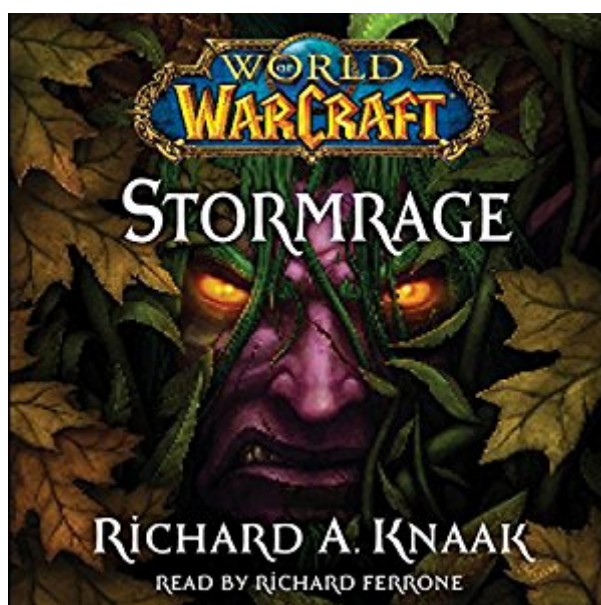


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# World Of Warcraft: Stormrage



## 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 the Mass Market Paperback edition.

## Book Information

Audible Audio Edition

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## Customer Reviews

This book was alright; for me it was not as good as any of the Christie Golden books or the War of the Ancients trilogy, but it was about on par with Day of the Dragon/Night of the Dragon. Knaak's books seem very hit or miss to me. In the end, this book really was just too long (and I am not usually one to whine about length; 500-600 pages or more does not bother me). The nightmares got repetitious and I found myself wanting to flip pages until we were finished with them. The same characters had the same nightmares over and over, and everyone's nightmares were very similar, and we had descriptions of them over and over. As a whole the book was too descriptive, which is a classic Knaak trap it seems. I was bored for the first 200 pages, then it picked up for a little while, and lost me again at the end. It really says something if the climax of the story isn't very exciting. The story could have been wrapped up much more quickly and a lot of extraneous material could have been eliminated. Knaak either needs to watch that tendency in himself or get himself a better editor. I also didn't really connect with any of the new characters; Eranikus was way too whiney and irritating, and for some reason I couldn't sympathize with him. Others, like Gnarl, weren't around enough for you to get to know them (oh, and he really named the tree-like ancient Gnarl??, come on). Broll and Thura were better, but I still didn't feel all that connected to them. He tried to make Broll sympathetic with his lost daughter etc, but it didn't really do much for me - probably because he really beat it to death by mentioning it every chapter.

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