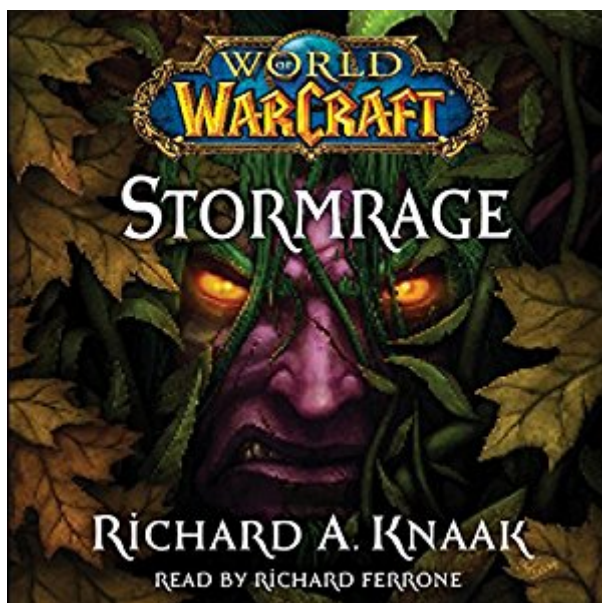


The book was found

World Of Warcraft: Stormrage



Synopsis

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** --This text refers to an out of print or unavailable edition of this title.

Book Information

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Customer Reviews

This author is not my preferred one, but this work of his is much better written than his other books in the WoW series. The 5 star is solely for the lore content and biased because of my Nelf Druid. This lore has always been near and dear to my heart and while I wish it was told better with a different author, worthy of the task, I still enjoyed reading this book. For those who don't know, this book encompasses Malfurion Stormrage and his love, Queen of the night elves, and high priestess of Elune, Tyranda, and their battle against The Nightmare in The emerald Dream. The tainted Emerald Dream seeps into the woken plane of reality and attacks all in Azeroth.

Really awesome seller and really awesome book. I'm a huge Wow fan, and have always had a crush in Illidan, so this was a great read for me

I really enjoyed the war of the ancients trilogy. But this book didn't live up to it. Once malfurion awakens, the whole rest of the book pretty much amounts to "more shadows emerged from the mists." And "malfurion's love for tyrande and azeroth inspired him to fight even harder against the nightmare." I feel like it could have been half as long and still been just as impactful. There was potential for some great character and relationship development, but it was not utilized.

This is the story about Malfurion (Illidan is my favorite twin brother) and how he gets in deep trouble in the emerald nightmare. Is very entertained.

As a Warcraft player of many years, and as someone who has read several of the WoW related novels, I have generally enjoyed Richard Knaak's past efforts in the WoW universe. Overall his body of work in the Warcraft universe has been well written, and has done a good job of adding texture to the in-game universe. Stormrage, unfortunately, is a miss by a wide margin for Knaak. The first half of the book revolves primarily around various characters realizing that something is going wrong in the world and these characters are brought together intentionally and by chance to find the source of the problem and resolve it. There are moments in the first half where the story drags a bit, some characters come across as flat, and we are introduced to a few extraneous characters who are complete dead-ends (mainly thrown in to add some flavor and context to the story). All in all though the first half of the novel is an acceptable, if not exactly enjoyable read. The second half on the other hand reads a lot like one long, extended, action sequence. Nearly every page is infused with a sense of urgency as characters are busily and desperately trying to understand what and who is behind all the troubles plaguing Azeroth and the Emerald Dream. During the third act in particular,

Malfurion frequently has many "Ah-hah! I've got it now." moments. Only to be proven incorrect in his assumptions and then forced to move on and reconsider a new tactic. This sort of whip-saw pacing is an energy drain on the reader. By the time the Knaak drops the 'real' ending on us, I was already numb from all the false-starts. Leaving the conclusion feeling dull and wasted. Interspersed throughout entirety of the novel we're forced to sit through numerous and repeated laments of past and present mistakes from the main characters. These are handled as monologues and dialogues, and quickly become tiresome and then irritating when you realize that at least once a chapter someone is going to start pitching on about how she/he has failed in some way. I found myself skimming much more than I would normally. I have problems with the imagery as well, which doesn't come across as fully realized in the book. At several points during my read I thought that this story would have been a good series of graphic novels where several of the novels shortcomings, such as a real lack of flavor for the Emerald Dream itself, for instance, could have been overcome with well realized pictures and more succinct writing. I've got some unsubstantiated speculation as to why this novel is such a mess. For some time there was a lot of talk about an expansion pack for the video game that revolved around the Emerald Dream. I suspect that the expansion pack was called off and Knaak was tasked with piecing together a novel based on the story drafts that were floating about in order to bring some closure to that aspect of the universe, and reintroduce Malfurion to the world in the set up to the events of Cataclysm expansion pack and various related novels. Basically, this book reads like a labor of necessity (lore advancement) and not one of love. Knaak was handed a tough assignment here, and to be fair I'm not sure how the other regular WoW writers would have fared. I would not recommend this book to anyone. Perhaps the most die-hard, must read everything WoW related fan will find some parts worthwhile. However on the whole I think tracking down the main story elements online somewhere would be time better spent than reading this book.

I got these as a present for a WOW lover. She keeps asking for more now!

Malfurion Stormrage's story is one thing that kept me addicted to the druid class in World of Warcraft. In fact, I've been playing as a druid for about five years in the game now. The story of Malfurion and Tyrande has always left me searching for more, scrounging for more lore anywhere I can find it. Needless to say, I was quite excited when I saw this book was going to be released. I wasn't disappointed. The story is rich and exciting. I found myself reading faster and faster to reach the conclusion because of the action within, and gasping at certain events that I won't mention to not spoil it for those that haven't read it. The quality of the story is absolutely amazing and was well

worth the wait. Toward the end, the delivery of the story was not executed as well as it could have been, which has always been my slight complaint with Knaak's books. Some descriptors were used repeatedly on one page, to the point where I felt I was reading some of the same things over and over again. Please understand this is a nitpick of mine, but it became so distracting to me that I had to start some pages over. That being said, I am still a fan of Mr. Knaak and I respect him a great deal for weaving a story so epic. I will continue to purchase his books, and overall the story was well done. I definitely recommend this book.

Good story line info for game players

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