUS PRIME vs. MEGATRON. AUTOBOTS vs. DECEPTICONS. At the dawn of the conflict, battle lines are drawn and sides are set—now legends will be made. The war that would define a planet begins in earnest—and its revelations will shake the TRANSFORMERS' world to the core!

World of Warcraft: Dawn of the Aspects

Features unpublished goblin illustrations by legendary illustrator and concept artist Brian Froud and an exclusive peek into Jim Henson's creative process with 50 never-before-seen pages from his personal journal, detailing the initial conception of his ideas for LABYRINTH.

Il corpo in una stanza. Adolescenti ritirati che vivono di computer

World of Warcraft Chronicle

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

Warcraft: Of Blood and Honor

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board

games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

L'evoluzione multimediale

In the early days of the rebellion, a tight-knit group of rebels from various backgrounds banded together against all odds to do their part in the larger mission of defeating the Galactic Empire, sparking hope across the galaxy. The award-winning team from Lucasfilm Animation brought the beloved occupants of the Ghost into our homes five years ago, now, take a step behind-the-scenes to witness the journey from paper to screen with *The Art of Star Wars Rebels*. Featuring never-before-seen concept art and process pieces along with exclusive commentary from the creative team behind the show.

Atlante dell'abitare virtuale

Il cervello, negli ultimi anni scoperto neoplastico, si modifica sotto un'immensa pressione cambiando il modo con cui percepiamo la realtà e ci relazioniamo. Devono cambiare i modelli di business e le strategie. Il "cloud" racchiude la nostra vita e per comunicare usiamo Face Book, Messenger, Skype, Twitter, Viber, mandiamo mail o sms. On line, apriamo negozi, viaggiamo, troviamo amore e sesso, appaghiamo le nostre frustrazioni e paure, coltiviamo fattorie virtuali. Iptv, web tv, My Sky, Rai teche, Social Tv, Back Channel, le ore davanti ai terminali si moltiplicano, siamo onnipresenti, tutti nessuno e centomila. Il mondo dei videogiochi per il 2012 vale 68 bilioni di dollari. La fine del mondo come da noi conosciuto è arrivata! Siamo chiamati a combattere per la sopravvivenza della specie e del suo più intimo significato.

Transformers: Primacy

Transformers: Monstrosity #3

12 CHAPTER DIGITAL EXCLUSIVE SERIES! ENERGON WAR! Grimlock leads his Dinobots on a daring raid at an energon refinery--but the Decepticons have other plans for the valuable fuel. Meanwhile--trapped on Junkion, the exiled Megatron makes a fateful discovery

Illidan: World of Warcraft

All of C.J. Cherryh's award-winning short fiction,

collected in one volume for the first time “It’s rare that I’m not working on a novel. Short stories often happen between novels. Consequently my output is fairly small. But I love the tale-telling concept, the notion that I can spin a yarn, rather than construct something architectural and precise.” So writes triple Hugo Award-winning author C.J. Cherryh in the introduction to this book, the first comprehensive collection of her independent short fiction. For though Cherryh is primarily known for her novels, it’s clear both from the more than two dozen brilliant and varied stories collected here, as well as her commentaries about them, that she loves the short forms and truly enjoys her forays into them. We welcome you to join the realms of C. J. Cherryh’s imagination, where you’ll visit: “Cassandra”—the Hugo Award-winning tale of a woman cursed with a unique, prophetic madness. “Threads of Time”—an unforgettable reminder that when you play tricks in time, Time itself may play the greatest trick on you. Sunfall—in which six mighty Earth cities laden with the grandeur of history confront their fates in the far future light of our own dying sun. And many other magical, alien, and future worlds, in a volume that incorporates all C. J. Cherryh’s previous, long-unavailable collections, individual short stories that have never been compiled before, and a never-before-published novella written specifically for this book. Board this spaceship where your tour guide is one of the most gifted and brilliant science fiction and fantasy writers, and embark on a journey fueled by the imagination of the incomparable C. J. Cherryh.

World of Warcraft

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

Warcraft

The Art of Game Design

Birthright

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!

World of Warcraft: Arthas

The national bestseller and direct tie-in to the new game expansion pack Warlords of Draenor—a thrilling novel set in the universe of the record-breaking, internationally bestselling video game World of Warcraft! The brutal siege of Orgrimmar is over. Alliance and Horde forces have stripped Garrosh Hellscream, one of the most reviled figures on Azeroth, of his title as warchief. His thirst for conquest

devastated cities, nearly tore the Horde apart, and destroyed countless lives. Now, on the legendary continent of Pandaria, he will stand trial for his transgressions. Renowned leaders from across the world have gathered to witness this historic event. As the trial unfolds, agents of the bronze dragonflight present shocking visions of Garrosh's atrocities. For many of those in attendance, these glimpses into history force them to relive painful memories and even question their own innocence or guilt. For others, the chilling details stoke the flames of their hatred. Unbeknownst to anyone, shadowy forces are at work on Azeroth, threatening not only the court's ability to mete out justice...but also the lives of everyone at the trial. © 2015 Blizzard Entertainment, Inc. All Rights Reserved. Blizzard Entertainment and World of Warcraft are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the US and/or other countries.

Diablo: Demonsbane

World of Warcraft: Wolfheart

A powerful daemon, banished millennia ago by the twins' ancestor, Aenarion the Defender, has returned to wrack bloody revenge. Plucked from thier home in the wilds of Chrace, Tyrion and Teclis must learn the arts of war and the mystery of magic, as well as the secrets survial in the Phoenix King's court. Hunted by daemonic assassins and beset by treachery, they must fight to survive and claim thier destiny as the greatest

heroes of the age.

World of Warcraft: The Shattering

Le forze che cambieranno le nostre vite e il nostro modo di lavorare nei prossimi anni sono cinque: tecnologia, globalizzazione, demografia e longevità, energia. La tecnologia semplifica il mondo, ma consuma tutto il nostro tempo. La globalizzazione ci permette di lavorare ovunque, ma di dover competere con persone provenienti da ogni luogo del mondo. Contro le forze della frammentazione, dell'isolamento e dell'esclusione, l'autrice propone un nuovo futuro per il lavoro, fatto di condivisione della creatività, micro imprenditorialità e impegno sociale. Con questo libro Lynda Gratton ci suggerisce che, comunque vada, questi elementi possono essere analizzati per prepararsi al meglio all'inesorabile trasformazione del lavoro.

World of Warcraft

Offers an illustrated, in-depth look at the history and mythology of the World of Warcraft game universe.

World of Warcraft Chronicle

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.

La storia. World of Warcraft

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!

Il ciclo dell'odio. World of Warcraft

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.

Before the Storm (World of Warcraft)

Negli ultimi anni è aumentato a dismisura il numero di genitori che chiedono aiuto, sgomenti di fronte all'isolamento sociale e al ritiro domestico del proprio figlio. Il fenomeno degli "hikikomori" viene da anni studiato in Giappone. In Italia, invece, è

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