



Chronicles of War (Warcraft #4; World of Warcraft, #2-4)

Christie Golden , Jeff Grubb , Aaron Rosenberg , Chris Metzen (Introduction)

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Over the eons, an endless struggle between the forces of order and chaos has shaped the world of Azeroth and its inhabitants. The orcish Horde's violent invasion of the Eastern Kingdoms stands as one of history's most tumultuous periods. Through the Burning Legion's demonic machinations, the once-noble orcs were transformed into a nearly unstoppable foe and let loose upon Azeroth's unsuspecting denizens. Yet even in the face of the Horde's unparalleled fury, brave heroes risked everything to rise up in defense of the . . .

Rise of the Horde Before the savage orcs began their rampage across Azeroth, they were a proud shamanic race native to the world of Draenor. The cunning demon Kil'jaeden saw lethal potential in the clan-based orcs, and thus he set about molding them into the Horde--a single, brutal force driven by an all-consuming thirst for destruction. But the foul demonic magic that granted the Horde its immense strength began consuming the orcs from within, ultimately threatening to destroy everything that they once were.

The Last Guardian: Long ago a group of magi known as the Council of Tirisfal was formed to fight a secret war against the sinister demons of the Burning Legion. To this end, the council imbued a single champion with enormous power to act as the world's guardian. Medivh was one such Guardian of Tirisfal, and he was expected to be the greatest who had ever lived. Yet he was destined to follow a much darker path. From birth a mysterious evil had tainted the core of his being, and his subsequent struggle against the darkness within himself would precipitate the orcish Horde's invasion of Azeroth . . . and change the world forever.

Tides of Darkness: During the First War, the orcish Horde laid waste to the once-great human kingdom of Stormwind. From the ashes of this terrible defeat, however, hope emerged. Anduin Lothar, Champion of Stormwind, rallied the survivors of his ruined homeland and valiantly led them to Lordaeron in the hopes of uniting the human nations into a mighty Alliance that could stand against the Horde and its ruthless new leader, Orgrim Doomhammer. Yet as formidable as Lothar believed the Alliance would be, many humans feared that no force would ever be capable of stopping the Horde's merciless onslaught.

Beyond the Dark Portal: In the aftermath of the Second War between orcs and humans, the Dark Portal, a gateway connecting Azeroth to Draenor, was destroyed. The orcs, however, did not abandon their lust for war. Led by the mysterious orc shaman Ner'zhul, a fresh wave of Horde fighters flooded into Azeroth. Even more unsettling was that small bands of orcs intent on something other than mere conquest began scouring Azeroth for powerful artifacts desired by their sinister leader. To counter the Horde's dark schemes, only one option remained for the Alliance: a suicide mission into the orcs' ruined homeworld of Draenor.

Chronicles of War (Warcraft #4; World of Warcraft, #2-4) Details

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From Reader Review Chronicles of War (Warcraft #4; World of Warcraft, #2-4) for online ebook

Tim Schlappi says

I really have to give this collection 5 stars. I loved every story in this book. All 3 of the authors that wrote the stories in this collection of novels, really know how to keep you on the edge of your seat. The many battles between the Orc's and the Alliance that took place were all very detailed and dramatic, and sometimes with a bit of detailed gore.

It did take quite a bit longer to finish this book that what I had actually planned on, but nonetheless, it was a very good read in my opinion.

I have been playing World of Warcraft for years now, and the lore in the "Warcraft" and "World of Warcraft" books have filled some of the voids in the story line that many may not understand if they play the game. Although the game was not entirely based on what takes place in the books, it still adds a lot to the game-play story and quest lines.

Next on my list to read is World of Warcraft "Night of The Dragon" by Richard A. Knaak. I suspect it will be just as amazing as the rest of the books in the story line and I can't wait to dive into it.

Amanda says

These books are impossible to read if you've never played WoW. Even though I used to play, I still had trouble with the characters, especially the unfamiliar alliance side. I wish the book would give even the slightest bit of background as to who someone is, but instead they assume you know every last name (they also assume you know cities and locations) When there are twenty to thirty names thrown in the mix at once it's hard to keep track of who is who. And so I found myself constantly looking up names on wow wiki. Once you have a grasp on who someone is, very interesting fantasy lore.

Miriam says

I really enjoyed reading this book. It gave me so much insight into how the Horde and Alliance were initially formed. I was a bit skeptical at first to read about something I only knew from my old gaming days. I highly recommend reading it for all those who are currently playing or those who are interested in reading Fantasy/D&D novels. It is well written. The only regret I have is that I wish I had read it while I was still playing. It would have definitely added to my gaming experience. I look forward to reading more. There are many stories left in the "World of Warcraft" and no doubt, new ones added with each expansion.

Brittany says

I couldn't put it down! I originally ordered this book to get a little bit of background on the game universe, but I found myself pulled in by the characters and their narratives. A lot of my curiosities about the origins of

both the horde and alliance were satisfied, and all of the authors balanced information dumping and engaging writing wonderfully. I would recommend this highly to people who have been exposed the game world, as it adds a dimension of humanity to the characters that you meet in game, and provides some history on some pretty important places and events throughout the game! It could be quite confusing, however for those who have never been exposed to the game world. Overall this anthology went above and beyond my expectations, and it's a smashing deal to boot!

Troy says

More interesting for those already familiar with the Warcraft universe through the RTS and MMORPG games, this 4-part anthology covers the time period of the first two Warcraft games and expansions. Equate it to a theme park ride tie-in to a movie: simple thrills and the fun of seeing familiar characters and environments re-imagined. Of the four novels, some are stronger than others, but all offer something that's worth the price of admission. Good value overall.

Haley Iwakiri says

This was a pretty good history of the world of Azeroth and how it was created. Have been an avid WoW player for 12 years and never read much of the questlines or watched the cinematics. Legion sparked my interest after watching the cinematics and going through the content alone and not so hastily. I can say that I expected this book to read more like a series and less like a history lesson but it was interesting and I will continue with the series even if it costs me an arm and a leg because of the movie.

Spencer says

A great compilation of books! As someone who knows nothing about the lore of World of Warcraft, this was really helpful. I learned a ton about the story of The Alliance and the Horde and how they each came to be. The lore is so rich, and so engaging. Beyond the lore, the writing itself is great! Each of the three authors whose books make up this collection are great with character development and setting! I enjoyed all four of the books, and would highly recommend this to any who wants to get into the lore of WoW, or anyone who loves a good fantasy novel!

Monica **can't read fast enough says**

This anthology was so good. Rise of the Horde and Beyond the Dark Portal were my two favorites. I am very much looking forward to reading more of these stories. I can't believe how much I enjoyed this world since I have never, and have no intention of ever playing the game. I've definitely been missing out on some fantasy goodness!

Nayari says

The last book in the quadrilogy was every bit as incredible as the first one. I was intrigued and drawn in by each author and as the stories were told in order, I was able to keep up. The description was such that I barely had to look anything up to know what they were talking about (I am learning the lore), and yet was not hopelessly overwhelmed. For anyone interested in Warcraft lore, this book is an easy to understand, fun, intriguing MUST! Now, I am off to buy it....and start on the next chronicle!!

Peter Caputo says

Excellent through and through. It's great playing the game and then visiting these stories. It brings a more appreciative connection to the universe of Azeroth and to really see what motivates these characters in their struggles and conquests.

Scott says

These stories will obviously make a lot more sense if you have been exposed to the Warcraft universe already. But even if you have not, they are still really good stories. Well written, interesting, good character development. But if you have played any of the Warcraft games, these stories are just that much more interesting, because you already know many of the characters, having met them in the games. Great back story on the orcs and the Horde. Interesting to learn how the Alliance originally became the Alliance. It makes me want to find more books about the lore of Warcraft. Definitely a must-read for fans of Warcraft, but worth the read even for just fans of fantasy.

Cara says

I was so disappointed. I really enjoyed the first half of Durotan's story, but I had to put it down and when I did, I couldn't pick it up again. I tried repeatedly, but it couldn't hold my attention again. I even tried skimming through parts, but then I was lost in the story line. What little I did read of it I liked, but once I got to the part where the Orcs were turning against the Dranei, I lost interest. So bummed. Durotan is an amazing character, so unlike his fellow Orcs. It was great to see him grow into adulthood and become leader of the clan and take a mate. Even though I couldn't finish the book, I still love the Warcraft games and the movie. WoW forever! lol

Dimitar says

This book is a must read for every Warcraft fan - the full story behind the Orc's invasion of Azeroth and the corruption of the race. The explanation of Medivh's betrayal and the formation of the Alliance after the destruction of Stormwind. And of course how it all ended.

Alicia says

Picked this up as a way to learn some of the history of World of Warcraft. From the first book, Rise of the

Horde, to the last, Beyond the Dark Portal,I was impressed. The stories give more life to the races of Azeroth and Draenor. It gives you a feeling for the struggles of the characters against their own 'humanity' in dealing with conflicts of what has been and what is to come for them. A recommended read for those who are familiar with the Warcraft universe, and those who just are looking for some good reading.

Pavel Kolev says

Great combo book. Following the start of the humans-orc wars and setting up further events this is a must - read for any warcraft fan.
