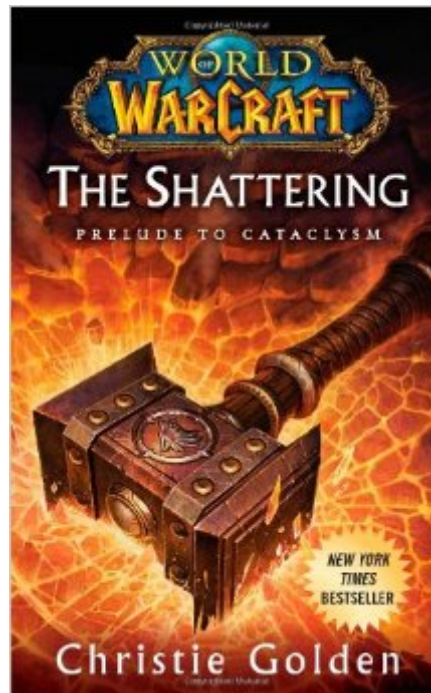


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World Of Warcraft: The Shattering: Book One Of Cataclysm



Synopsis

In her NY Times bestseller, THE SHATTERING, now in mass market paperback, Christie Golden delivers a sensational tie-in to the newest World of Warcraft game expansion.

Book Information

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Customer Reviews

****Warning:** There are minor spoilers in this review. Christie Golden's appropriately titled, *The Shattering: Prelude to Cataclysm*, covers the earthshaking events leading up to latest World of Warcraft expansion being released this winter. *The Shattering* contains story arcs for both the Horde and the Alliance, with a few intertwining scenes to tie them altogether. Two of the major arcs are parallel to each other, but are set within the context of one of the two factions. Golden navigates the reader through these plotlines masterfully. Alliance and Horde politics are entertainingly explained, and Golden performs her magic of fleshing out characters that most Warcraft fans vaguely have seen in other media or not at all; specifically, Anduin Wrynn and Baine Bloodhoof, whose storylines are the focus in this novel. However, considering the length of the novel and its' purpose, the multiple story arcs does contain a few tangles. Some plot-lines are rather rushed, specifically Thrall's visit to Nagrand. Thrall's journey involves a romance that came off rushed and unconvincing due to the limited screentime the two characters had. The romantic interest IS interesting as a character, but the way their relationship developed could've been better off developed later versus all at once in *The Shattering*. Additionally, considering it's a novel containing both factions, there's a

lot of names and locales exclusive to those factions that a casual fan wouldn't recognize. Golden tries to mitigate this by providing a brief background or title on anything notable, but it still can come off as a tangled net of pronouns.

Let me preface this hopefully succinct review and say I'm rating this not solely as a book on Warcraft lore, but by the standards of any book. Most game-based lore type books would barely rate one star in my opinion, and I consider them more "guilty reads", so I mean three stars as a compliment. The good: Christie Golden does a great job of giving you a sense of the lore figures, even if you only have a cursory familiarity with Warcraft lore. In fact, I would highly recommend this book to anyone wanting to gain a quick, synopsis of not only those-present lore character's history, but demeanor. Often when an author is challenged with multiple view points, a reader can feel disappointed "just as s/he is getting comfortable" with a POV and being taken away at an interesting point. Golden does a solid job of keeping the various threads of her tale engaging, and the bulk of my disappointment arose elsewhere (read further). The bad: I primarily bought this book for lore I felt was lacking in the game, and really, in most Warcraft lore books, specifically: Voljin, Sylvanas, Lor'themar Theron, and Prophet Velen. Curiously the only leader absent that I didn't care about was Mekkatorque. As a lore reader, I was sorely disappointed to see them absent amidst such critical moments in the game's canon. As a general sci-fi fantasy reader, I was thoroughly disappointed in the, as what other reviewers here have labeled rushed (and in my opinion, lazy), writing. Having to juggle so many "players" in a game's history can be a challenge, but anyone who has read the likes of Steven Erikson or George R.R. Martin are familiar with how a five star author handles such a challenge.

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