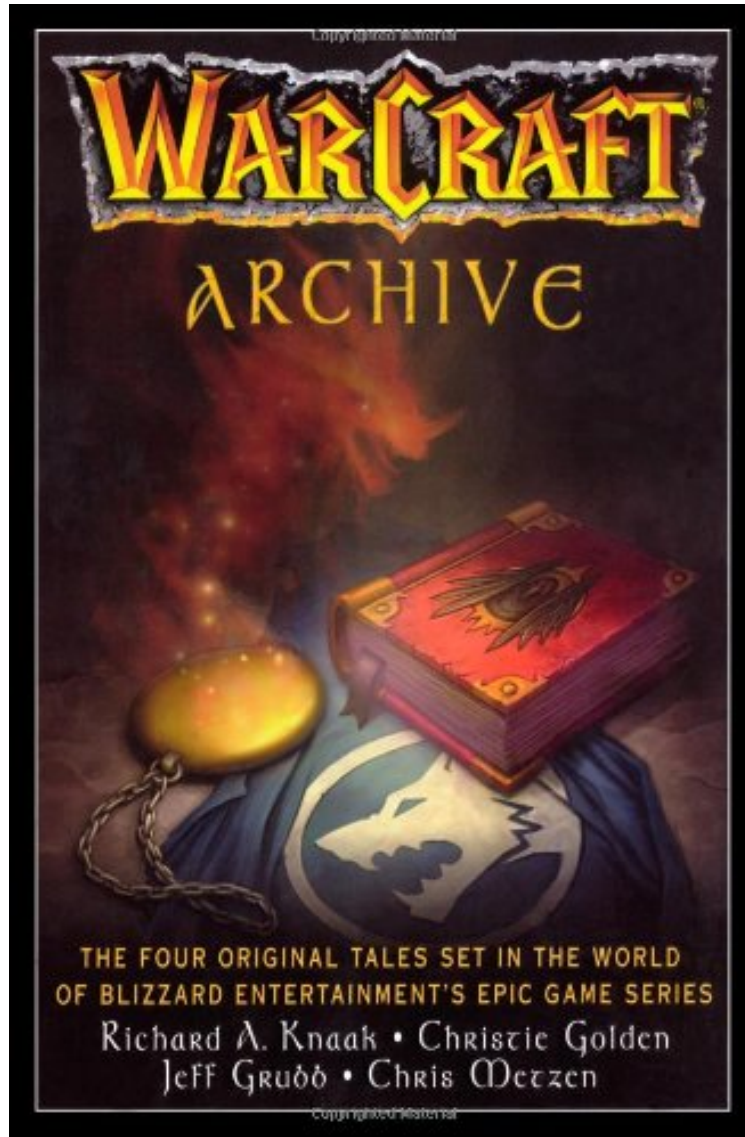


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Blizzard Entertainment, Richard A. Knaak
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Blizzard Entertainment, Richard A. Knaak : WarCraft Archive (WORLD OF WARCRAFT) before purchasing it in order to gage whether or not it would be worth my time, and all praised WarCraft Archive (WORLD OF WARCRAFT):

0 of 0 people found the following review helpful. The stories and characters are great.By hakbox androidAll World of Warcraft players should read these! There are a lot of details in the game you will miss out on without reading these books. The stories and characters are great.0 of 0 people found the following review helpful. "Kagh! Bin Mog g'thazag

cha!" This set is fantastic! By Ammar Khan This archive, which includes the following four books: Day of the Dragon, Lord of the Clans, The Last Guardian, and Of Blood and Honor, is simply superb. Let's start with the first book Day of the Dragon. Day of the Dragon was an interesting story of adventure and danger as the heroes venture into Grim Batol. It includes the wizard Rhonin, elven ranger Veressa Windrunner, and of course the Dragon Mage Krasus. The book does a good job explaining the motives and ideas of each character, which helps you to relate to them. This book is great as a standalone book, but it would be advised to have some knowledge of the background. I award this book of the set 4/5. Next is Lord of the Clans, which to me, was the best written of all the books. Lord of the Clans follows the story of Thrall as a child, and how he is raised and eventually learns of his true destiny. The author does a fantastic job of helping the readers relate to the struggles of the Orcs. "Kagh! Bin Mog g'thazag cha!" Once you learn the meaning of these words, it really gives you a sense of understanding of the honor the Orcs once had. Whereas in Day of the Dragon, the orcs are seen as the vile enemy, I found in Lord of the Clans I was cheering on the Orcs hoping they would succeed. 5/5 for this one. The Last Guardian is next up. This book is mainly just lore. If you have no interest in Lore, I would find this book quite boring. For me, I was somewhat interested so I enjoyed it. It follows the mage Medivh and gives the background of his character. Compared to Day of the Dragon or Lord of the Clans, which each had its own story and could survive on its own, The Last Guardian cannot. The characters in the book weren't very well thought out, and some characters I really couldn't care less to learn about. I feel the author rushed this book. 3/5 for this one. The last, and shortest of them all is Of Blood and Honor. I expected this one to be quite shallow as its only about a hundred or so pages, but man was I wrong. The book was great. It follows the events of the Paladin Fordring as an unexpected act of kindness by an orc sets in motion a chain of events that would change his world. I award this 5/5 with my only complaint being that I wished it was longer. Overall, I give this product 5/5, because with all 4 books in one big one for such a low price, it's a steal. The Lord of the Clans and Day of the Dragon easily make up for the cost, so I took this as me getting two free books! I would recommend this to anyone who is looking to learn more about the Warcraft world, or for fans of the Fantasy genre of books. Overall, GO BUY THIS BOOK(s)! 0 of 0 people found the following review helpful. Great value in the Archive. By M. Ryan Smith Day of the Dragon 5/5 Stars. Loved this book. It deals with the five dragon aspects (Alexstraza, Deathwing, Ysera, Nozdormu, and Malygos), all of which you are at least a little bit familiar with if you play World of Warcraft. The WarCraft Archive is worth picking up for this story alone if you are at all interested in WoW's next expansion (due sometime in 2010), WoW: Cataclysm, as the events in that expansion are directly related to it. This was the first Warcraft book I read, and now that I've finished with the Archive I understand there are other books related to Day of the Dragon that I will be picking up immediately. Lord of the Clans 5/5 Stars. By far the best book in the Archive. I can't describe in text just how excited this book got me. I admit it was a rather simple story, but Christie Golden does such an amazing job writing it that I could not put the book down. There is an epic questline in WoW that takes place in Nagrand involving Thrall finding his people (Horde only, sorry Alliance). If you have done that quest in the game, you'll want to read this book since it is basically the background story of that questline. Notable names in WoW that are included in this story: Drek'Thar, Durotan, Draka (think Alterac Valley), Doomhammer, Hellscream, a little bit of Gul'dan, and of course Thrall. The Last Guardian 3/5 Stars. This wasn't a bad book, just didn't live up to the standard the previous two set for me. I did enjoy it from beginning to end. The main character that the story is told through is Khadgar, but as others have mentioned, the real story is actually about Medivh. I like the way this story was put together - it felt like a puzzle, and Khadgar was the person putting the pieces together, and by the time it was finished you had a really nice picture. Takes place in Karahazan, Stormwind, and the Black Morass. Other notable characters include: Sargeras, Garona, and a little bit of Gul'dan. Of Blood and Honor 2.5/5 Stars. Eh, this was a good story, but wasn't written very well. Tirion Fordring seems to be "shocked" and "surprised" everytime one of his peers says something to him. Really Tirion? Do you not know your own friends enough to expect them to say certain things or act a certain way? This got old real fast. Thankfully it is a short story, no more than about 60 pages, 8 chapters. Though the book does a good job of showing the dark side of humanity and the peaceful side of the orcs. And I can say this about it: as much as Lord of the Clans made me want to be a Shaman, commanding the powers of the earth, fire, lightning, etc, this book made me want to be a Paladin - a Knight of the Silver Hand. Metz'n really captures the awesomeness of a Paladin in his descriptions. Now, all that being said, you should also be aware that Metz'n is NOT an author by profession. As the first couple of pages say, he is a "world builder." He takes a large part in designing World of Warcraft and bringing these authors and stories together. So writing isn't his primary profession, but merely something he has picked up from the people he works with. Taking that into consideration, there is no reason you wouldn't enjoy this book if you also play World of Warcraft.

In the mist-shrouded haze of past, the world of Azeroth teemed with wonders of every kind. Magical races and ancient beasts strode alongside the tribes of man -- until the arrival of the demonic Burning Legion and its baneful lord, Sargeras. Now dragons, elves, orcs, and dwarves all vie for supremacy across their scarred, war-torn kingdoms -- all part of a grand, malevolent scheme to determine the fate of the world of... WARCRAFT DAY OF THE DRAGON: 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 fire if the world of Azeroth is to see another dawn. **LORD OF THE CLANS: Slave and Gladiator. Shaman and 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. **THE LAST GUARDIAN:** The Guardians of Tirisfal were a line of champions imbued with godlike powers, each one through the ages charged with fighting a lonely secret war against the Burning Legion. Medivh was fated from birth to become the greatest and most powerful of this noble order. But from the beginning a darkness tainted him, corrupting his soul and turning to evil the powers that should have fought for good. Medivh's struggle against the malice within him became one with the fate of Azeroth itself...and changed the world forever. **OF BLOOD AND HONOR:** The paladin Tirion Fordring had always believed the Orcs were vile and corrupt, but an unexpected act of honor and compassion sets in motion a chain of events that will challenge his most fundamental beliefs and force him to decide, once and for all, who are the men...and who are the monsters.

About the Author Best known for blockbuster hits, including World of Warcraft and the Warcraft, StarCraft, and Diablo franchises, Blizzard Entertainment, Inc., a division of Activision Blizzard, is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainments track record includes thirteen #1-selling games and multiple Game of the Year awards. The company's online-gaming service, Battle.net, is one of the largest in the world, with millions of active players. Visit Blizzard.com. Richard A. Knaak is the New York Times bestselling author of some three dozen novels, including the The Sin War trilogy for Diablo and the Legend of Huma for Dragonlance. He has penned the War of the Ancients trilogy, Day of the Dragon and its upcoming followup, Night of the Dragon. His other works include his own Dragonrealm series, the Minotaur Wars for Dragonlance, the Aquilonia trilogy of the Age of Conan, and the Sunwell Trilogy -- the first Warcraft manga. In addition, his novels and short stories have been published worldwide in such diverse places as China, Iceland, the Czech Republic, and Brazil. Excerpt. Reprinted by permission. All rights reserved. Chapter One War. It had once seemed to some of the Kirin Tor, the magical conclave that ruled the small nation of Dalaran, that the world of Azeroth had never known anything but constant bloodshed. There had been the trolls, before the forming of the Alliance of Lordaeron, and when at last humanity had dealt with that foul menace, the first wave of orcs had descended upon the lands, appearing out of a horrific rip in the very fabric of the universe. At first, nothing had seemed able to stop these grotesque invaders, but gradually what had looked to be a horrible slaughter had turned instead into an agonizing stalemate. Battles had been won by attrition. Hundreds had died on both sides, all seemingly for no good reason. For years, the Kirin Tor had foreseen no end. But that had finally changed. The Alliance had at last managed to push back the Horde, eventually routing them entirely. Even the orcs' great chieftain, the legendary Orgrim Doomhammer, had been unable to stem the advancing armies and had finally capitulated. With the exception of a few renegade clans, the surviving invaders had been rounded up into enclaves and kept under secure watch by military units led personally by members of the Knights of the Silver Hand. For the first time in many, many years, lasting peace looked to be a promise, not a faint wish. And yet...a sense of unease still touched the senior council of the Kirin Tor. Thus it was that the highest of the high met in the Chamber of the Air, so-called because it seemed a room without walls, only a vast, ever-changing sky with clouds, light, and darkness, racing past the master wizards as if the time of the world had sped up. Only the gray, stone floor with its gleaming diamond symbol, representing the four elements, gave any solidity to the scene. Certainly the wizards themselves did nothing in that regard, for they, clad in their dark cloaks that covered not only face but form, seemed to waver with the movements of the sky, almost as if they, too, were but illusion. Although their numbers included both men and women, the only sign of that was whenever one of them spoke, at which point a face would become partially visible, if somewhat indistinct in detail. There were six this meeting, the six most senior, although not necessarily the most gifted. The leaders of the Kirin Tor were chosen by several means, magic but one of them. "Something is happening in Khaz Modan," announced the first in a stentorian voice, the vague image of a bearded face briefly visible. A myriad pattern of stars floated through his body. "Near or in the caverns held by the Dragonmaw clan." "Tell us something we don't already know," rasped the second, a woman likely of elder years but still strong of will. A moon briefly shone through her cowl. "The orcs there remain one of the few holdouts, now that Doomhammer's warriors have surrendered and the chieftain's gone missing." The first mage clearly took some umbrage, but he kept himself calm as he replied. "Very well! Perhaps this will interest you more... I believe Deathwing is on the move again." This startled the rest, the elder woman included. Night suddenly changed into day, but the wizards ignored what, for them, was a common thing in this chamber. Clouds drifted past the head of the third of their number, who clearly did not believe this statement. "Deathwing is dead!" the third declared, his form the only one hinting at corpulence. "He plunged into the sea months ago after this very council and a gathering of our strongest struck the mortal blow! No dragon, even him,

could withstand such might!" Some of the others nodded, but the first went on. "And where was the corpse? Deathwing was like no other dragon. Even before the goblins sealed the adamantium plates to his scaly hide, he offered a threat with the potential to dwarf that of the Horde...." "But what proof do you have of his continued existence?" This from a young woman clearly in the bloom of youth. Not as experienced as the others, but still powerful enough to be one of the council. "What?" "The death of two red dragons, two of Alexstrasza's get. Torn asunder in a manner only one of their own kind -- one of gargantuan proportions -- could have managed." "There are other large dragons." A storm began to rage, the lightning and rain falling upon the wizards and yet touching neither them nor the floor. The storm passed in the blink of an eye, a blazing sun once more appearing overhead. The first of the Kirin Tor gave this latest display not even the least of his interest. "You have obviously never seen the work of Deathwing, or you'd never make that statement." "It may be as you say," interjected the fifth, the outline of a vaguely elven visage appearing and disappearing faster than the storm. "And, if so, a matter of import. But we hardly can concern ourselves with it for now. If Deathwing lives and now strikes out at his greatest rival's kind, then it only benefits us. After all, Alexstrasza is still the captive of Dragonmaw clan, and it is her offspring that those orcs have used for years to wreak bloodshed and havoc all over the Alliance. Have we all so soon forgotten the tragedy of the Third Fleet of Kul Tiras? I suspect that Lord Admiral Daelin Proudmoore never will. After all, he lost his eldest son and everyone else aboard those six great ships when the monstrous red leviathans fell upon them. Proudmoore would likely honor Deathwing with a medal if it proved true that the black beast was responsible for these two deaths." No one argued that point, not even the first mage. Of the mighty vessels, only splinters of wood and a few torn corpses had been left to mark the utter destruction. It had been to Lord Admiral Proudmoore's credit that he had not faltered in his resolve, immediately ordering the building of new warships to replace those destroyed and pushing on with the war. "And, as I stated earlier, we can hardly concern ourselves with that situation now, not with so many more immediate issues with which to deal." "You're referring to the Alterac crisis, aren't you?" rumbled the bearded mage. "Why should the continued sniping of Lordaeron and Stromgarde worry us more than Deathwing's possible return?" "Because now Gilneas has thrown its weight into the situation." Again the other mages stirred, even the unspeaking sixth. The slightly corpulent shade moved a step toward the elven form. "Of what interest is the bickering of the other two kingdoms over that sorry piece of land to Genn Greymane? Gilneas is at the tip of the southern peninsula, as far away in the Alliance as any other kingdom is from Alterac!" "You have to ask? Greymane has always sought the leadership of the Alliance, even though he held back his armies until the orcs finally attacked his own borders. The only reason he ever encouraged King Terenas of Lordaeron to action was to weaken Lordaeron's military might. Now Terenas maintains his hold on the Alliance leadership mostly because of our work and Admiral Proudmoore's open support." Alterac and Stromgarde were neighboring kingdoms that had been at odds since the first days of the war. Thoras Trollbane had thrown the full might of Stromgarde behind the Lordaeron Alliance. With Khaz Modan as its neighbor, it had only made sense for the mountainous kingdom to support a united action. None could argue with the determination of Trollbane's warriors, either. If not for them, the orcs would have overrun much of the Alliance during the first weeks of the war, certainly promising a different and highly grim outcome overall. Alterac, on the other hand, while speaking much of the courage and righteousness of the cause, had not been so forthcoming with its own troops. Like Gilneas, it had provided only token support; but, where Genn Greymane had held back out of ambition, Lord Perenolde, so it had been rumored, had done so because of fear. Even among the Kirin Tor it had early on been asked whether Perenolde had thought to perhaps make a deal with Doomhammer, should the Alliance crumble under the Horde's unceasing onslaught. That fear had proven to have merit. Perenolde had indeed betrayed the Alliance, but his dastardly act had, fortunately, been short-lived. Terenas, hearing of it, had quickly moved Lordaeron troops in and declared martial law in Alterac. With the war in progress, no one had, at the time, seen fit to complain over such an action, especially Stromgarde. Now that peace had come, Thoras Trollbane had begun to demand that, for its sacrifices, Stromgarde should receive as just due the entire eastern portion of its treacherous former neighbor. Terenas did not see it so. He still debated the merits of either annexing Alterac to his own kingdom or setting upon its throne a new and more reasonable monarch...presumably with a sympathetic ear for Lordaeron causes. Still, Stromgarde had been a loyal, steadfast ally in the struggle, and all knew of Thoras Trollbane's and Terenas's admiration for one another. It made the political situation that had come between the pair all the more sad. Gilneas, meanwhile, had no such ties to any of the lands involved; it had always remained separate from the other nations of the western world. Both the Kirin Tor and King Terenas knew that Genn Greymane sought to intervene not only to raise his own prestige, but to perhaps further his dreams of expansion. One of Lord Perenolde's nephews had fled to that land after the treachery, and rumor had it that Greymane supported his claim as successor. A base in Alterac would give Gilneas access to resources the southern kingdom did not have, and the excuse to send its mighty ships across the Great Sea. That, in turn, would draw Kul Tiras into the equation, the maritime nation being very protective of its naval sovereignty. "This will tear the Alliance apart...." muttered the young mage with the accent. "It has not come to that point yet," pointed out the elven wizard, "but it may soon. And so we have no time to deal with dragons. If Deathwing lives and has chosen to renew his vendetta against Alexstrasza, I, for one, will not oppose him. The fewer...