



Tides of Darkness

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After killing the corrupt Warchief Blackhand, Orgrim Doomhammer was quick to seize control over the Orcish Horde. Now he is determined to conquer the rest of Azeroth so that his people will once again have a home of their own in the...

WORLD OF WARCRAFT

Anduin Lothar, former Champion of Stormwind, has left his shattered homeland behind and led his people across the Great Sea to the shores of Lordaeron. There, with the aid of the noble King Terenas, he forges a mighty Alliance with the other human nations. But even that may not be enough to stop the Horde's merciless onslaught.

Elves, dwarves, and trolls enter the fray as the two emerging factions vie for dominance. Will the valiant Alliance prevail, or will the Horde's tide of darkness consume the last vestiges of freedom on Azeroth?

Tides of Darkness Details

Date : Published August 28th 2007 by Pocket Star

ISBN : 9781416539902

Author : Aaron Rosenberg

Format : Paperback 384 pages

Genre : Fantasy, World Of Warcraft, Warcraft, Mmorpg, Fiction, Games, Video Games

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From Reader Review Tides of Darkness for online ebook

Markus says

2.5 stars

The grand city of Stormwind has fallen. The dark tide of orcs sweeps over the lands of Azeroth, while the survivors of the war flee across the sea to seek aid in Lordaeron. But change is being made among the orcs. The Warchief of the Horde, Blackhand the Destroyer, has been betrayed and killed by his second-in-command; Gul'dan and the Shadow Council have been taken completely by surprise. And the Horde marches on under the command of its new Warchief... Orgrim Doomhammer.

This book explains a lot. From what I've heard, it's apparently mostly a novelisation of the game *Warcraft II*, and it definitely filled in a lot of holes for me.

From the viewpoint of Anduin Lothar, *Tides of Darkness* tells the tale of the Second War and the formation of the Alliance. Characters I had heard mention of but never encountered are introduced here, like Turalyon and Alleria Windrunner. And while reading, you also get to witness the origins of both the paladins and the death knights, among other things.

The most interesting part is that Orgrim Doomhammer, one of my favourite Warcraft characters and an overall pretty nice guy, is the main antagonist. And the word antivillain immediately comes to mind. Imagine Ned Stark as a bloodthirsty orc, and you have Orgrim. Honourable, traditional and respectful. And unfortunately also a guy who's main goal is to raze your homeland to the ground.

The first half of the book was unfortunately boring as hell. The second half was surprisingly good. Like the other books in the series, it's poorly written and remarkably shallow, but it does the job of presenting more of the backstory rather skillfully.

Kramer Thompson says

Another pretty enjoyable Warcraft novel. Pretty simple writing, but good enough to get the point across. The story was fun, as usual, and I enjoyed learning about the lore of the Second War and Lothar, Turalyon, and Khadgar.

Ahmad Sharabiani says

Tides of Darkness (World of Warcraft, #3), Aaron Rosenberg

World of Warcraft: Tides of Darkness is a fantasy novel written by Aaron S. Rosenberg and published by Simon & Schuster Pocket Star Books, a division of Viacom. The novel is based on Blizzard Entertainment's Warcraft universe, and is a novelization of the RTS PC game: Warcraft II: Tides of Darkness (1995). It was made available on August 28, 2007 .

The novel explores the events of the Second War (which took place during Warcraft II) when the Orcish

Mary says

Wow. I just finished this book and I'm in shock I have to admit the first half was a bit slow but then it all comes together in a powerball. Rosenberg's masterful storytelling brought me to the edge of my seat many times, and at the end...it also brought tears to my eyes. Great writing, pace, character development and ending. I'm just wowed and I can't wait to read more from Rosenberg.

This book also did a really good job in explaining some lore, characters and connections that are missing.

Justin Halsey says

World of Warcraft, the greatest game that existed, i have been playing this online sensation for 3 years now. Aleaze: Relm Fenris. Every since the start of the game, its lore sparked my interest, i cant get enough. I have read most of the books and this one has to be my favorite out of the bunch. For the Alliance!

Leeanna says

World of Warcraft: Tides of Darkness, by Aaron Rosenberg

I read this immediately after finishing "Rise of the Horde," by Christie Golden, and as such it provides a continuation of what happens after the orcs entered the Dark Portal. It is the story of the Second War, when the orcs tried to take over Azeroth but were stopped by the Alliance of humans, dwarves, and elves.

"Tides of Darkness" is a novelization of Warcraft II, and so is good background information for players new to the Warcraft universe.

I don't have much to say about this book. It's a quick read, despite its length of 374 pages; it felt to me like Rosenberg was writing to a juvenile audience. While he has some key figures of the Warcraft universe starring in the book, such as Turalyon, Khadgar, Lothar, Doomhammer, Gul'dan, and Zul'jin, the novel as a whole feels pretty flat and uninspired. Part of that could be because it is a direct tie-in novel to a video game and the author likely didn't have much leeway, but I still wish the book just had that special something to it. Je ne sais quoi.

2/5.

Mohamad Gholamzadeh says

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Tatiana says

The epic battle between the blood-thirsty orcs and the lion-hearted humans has been beautifully depicted in

this book. Action packed, this book provides entertainment, even more so if you are a WoW player. The lore is also abundant in this book and explains several things found in the game. It also links the previous books, including the Warcraft novels.

All in all, it is well written, eloquent and is truthful to the game version of the characters described, as well as the places and landscapes featured in the game.

John Da conceição says

Gotta say that I quite enjoyed the book overall. The escapades of the early Horde and the early Alliance provide some of the lore-defining details that are background to World of Warcraft.

Orgrim Doomhammer is an interesting antagonist, not quite a good guy, per se, but not an evil savage by any means. His code of honour when coupled by his plan of hostile invasion and complete disregard for the lives of his enemies made him a more complicated villain than you usually get within the Warcraft universe. Orcish Warlock Gul'dan fits into the more distinctly evil category, though his final fate in this book (perhaps dictated by pre-established lore?) is a bit abrupt and feels like an appendage to the general story.

I wouldn't go so far as to say the heroic characters are less defined, but they are certainly a little less engaging. We do get some interesting first glimpses of characters who will later take a bigger role in Warcraft lore, such as a younger Lothemar Theron and a pre-banshee Queen Sylvannas.

While I enjoyed this outing, it felt a bit like one long, protracted fight scene once the orcish invasion got underway. But still a fairly good read.

Theresa says

I'm thinking this book may be what most people play the game for. Lots and lots of fighting and descriptions of fighting. Not my cup of tea at all.

I'm in it for the characters. Turalyon and Alleria delivered for me. I loved how real everything was through them. Even though they were about to fight for their very lives, they still had a strange attraction going on. And that really is how life is, regardless of what is going on, our "human-ness" still creeps in. I really enjoyed Turalyon's struggle to be second in command and renew his faith in the light.

This book was hard on me, because I love the orcs and there wasn't much to love in this book. They were mostly just kill or be killed. With the exception of Gul'dan who is as evil as Dolores Umbridge. Orgrim Doomhammer did show that the orcs weren't all bloodlust. He never drank from the cup, and he was there only to save his people. Yes he was going to kill the humans, but it wasn't just to spill blood. He wanted a place to be normal once more.

Evan says

this book is a good book and one of the best ive ever read it is about the human civilization and the sons of lothar defending their home kingdom against the horde. Anduin Lothar is the leader of the alliance defense and his close allies help him defend against the orcish horde that threaten the kingdom of azeroth and its

capitol Stormwind City. The kingdom of Arathi is far up north and it is farther away and safer than the kingdom of stormwind. the kindom of lordaeron is the kingdom that has created the alliance of lordaeron and will help aid the kindoms in thier fight against the horde. its a good book for World of Warcraft fans. i just finished it tonight and overall it was a very decent book.

Peter Simko says

I have mixed feelings about Tides of Darkness . It had the potential to be the best book of the series (out of 3, as I read them in chronological order), but unfortunately it turned out to be far from flawless. The best thing about this novel is that it shows us how the races of Warcraft started to form the Alliance and the Horde as we know them now. We see how the orcs and the trolls start to work together, Gul'Dan brings us the first set of death knights, and on the other side Rosenberg tells us how the elves and the dwarves became members of the Alliance. As these two groups are growing in numbers, and the confrontation between them become inevitable, we get to see some great battles, which is nice for sure, but unfortunately these battle scenes have some flaws. I understand that it makes a fight more exciting when a new element is added to the mix that changes the tides of battle, but if this happens too often in a short period of time, it becomes somewhat lame. Like the battle of Quel'Thalas. At first the Horde is winning, then the elves and the Alliance unite their forces and they are winning, then the the two-headed ogres show up, and the Horde is winning again, then the dwarves arrive on the back of the gryphons, guess what, the Alliance is winning, but then come the dragons and they finally win the battle for the Horde. In my opinion it's not very good writing, especially when something similar happen later on again, on the seas but that time the gryphons triumphing over the dragons.

Another thing that bothered me was how Rosenberg managed the question of messaging between forces. Sometimes they message each other sometimes they don't, and I don't really understand what's the difference between these two type of situations. Just an example: When Lothar realized that the Horde was on its way to Quel'Thalas why didn't he send a messenger to the elves? Either a bird, or a gryphon. I know the surprise factor is bigger this way, but the lack of logic undermines the credibility of the story.

And last, but not least I have to mention one more thing I have mixed feelings about. I really liked the duality in writing. I mean it was really nice to view the events from the view of both sides, but my problem with that was when it came to the great battles between the two factions, Rosenberg always showed them from the view of the Alliance. Of course it's his choice, but as this novel is based on World of Warcraft where the Horde and the Alliance are both playable factions and both have many "fans" all around the world, I think it's an unfortunate decision to show all the battles from the view of one side. I'm pretty sure that there are some/many Horde players out there that felt offended by that. I wouldn't have problem with that if the whole book was written that way.

Ok, so I mentioned mostly negative things, but it doesn't mean I didn't like this book. It only means that I'm a bit sad because it could have been an awesome Warcraft-related book, but instead of that it was only decent.

Rachel says

If *Rise of the Horde* tells the unfortunate story of the corrupt creation and madness of the Horde, *Tides of Darkness* tells the glorious tale of the rise of the Alliance in response to the massive Horde forces rushing towards Lordaeron from the Dark Portal. Great cast of characters: King Terenas Menethil II; Lord Anduin Lothar, Champion of Stormwind and Commander of the Alliance; Khadgar of Dalaran; Turalyon, Knight of

the Silver Hand; Uther the Lightbringer; High elf Alleria Windrunner (and her sisters); Thane Kurdran Wildhammer and Sky'ree of Aerie Peak; and the Bronzebeard brothers. Orgrim Doomhammer is a poignant character foiled by the villainous Gul'dan. Fun read, especially if you played Warcraft II: Tides of Darkness or Warcraft III: The Frozen Throne (when you enter the ruins and read Gul'dan's bloody messages in the Tomb of Sargeras).

Kryszztina says

I found *Tides of Darkness* to be a gripping, well-rounded book. The plot doesn't follow the sort of traditional format where all the fun stuff happens in the last third of the book, which only adds to the enjoyment. World of Warcraft players might want to keep in mind, however, that *Tides of Darkness* was written in a time before the current map of the Warcraft universe was established, so some of the locations are slightly out of place.

Rosenberg's battle scenes are probably the best part about *Tides of Darkness*. The author finds a good balance between inner dialogue and actual fighting, and his characters are surprisingly complex for the time and audience for which it was written. That's not to say the rest of the book is dull; aside from a slight tendency on the author's part to overdose on -ly adverbs at the wrong time, most of the scenes are enjoyable, and the multiple story threads are easy to follow despite the large number of characters involved. His dialogue flows (unlike other Warcraft books that tend to get unnecessarily hammy at times), and his characterization works without going over the top.

[Mild spoilers follow.]

My one gripe with this book was one that was rectified in later works, and that is the very conspicuous absence of Durotan, who gets only a passing mention towards the end of the story as having been found and killed by the Shadow Council's assassins. While we do get to see Durotan's actual fate in later books (*Thrall: Twilight of the Aspects*, *Lord of the Clans*, and also *Warcraft: Legends*, if memory serves), I still feel that Doomhammer might have welcomed his former friend back into the Horde once he deposed Blackhand and Gul'dan's influence shrunk. Oh well.

On to the next Warcraft book!
