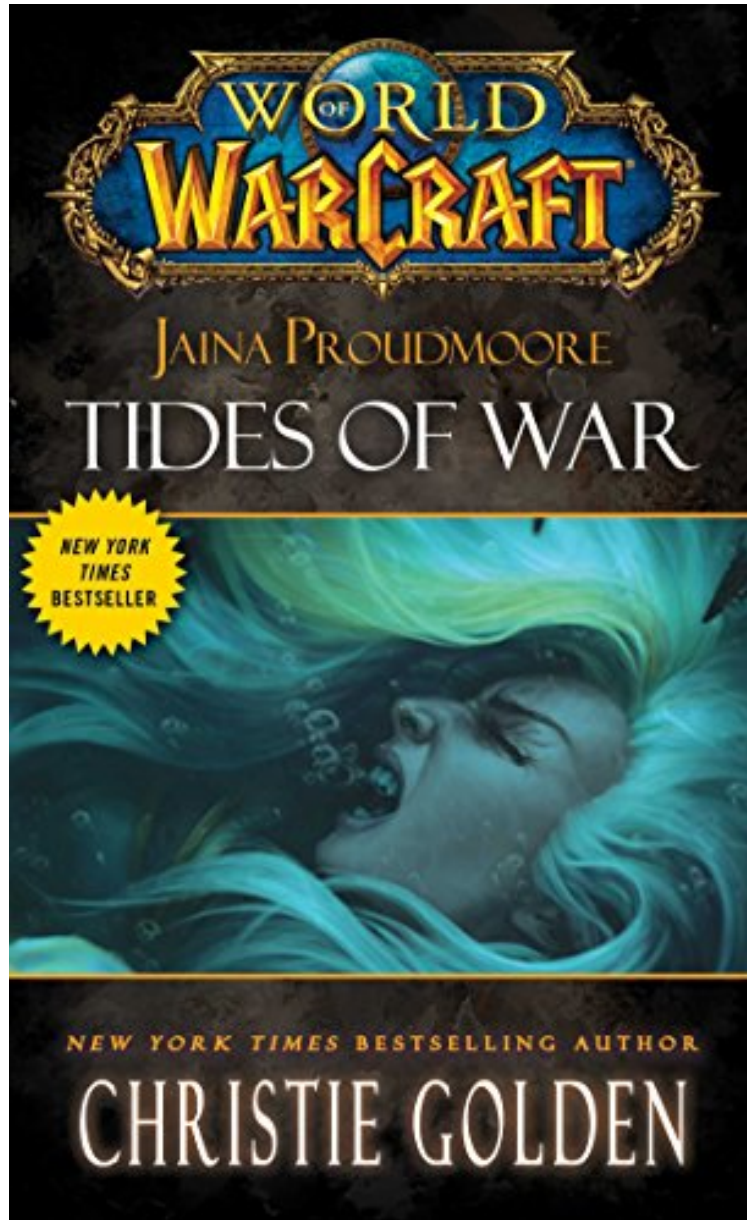


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## World of Warcraft: Jaina Proudmoore: Tides of War

Von Christie Golden

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**Von Christie Golden : World of Warcraft: Jaina Proudmoore: Tides of War** before purchasing it in order to gage whether or not it would be worth my time, and all praised World of Warcraft: Jaina Proudmoore: Tides of War:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. berraschend gutVon BxxxxxxxxHat mir sehr gut gefallen. Die Charaktere sind gut dargestellt und vom Stil her ganz

gut geschrieben. Es ist ganz interessant mal die Geschichte in detail zu lesen als das zu spielen.0 von 0 Kunden fanden die folgende Rezension hilfreich. Solide geschrieben, gute Geschichte etc.Von Dominik LangerGewohnt gute Qualitt der Blizzard-Geschichten mit den ein oder anderen Passagen, bei denen man dem Buch leider anmerkt, dass sich der Autor an die Vorgaben halten musste.Spoiler!!!! Hier nicht weiterlesen, wer die Events im Spiel nicht mitverfolgt hat.Die Horde vernichten Theramore mittels einer Manabombe. Es bleibt nichts ber. Jaina verliert darauf nahezu den Verstand und hat das Verlangen ganz Orgrimmar, ja sogar alle Orks ausnahmslos, auszulschen. Nicht einmal Thrall kann sie beschwichtigen. Jainas Charakter-Achterbahnfahrt ist im Rahmen des Buches nur schwer nachzuvollziehen. Sie wird von der herzigen Diplomatin, die immer auf Frieden pocht, zur rachsichtigen Massenmrderin, die nur durch Zufall ihr Ziel nicht erreicht und dann wieder zu einer vernnftigen Frau zu werden. Das ist sehr unglaublich und danach soll sie auch noch Anfhlerin der Dalaran-Magier werden...es passt nicht so ganz, Die Entwicklung von Garrosh ist hingegen besser gelungen. Bei Jaina htte man einige Kapitel mehr anhängen knnen, man htte sie hrtere Konsequenzen spre lassen knnen (immerhin htten ihre Handlungen fast ebenfalls eine ganze Stadt voller Frauen und Kinder sowie die Flotte ihres eigenen Knigs zerstrt). Em Ende geht natrlich alles gut...das scheint leider ein Trend von WoW zu sein. Immerhin wird bei einem MMORPG der Bsewicht am Ende vernichtet oder zumindest besiegt. Die kreative Freiheit eines Warcraft 3 fehlt hier (man erinnere sich an Arthas). Das wirkt sich dann unweigerlich auf die Bcher aus, immerhin mssen Allianz und Horde relativ gleichmig im Spiel vertreten bleiben.0 von 0 Kunden fanden die folgende Rezension hilfreich. Wie immer eine Glanzleistung von Christie Golden!Von EggerdAuf den Inhalt selbst mchte ich gar nicht eingehen, um niemanden den Lesespa zu nehmen. Denn das Buch ist einfach ein Hochgenuss. Die Geschichte ist, wie immer, spannend und detailliert erzht, ohne zu ausschweifend zu werden. Aber vor allem sind die Geschichten von Christie Golden stets fesselnd - man mchte einfach nicht mehr aufhren zu lesen, um zu erfahren wie es weiter geht.Kann jedem Fan der (World of) Warcraft Reihe nur empfehlen das Buch zu lesen. Es gibt einen schnen einblick in die Geschehnisse rund um Theramore. Wer Jaina kennt drfte wissen, dass sie zu eine der wenigen Allianz Mitgliedern gehrt, die sich auch mit der Horde anfreunden knnen. Dementsprechend berraschend ist es, dass Jaina eine Chance nutzen mchte um die gesamte Horde zu vernichten - den Grund fr diesen pltzlichen Wandel Ihrer Sinne, sowie Ihres Aussehens, erfahrt ihr in diesem Buch.Kurz um: absolute Kaufempfehlung! Und als nchstes kann ich nur "World of Warcraft: War Crimes" empfehlen!

KurzbeschreibungNothing is free, Goel, Jaina Proudmoore said. Your knowledge and skills were bought at a cost. The . . . orc you left behind in your place had done much harm in your absence. If I have heard about what is going on in Orgrimmar and Ashenvale, surely you must have! Goels mien, which had been deeply peaceful, now looked troubled. I have heard, of course. And . . . you do nothing? I have another path, he said. You have seen the results of that path. A threat that Goel, I hear this, but now that task is over. Garrosh is stirring up trouble between the Alliance and the Hordetrouble that didnt exist until he started it. I can understand if you dont wish to undermine him publicly, butperhaps you and I can work together. Form a summit of sorts. Ask Baine to join us; I know he has no love for what Garrosh is striving for. I could speak with Varian. As of late, he seems to be more reachable. Everyone respects you, even in the Alliance, Goel. You have earned that respect because of your actions. Garrosh has earned nothing but mistrust and hatred because of his. She indicated her cloak, which had blown about with the wind he had sent to bear her to shore. You can control the winds as a shaman. But the winds of war are blowing, and if we do not stop Garrosh now, many innocents will pay the price for our hesitation. \*\*\* The ashes of the Cataclysm have settled across Azeroths disparate kingdoms. As the broken world recovers from the disaster, the renowned sorceress Lady Jaina Proudmoore continues her long struggle to mend relations between the Horde and the Alliance. Yet of late, escalating tensions have pushed the two factions closer to open war, threatening to destroy what little stability remains in the . . . Dark news arrives in Jainas beloved city, Theramore. One of the blue dragonflights most powerful artifactsthe Focusing Iris has been stolen. To unravel the items mysterious whereabouts, Jaina works with the former blue Dragon Aspect Kalecgos. The two brilliant heroes forge an unlikely bond during their investigation, but another disastrous turn of events looms on the horizon. . . . Garrosh Hellscream is mustering the Hordes armies for an all-out invasion of Theramore. Despite mounting dissent within his faction, the brazen warchief aims to usher in a new era of Horde domination. His thirst for conquest leads him to take brutal measures against anyone who dares question his leadership. Alliance forces converge on Theramore to repel the Horde onslaught, but the brave defenders are unprepared for the true scope of Garroschs cunning and deceptive strategy. His attack will irrevocably transform Jaina, engulfing the ardent peacekeeper in the chaotic and all-consuming . . . TIDES OF WAR

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**TIDES OF WAR** ber den Autor und weitere Mitwirkende New York Times bestselling and award-winning author Christie Golden has written more than forty novels and several short stories in the fields of science fiction, fantasy, and horror. An avid player of World of Warcraft, she has written two manga short stories and several novels in that world. She has also written the StarCraft Dark Templar Saga: Firstborn, Shadow Hunters, and Twilight, as well as the most recent hardcover, Devils Due. Golden lives in Tennessee. She welcomes visitors to her website: [ChristieGolden.com](http://ChristieGolden.com).