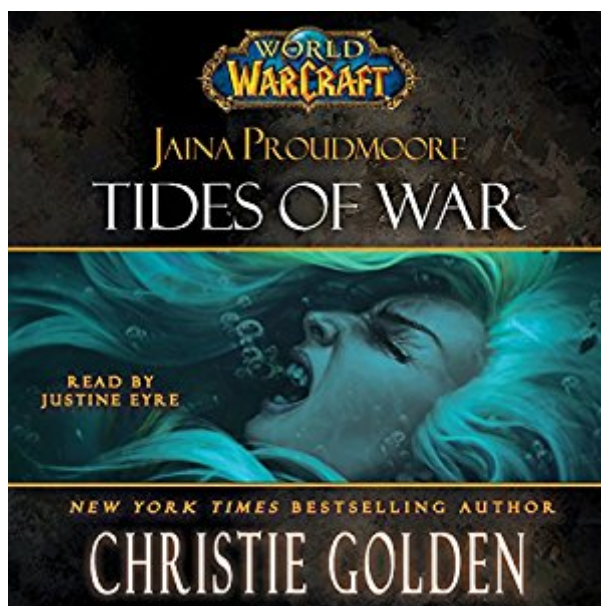


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World Of Warcraft: Jaina Proudmoore: Tides Of War



Synopsis

The New York Times best-selling author of *The Shattering* and *Thrall: Twilight of the Aspects* delivers a sensational tie-in to the newest *World of Warcraft* game expansion. With more than 10 million monthly subscribers, the massively multiplayer online role playing game *World of Warcraft* has forever altered the pop culture landscape with its ongoing, ever-expanding, action-packed epic fantasy. Set in the world of Azeroth, this canonical expansion of this wildly popular gaming franchise boasts highly acclaimed novels that continue explore an incredible world which legions of fans enter and few want to leave. What does it take to turn the peacekeeper into a warmonger? Jaina Proudmoore: Tides of War gives *World of Warcraft* fans the opportunity to see what happens when a beloved peacekeeper is pressed to the limit by an inconceivable horror. Will it change her forever? Break her? Or redefine her role on Azeroth? Do different times call for different ethical standards?

Book Information

Audible Audio Edition

Listening Length: 12 hours 33 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Simon & Schuster Audio

Audible.com Release Date: August 28, 2012

Whispersync for Voice: Ready

Language: English

ASIN: B00930PFTO

Best Sellers Rank: #20 in Books > Audible Audiobooks > Arts & Entertainment > Games #97 in Books > Science Fiction & Fantasy > Gaming #331 in Books > Audible Audiobooks > Science Fiction > Adventure

Customer Reviews

This is a good book and, to be honest, a surprising one.***SPOILERS***I always thought Jaina was like a rock of virtue, and seeing her fall was shocking. The last half of the novel was truly absorbing. The first half, however, moved rather slowly. Seeing these characters sitting around eating pastries and making jokes seems anathema to the dramatic story *Warcraft* has to offer, and I didn't quite care for it. Indeed, I understand that this was meant to increase the drama surrounding the death of the gnome and the destruction of Theramore, but it was a little excessive. As always, I recommend this *Warcraft* book because it was written by Christie Golden, who never fails to deliver.

I purchased this book as something to read while on vacation. It served its purpose as being entertaining and at times I didn't want to put it down. The battles are captivating and played out vividly in my mind as I worked my way through chapter after chapter. However, to me, the book spent a bit too much time exploring the emotional depths of the characters and creating love in unexpected places. There was certainly room for those things but they seemed to take over the story line, even outweighing many of the definitive battles that the story was building up to. Also, the ending seemed a bit of a let down. There was all of this build up, all of this anticipation, and then the book just wrapped up leaving far too many things unfinished. It felt like this book should have only been "part 1" of a two book series. But to my knowledge...there is no "part 2" book. So, while the book overall was very good and I have been left hungry for more, I am also dissatisfied and feeling as if I just spent a whole lot of time reading a very incomplete story. Even so, it is still an entertaining and enjoyable book and while it may not be the best Warcraft novel out there, it is still worth reading on a rainy day.

Every person has different likes and dislikes but for me Christie Golden is the writer I prefer for World of Warcraft lore. She keeps a great line in the development of the characters and the story creating heroes and villains with more than just the clang clang of the weapons and roar of testosterone. With mystery, a tiny touch of romance here and there, some humor and just enough details of the environment that the reader can fill in the blanks and see the story in their mind. Easy to follow the story yet complex. I truly enjoyed the reading.

This book actually fills the plot gap in the in-game scenario named "Theramore's Fall". It explores the feelings Jaina felt when Theramore was ruined. However, it's a bit awkward for Jaina to transform into a warmongering woman hot with bloodlust, even after the events occurred in the book. It just doesn't suit her and the book could not make it right either. There is a slow buildup for the events to come, but when they all happen it just does not satisfy the reader to justify Jaina's transformation (especially the things she said to Thrall). It's a must read to fill in the blanks in WoW lore, but the story handling is not satisfactory and overall plotline is a bit shallow in my opinion.

Spoilers below: I enjoyed this book, as Jaina is perhaps my favorite character in the Warcraft universe. That she would have an immediate, violent reaction to the destruction of Theramore is expected, and even welcomed from my perspective. However, the lengths to which she goes are

rather far-fetched, and the quick conclusion to her behavior, wrapped up with a "you're suddenly the Archmage of the Kirin Tor" bow feels equally silly. I would have preferred that the author take a longer, more nuanced approach to telling the story of her fury, rather than choosing the "tries to commit genocide but is soon talked down by Green Jesus and her new crush" easy way out. There are many Warcraft fans who are quite angry at this character now, but I don't think the blame rests with her. I think it's her writers who have failed them.

First of all, let me say that I am a proud World of Warcraft player, but more than that, I am an avid reader and writer/editor. This combination of qualities has led me to read eight or ten novels set in the Warcraft universe over the last few years. Most of these were penned by one of two writers: Richard Knaak and Christie Golden. Of these, I find Golden's novels to be far superior; her characterizations have a depth that makes the reader care deeply about the fate of the central characters. In "Tides Of War," the setting is one that will be familiar to anyone who has played World of Warcraft in the last year or two: Horde Warchief Thrall has stepped down from his leadership post, appointing Garrosh Hellscream in his stead, and withdrawn from any active role in the operations of the Horde. (Where he has gone and what he is up to is covered in Golden's previous book, Thrall: Twilight of the Aspects.) Unfortunately, Thrall's decision to appoint Garrosh as his successor has proven to be a huge error; Garrosh is an overbearing, loutish brute, prone to violent outbursts, self-aggrandizement and grand visions of conquest, with very little regard for the well-being of anyone but himself and his own glory, even the well-being of his own people, the Orcs. The ultimate abomination comes when Garrosh makes the decision to use a terrible weapon in the Horde's conflict with the Alliance. I found myself yelling out loud at the characters, horrified by what was about to happen. If you're a WoW player, this will help you to understand recent in-game events with perfect clarity.

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