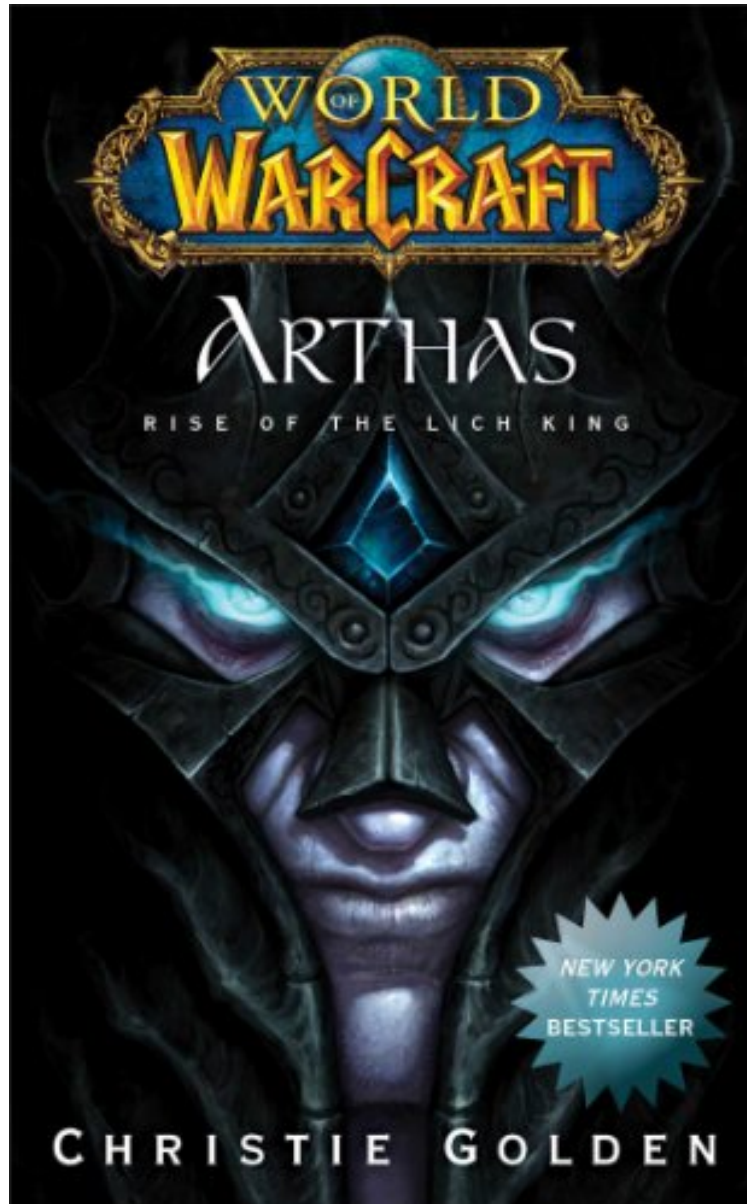


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## World of Warcraft: Arthas: Rise of the Lich King

*Von Christie Golden*

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**Von Christie Golden : World of Warcraft: Arthas: Rise of the Lich King** before purchasing it in order to gage whether or not it would be worth my time, and all praised World of Warcraft: Arthas: Rise of the Lich King:

KundenrezensionenHilfreichste Kundenrezensionen8 von 8 Kunden fanden die folgende Rezension hilfreich. Pures Kopfkinofür WoW-Fans! Von CyprienneHallo zusammen! Wer WoW spielt (oder so wie ich lange Zeit gespielt hat)

und vor allem auch die vielen Romane um das Rollenspiel mag, kommt um die berühmte, berchtigte Figur des Lichkings nicht herum. Das gut geschriebene Buch von selbst WoW-Fan Christie Golden fasst zwar "nur" die durch WoW erspielbaren Stationen des verlorenen Königssohn Arthas Menethil in einem Roman zusammen, erzeugt aber beim WoW-Fan, der sich auch für die Geschichte von Azeroth interessiert, ein genussreiches Kopfkino. Zudem füllt es einige Wissenslücken und beantwortet Zusammenhangsfragen um die Biografie von Arthas. Es wird Leben eingehaucht und nicht nur trockene Fakten bleiwstig niedergeschrieben. Ich finde: lesenwert und trotz Spieleerfahrung spannend, weil beim "reinen Zocken" doch oft viel Geschichte unbeachtet über den Tellerrand fließt. Und ich gestehe: beim Fall Arthas' habe ich ein, zwei Tränen kullern lassen ... Viel Spaß beim Schmökern! Cyprienne1 von 1 Kunden fanden die folgende Rezension hilfreich. Random collection of cutscenesVon FullMetalAccountantHaving read Christie Golden's "Dark Templar Saga" (which I think was brilliant), I had high hopes for this book. Unfortunately, I was thoroughly disappointed. Of course, one has to grant that actually telling Arthas' whole story would mean having to write a book the length of Lord of the Rings. Yet, the book is so condensed that it reads more like a random collection of cutscenes from Warcraft III and Frozen Throne. As such, the only addition worth noting seems to be the relationship between Arthas and Jaina.Accordingly, I can only recommend this book to hardcore fans who think they would like to have a written version of some part of the game.0 von 0 Kunden fanden die folgende Rezension hilfreich. Great bookVon CustomerFor those who would like to revive Warcraft 3 storyline in more detail this is an amazing book. Really recommend this book.

KurzbeschreibungFrostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. \* \* \* His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand. When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.Pressestimmen"Of all the Warcraft manga, comic books, and novels I have read, Arthas has the most solid, balanced writing and best realized characters....There's much to love about this book....When it ended, I could feel the pangs in my heart as if I was one of the participants." -- WowInsider.com"This book is an overdosed cocktail of lore and continuity that will numb your senses....I can only say one thing about this. I (beep) love this book!!!" -- Blizzplanet.comKurzbeschreibungFrostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward. The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. \* \* \* His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft. But it was not always so. Long

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