

Day Of The Dragon Warcraft 1 Richard A Knaak

As a band of wizards battles evil, a hero rises among them in this fantasy adventure by the New York Times–bestselling author of *Firedrake*. Nathan Bedlam has managed to free most of the human mages from the Dragon Kings' control, but the struggle against the drake lords has not gone well. With treachery at every turn, Nathan knows that the only hope the rebels have is to seize Penacles, the City of Knowledge. Yet, doing that will require forcing the Gryphon to realize the power within him, a power that may also prove to be the rebellion's downfall . . . The Turning War is a three-volume saga answering many of the questions concerning the Dragonrealm and the Dragon Masters and how those events yet reverberate in the current timeline. Praise for the Legends of the Dragonrealm "Full of energy. . . Great world building [and] memorable characters . . . It's easy to see why Richard has enjoyed so much success!" —R. A. Salvatore, New York Times–bestselling author "Richard's novels are well-written, adventure-filled, action-packed." —Margaret Weis, New York Times–bestselling author "Endlessly inventive. Knaak's ideas just keep on coming!" —Glen Cook, author of *Chronicles of the Black Company*

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

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.

Follows the adventures and exploits of the minotaurs as they become caught up in the chaos, fallout, and changing destinies that resulted from the War of Souls.

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. *The Wild Beyond the Witchlight* takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other. • Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild • Easily drop *The Witchlight Carnival* into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment • Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits • Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival • All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay • Classic 1980s *Dungeons & Dragons* characters return, including Warduke, Strongheart, and Kelek

"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.

After defeating the Scourge in the Ghostlands, Tyri and Jorad are drawn into the Dark Portal and transported to the shattered Outland, where they must defeat the ruthless Ragnok Bloodreaver and his army of nether dragons.

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

In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and Pre if the world of Azeroth is to see another dawn.

On the heels of *WARCRAFT: DEATH KNIGHT*, this class-based manga follows a young mage who faces his greatest challenge when he is forced to confront a foe only he can stop.

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

An omnibus of the first three novels in New York Times bestselling author Richard A. Knaak's epic fantasy series

Dragonrealm—collected for the first time in one incredible volume. In addition to writing one of the bestselling Warcraft novels of all time, *Day of the Dragon*, Richard A. Knaak is the author of the legendary fantasy series *Dragonrealm*. Now available for the first time in one fantastic collection, the first three novels from this riveting series include: *Firedrake*• : In the ultimate war between humans and fiery shape-shifting beings, Duke Toma has unleashed every conceivable evil upon the world of the Dragon Kings. Only one dares to challenge him: Cabe Bedlam, a youth with a magical sword that promises its bearer total mastery over man and beast alike. *Icedragon*• : Pitting his magic sword against the glittering scaled armor of the Dragon Kings, young Cabe Bedlam drove the shape-shifters back to their origins. But from the Northern Wastes, the merciless Ice Dragon implements a lethal scheme

to sweep mankind into oblivion. Now Cabe must embark on a perilous journey toward an epic confrontation. Wolfhelm• : The Death of the Dragon Emperor leaves both the Dragonrealms and human kingdom in ruins. Tomorrow's hope—the Emperor's hatchlings—live, protected by the human warrior Cabe Bedlam. But the future teeters on the brink of disaster, and only Cabe and his good friend, the Gryohon, can save the dragons from losing their magic forever.

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Since he became the guardian of the Gate between our world and Feirie sixteen hundred years ago, Nick Medea, once Saint George, has battled to keep the darkest Feirie--the Wyld--from invading the mortal plane. With the dragon an unwilling part of him, Nick maintains balance between realms, often at great cost to him and those nearest to him. Nick and his ragtag confederates--including the shape-shifter Fetch and Nick's reincarnated love, Claryce--have battled the Wyld, but mortals as sinister as the darkest Feirie. Now, with Prohibition in full swing and bootlegger wars embattling Chicago, a murderous evil born of the mortal world has turned its attention to the power of the Gate...and Nick himself. Nick must turn again to his most untrustworthy ally: the dragon within. Yet even together they may not be enough to face what was once a man...but is now a creature even dragons may fear. From the Trade Paperback edition.

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.

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.

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

THE BURNING LEGION HAS COME. Led by the mighty Archimonde, scores of demonic soldiers now march across the lands of Kalimdor, leaving a trail of death and devastation in their wake. At the heart of the fiery invasion stands the mystic Well of Eternity -- once the source of the night elves' arcane power. But now the Well's energies have been defiled and twisted, for Queen Azshara and her Highborne will stop at nothing to commune with their newfound god: the fiery Lord of the Burning Legion...Sargeras. The night elf defenders, led by the young druid, Malfurion Stormrage, and the wizard, Krasus, fight a desperate battle to hold back the Legion's terrible onslaught. Though only embers of hope remain, an ancient power has risen to aid the world in its darkest hour. The dragons -- led by the powerful Aspect, Neltharion -- have forged a weapon of incalculable power: the Dragon Soul, an artifact capable of driving the Legion from the world forever. But its use may cost far more than any could have foreseen. The second novel in an original trilogy of magic, warfare, and heroism based on the bestselling, award-winning electronic game series from Blizzard Entertainment.

Medivh, a powerful wizard and warrior, is torn between the forces of light and dark as he struggles to fulfill his destiny and make a choice between good and evil, a decision that could seal the fate of his entire world.

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

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?

Within the Sanctuary of Wings is the conclusion to Marie Brennan's thrilling Lady Trent Memoirs After nearly five decades (and, indeed, the same number of volumes), one might think they were well-acquainted with the Lady Isabella Trent--dragon naturalist, scandalous explorer, and perhaps as infamous for her company and feats of daring as she is famous for her discoveries and additions to the scientific field. And yet--after her initial adventure in the mountains of Vystrana, and her exploits in the depths of war-torn Eriga, to the high seas aboard The Basilisk, and then to the inhospitable deserts of Akhia--the Lady Trent has captivated hearts along with fierce minds. This concluding volume will finally reveal the truths behind her most notorious adventure--scaling the tallest peak in the world, buried behind the territory of Scirland's enemies--and what she discovered there, within the Sanctuary of Wings. The Lady Trent Memoirs 1. A Natural History of Dragons 2. The Tropic of Serpents 3. Voyage of the Basilisk 4. In the Labyrinth of Drakes 5. Within the Sanctuary of Wings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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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...

The magic treehouse takes Jack and Annie back two thousand years to ancient China where they must find the original copy of an old legend before the Imperial Library is burned down by the evil Dragon King.

A Business Week, New York Times Business, and USA Today Bestseller "Ambitious and readable . . . an engaging introduction to the oddsmakers, whom Bernstein regards as true humanists helping to release mankind from the choke holds of superstition and fatalism." —The New York Times "An extraordinarily entertaining and informative book." —The Wall Street Journal "A lively panoramic book . . . Against the Gods sets up an ambitious premise and then delivers on it." —Business Week "Deserves to be, and surely will be, widely read." —The Economist "[A] challenging book, one that may change forever the way people think about the world." —Worth "No one else could have written a book of such central importance with so much charm and excitement." —Robert Heilbroner author, The Worldly Philosophers "With his wonderful knowledge of the history and current manifestations of risk, Peter Bernstein brings us Against the Gods. Nothing like it will come out of the financial world this year or ever. I speak carefully: no one should miss it." —John Kenneth Galbraith Professor of Economics Emeritus, Harvard University In this unique exploration of the role of risk in our society, Peter Bernstein argues that the notion of bringing risk under control is one of the central ideas that distinguishes modern times from the distant past. Against the Gods chronicles the remarkable intellectual adventure that liberated humanity from oracles and soothsayers by means of the powerful tools of risk management that are available to us today. "An extremely readable history of risk." —Barron's "Fascinating . . . this challenging volume will help you understand the uncertainties that every investor must face." —Money "A singular achievement." —Times Literary Supplement "There's a growing market for savants who can render the recondite intelligibly-witness Stephen Jay Gould (natural history), Oliver Sacks (disease), Richard Dawkins (heredity), James Gleick (physics), Paul Krugman (economics)-and Bernstein would mingle well in their company." —The Australian

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 most well-loved locations of Warcraft to life, from the classic faction hubs of Ogrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and more! Each page unfolds into an eye-popping treat, depicting iconic locations with brand new art and interactive pieces. Unfold each individual spread to form a map of Azeroth!

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 near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

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

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.

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.

Traces the aftermath of Cataclysm-induced disasters through Azeroth, where an all-out war erupts between the Horde and Alliance and threatens to consume both factions.

The Grey are the legends of our imagination—but now, through one man, they seek to live. From New York Times and USA Today bestselling author Richard Knaak comes a tale of the Grey. They are the shadows we see out of the corner of our eyes, the visions flickering past in the middle of the night. They are the elves, the fairies, and the other legends of our minds. They are the Grey. They are all around us, and they are a part of us, forever tied to our innermost thoughts. They seek to be truly real, to truly live, and for that they need a human anchor, a false king—one who can give them substance. In Chicago, unsuspecting Jeremiah Todtmann has been chosen for that role. But even as he tries to come to grips with the existence of the Grey themselves, he will soon discover that while some represent the harmless dreams of men—there are others that are men's most deadly nightmares.

A historical urban fantasy set in Prohibition-era Chicago, which combines action, mystery, and romance against a backdrop of gangland wars and the threat of supernatural horror. For sixteen hundred years, Nick Medea has guarded the gate between our world and Feirie, preventing the Wyld--the darkest Feirie of all--from coming into Chicago to find human prey. But since he defeated Oberon, more and more Wyld have been slipping through. Nick and his Feirie companion, the shapeshifter, Fetch, have been busy hunting them down. Nick keeps coming across the Dacian Draco, the sign of his ancient enemy Galerius, including a tattoo worn by a human thug. Unfortunately, every trail ends as if years old. Claryce, Nick's reincarnated love, has narrowly escaped two attempts on her life, and when Nick sees her wearing a broach with the Draco on it, he knows they must look more deeply into her former lives. With Wyld and gangsters wreaking havoc in Chicago, Nick and Claryce must confront the secrets of their pasts if they are to have any hope of finding out Galerius's plans before it's too late to stop them. Nick will need the help of all his friends, both human and Feirie, and the powers of the dragon within him, to keep Galerius from endangering the gate, Chicago, and all of humanity.

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

Kalec, a blue dragon that has taken human form to escape the forces that seek to destroy his race, and Anveena, a maiden with mysterious powers, go on a quest to save the entire High Elven Kingdom from the evil forces of the Undead Scourge.

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