



World of Warcraft: Dawn of the Aspects: Part II

Richard A. Knaak

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World of Warcraft: Dawn of the Aspects: Part II Details

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From Reader Review World of Warcraft: Dawn of the Aspects: Part II for online ebook

Larper says

Disclaimer: I'm reading this series only after reading Warcraft Chronicle 1 and 2, and by playing through Vanilla, TBC and WotLK.

The plot thickens and things started finally to be interesting.

However, I still don't like the pacing because it feels like nothing special has happened for the first 2/3rd of the story.

I still don't know anything about Kalec and his relationship with Jaina nor Anveena. It seems to me that reading "chronologically" isn't the best way. I think this story would be much more interesting had I known who Kalec is, what he did, what's his relationship with Jaina and Anveena.

Usukhbayar Lhagvasuren says

Can't get enough !

Beka says

need the next part

Michael Quinn says

Great series of books about the dragon aspects and their coming together. During a Warcraft game break I've been catching up on a few books and really enjoying diving into the lore a bit more. Wish I had read the book closer to the events in game - but still very enjoyable now.

Bit annoying they were released as 5 small books - but whatever.

꜠Leila | The Fiction Pixie꜠ says

The madness of Kalecgos is setting in as he begins to lose the ability to tell the difference between flashbacks and reality. His isolation is growing inside the Nexus and his distance is noticeable to Jaina. In this installment, we see even more of the terror that is the growing and horrific beast, Galakrond. The draw to this story is the idea of who our aspects were before they were dragons. Before they were hand picked by the titans to be the Guardians of Azeroth. What decisions did they make? Their intelligence among

their brethren proto-dragons is undeniable and makes you want to know more.

Michelle Gross says

Not too bad. I like learning about the Father of Dragons and how the Aspects started out.

Jeremy says

Part II of "Dawn of the Aspects" returns us to the story in progress, the future Dragon Aspects as seen by modern Kalecgos via a mysterious artifact that allows him (actually more or less forces him) to observe the Aspects' proto-dragon past in a form that does not permit him to interact in any meaningful way. I continue to enjoy learning about how the various Aspects were different in their proto-dragon incarnations as opposed to how they've been shown in other materials where they were closer to their modern selves. Galakrond itself is also looking to be a revelation as to how many might have viewed it given its limited exposure in the game or other material. I personally assumed from what limited information was available that it was an example of a more bestial and non-intelligent proto-dragon from which the Aspects were somehow derived. The truth of the matter appears to be something else entirely.

My only complaint (asides from the serialized aspect of the story which I'm going to try not to harp on in future reviews, I promise) is the portions of the story in which we return to Kalec's present as he tries to somehow deal with the artifact and its effect on him. His reaction to the artifact makes little sense to me in most cases, either reacting violently and out-of-character for him or believing himself to be insane due to the artifact forcing him into the past? These portions make sense as breathers, in a sense, but I feel they're more distracting and take away from the meat of the story occurring in the past as opposed to the present. A minor complaint, but they happen enough to deserve mention.

Ahmad Sharabiani says

World of Warcraft: Dawn of the Aspects: Part II (Dawn of The Aspects #2), Richard A. Knaak

Hugo Saraiva says

Can't wait to read part 3 :D

Cornelia Reu says

4 stars for readers who play World of Warcraft, otherwise probably only 2 because the characters etc. would be confusing and the book as a whole would probably be a lot less interesting.

I love the story, it's interesting and I want to know more but the writing is a bit forced here and there - a bit

clunky. A good book if you are playing World of Warcraft. The parts of this book can't be read on their own though and I would highly recommend getting all the parts so that you can immediately continue reading the next one.
