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Former marshal-turned-rebel Jim Raynor has broken away from the power-crazed Emperor Arcturus Mengsk. Enraged over Mengsk's betrayal of the powerful telepath, Sarah Kerrigan, to the ravenous Zerg, Raynor has lost all faith in his fellow humanity.

Yet, in the aftermath of Mengsk's treachery, Raynor is plagued by strange visions of Char — a deadly, volcanic world haunted by horrifying alien creatures. As the nightmares grow in intensity, Raynor begins to suspect that they may not be figments of his imagination — but a desperate form of telepathic contact. Convinced that the woman he loves is still alive, Raynor launches a hasty mission to rescue Kerrigan from Char. But deep beneath the planet's smoldering surface, Raynor finds a strange chrysalis...and is forced to watch in horror as a terrible, all-too-familiar entity rises from it.

Before him stands a creature of depthless malice and vengeance...

Sarah Kerrigan: the Zerg Queen of Blades.

Queen of Blades Details

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Author : Aaron Rosenberg

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From Reader Review Queen of Blades for online ebook

Phillip Dimarzo says

this is the last book in the series of four books that relate well with the starcraft universe. this book focuses mostly on how the queen of blades become to be. originally the queen of blades was a pisonic assassin named sarah kerrigan who was tested on on a desert planet that noone really cared about, untill ever since the new emperor went around trying to seek out the old empires secerts and using them for his own will aganst all that stand in his way. the book starts off with a asian worker joining the army even though many say that he is just a worker and should stay in the feild. he is the first to befriend sarah as she was rescued from her prison and taken aboard the emperors personal ship, in the end they lanuch a attach at the assassin corp. leaving half of their team either wounded of killed. over all this gives new insight to the starcraft universeand how its most feared villan came to be.

Camilo Rodríguez Gaviria says

Great storytelling! I wish WoW authors were this good or any closer to this quality of writing and details.

Timothy says

A pretty interesting novel of what happens between the chapters in Starcraft. The emphasis being on how the characters came to know each other, the storyline manages to tie up loose ends in the game. My main issue with the story is how it gets repetitive at one point, the plot basically consisting of Raynor abandoning his men in order to gather intel. The storyline is decent, the buildup could have improved.

Krysztina says

You know a book's old when the paperback ends with a preview for a tie-in novel to a cancelled game (in this case, *Starcraft: Ghost*). It's been 20 years to boot since I first played the original *StarCraft* (holy sh!t I'm old) so, when I saw this book in a bargain bin at a charity shop, I had to buy it. I just had to.

I don't remember much from the original game's campaign, but I could tell that Aaron Rosenberg used bits of dialogue from the in-game mission briefings and cutscenes here and there. There's a jarring difference between the original lines (I still can't get over all the "o Queen"s...) and the ones Rosenberg wrote. The latter are... okay, aside from the fact that Kerrigan's habit of calling the protoss "little" gets really old really fast. The former... well. Let's just say they haven't aged well and leave it at that.

Spoilers follow.

The plot is flat right up until a sudden climax, and then it just... ends. There's some 250 pages of Raynor witnessing things, either in-person or in his dreams, and lots of talking. Seriously. These characters talk *a lot*. What's more, they never simply say things. They declare, advise, intone, warn, challenge and so on. Once

you start noticing these things there's no un-noticing them, and it makes for some jarring moments where you stop and wonder just how exactly does one "chew" a sentence.

Back to Raynor, he's either Superman or on some serious A-grade stimpack juice. He can run for hours, sneak around undetected by protoss *and* zerg, survive things that no human should technically survive, and at the end of it all his mind is still unscathed enough to rally for a final quip. It seems that Rosenberg wanted to have him there for *every* scene, but some of these really stretch the imagination. Raynor's connection to Kerrigan gives him the ability to "hear" zerg talking among themselves and a cerebrate talking to a protoss. He also hears the protoss' telepathic conversations and has a dream-connection with Kerrigan, which gets really old really fast and doesn't make much sense come to think of it.

All in all, this was a 320-page read but it felt a lot longer due to the fact that *nothing happens* for most of it. The writing itself isn't as quality as Rosenberg's latter works, either (hard to enjoy something when every other sentence is "doing this, X did that" or some uses some otherworldly replacement for "say").

Shawn Edrei says

A rather underwhelming attempt to dramatize the events of the first game - for a novel supposedly meant to depict Kerrigan's transformation, almost everything is seen from Raynor's perspective, with the story using greater and greater contrivances to explain how he's able to witness things like Zasz's destruction or the Amerigo raid. Kerrigan herself is practically an afterthought, more a cipher here than she is in the game itself.

Caitlin (Ayashi) says

First of all I thought it was awesome that this book was actually about Jim Raynor and Kerrigan - not of this weird side character no one actually knows and thus far doesn't actually exist in the Starcraft Universe yet

Overall really enjoyed the story. There were a few things here and there that seemed a bit off or forced but generally loved it. Hoping there are more Starcraft books (and video game books in general) like this one.

Neil says

just found out from a review that this is book 4 of a series, so i missed 2 and 3. that'd be a marketing fail, imo. anyway, more time spent on protoss in this one, but still not a lot of depth. they should have novelized the zerg attacking the protoss homeworld. blizzard should allocate more of the WoW creative team to starcraft, but i guess they're all working on "codename: titan".

Nathan says

Best if read: after Liberty's Crusade, right after or during Episode II (Zerg campaign).

Gives you a ton of detail about Kerrigan and the Zerg as well as Tassadar/Zeratul and the Protoss. Raynor is your narrator and he goes into good detail about his dreams and experiences chasing after Kerrigan and teaming up with the Protoss after being stranded on the planet Char where Kerrigan ended up. Don't wanna spoil too much, but likely if you're reading this or the book, you've played the game.

This book is really good, so highly recommended if you're really into Starcraft.

Kevin says

Great read for people that enjoy a good Sci-fi novel that has guns and aliens. Similar to the Halo series but much easier to read.

Dino says

First of all, i'd question my objectivity on any book that's related to StarCraft, simply because i consider myself to be a HUGE fan of the series and the story. Bearing that in mind, this is my opinion on the book.

The book takes place during the Zerg campaign (approximately 6 weeks after Kerrigan's capture) in StarCraft and finishes during the Protoss campaign, also StarCraft.

Now, i have to start by saying i was completely surprised by the books content. Judging by it's name, i thought it would revolve heavily around Sarah Kerrigan (aka Queen of Blades) and go deep into her psych after she transformed. Now, that might not have been something i'd enjoy reading all to much, but i am determined to read all StarCraft literature so i'd get over it. Safe to say i was pleasantly surprised to learn that this wasn't the case. I would also like to say that i've read quite a few unfavorable reviews of this book and i can't really understand why. I personally think that the book was very good. It offers a LOT of background story to the relationship between Raynor and Kerrigan and also how Raynor's relationship with the Protoss began. Now directed to the people who have played the game - have you ever wondered how come Raynor ended up with Tassadar during the Protoss campaign when the Protoss came to arrest him ? I know i was wondering what happened in between. Well, this book will give you an explanation and also give you an idea why the Protoss regard Raynor as they do, their friend. The book also puts any speculation about Raynor's and Kerrigan's relationship to rest and clearly answers in their own words and actions how they felt about each other.

The only "fault" (in my opinion) about this book is that certain parts are "non canon" (as was later confirmed by Blizzard. If you're interested to see which parts aren't canon, you can take a look here - <http://starcraft.wikia.com/wiki/StarC...>). Other than this, i quite enjoyed the book and to be honest it surpassed my expectations. As a person who first played the games and then read these books/novels, i find the amount of background information satisfying.

The book is easy to read, it's interesting, the action is there which is always a plus and i would recommend it to anyone who's interested in StarCraft lore.

KandyMay Poff says

Take my opinion with a grain of salt as I am not a sci-fi fan. It took me a long time to finish this book and I was reading out of obligation more than interest up until about chapter eight. To me, there was too much detail on parts that I cared little about. Not sure if this is a sci-fi thing or the particular author. As I stated before, chapter eight is when the book finally got my attention and I finished reading the book in two consecutive sittings.

kenzimone says

I don't usually buy movie or game tie-in novels because, to put it bluntly, most of them suck. I probably wouldn't have bought *Queen of Blades* either, had it not been for three things: I love *StarCraft* (and most importantly, the Zerg); I found the book dirt cheap at my local second hand store; and Kerrigan is, tied with Sylvanas, probably my favorite female video game character ever.

So I gave into temptation and bought it. It's been a while since I played through the *StarCraft* campaigns, but the wiki tells me *Queen of Blades* takes place during *Episode II*, and while I don't recall the details I do recognize the Zerg campaign played out on Char.

Experiencing it in book form was... alright.

I don't really know what I was expecting. I think I was hoping to read about Kerrigan kicking butt and taking names, and sure, *Queen of Blades* certainly delivered on that front. Still, at 350-ish pages it was *far* too long. Aaron Rosenberg establishes a basic formula of Battle, Retreat, Regroup, and then recycles it ad nauseam. I don't really blame him, seeing as it's a tie-in novel and he can't really stray too far from the canon, and since he's writing a book about three opposing forces stranded on a mostly barren planet there really isn't much to write about other than, well, battles.

So yes, the plot was repetitive, and the characterizations were a bit... bland, and the focus was on Jim Raynor and the Protoss (none of which interest me much), and I might have spent the last two hundred or so pages wishing I was finished already so that I could read something else, but on the whole I still kind of enjoyed it.

Mostly because of Kerrigan, who might spend most of the book howling and growling and throwing ridiculous out of character fits as she runs all over the place trying to find and kill Raynor and his Protoss allies, but (view spoiler).

Wendy says

I'm a big fan of gaming lore, and enjoy reading the books and comics that expand a video game's already rich story—even for games I haven't actually played. In this case, my husband played *Starcraft II* and eagerly shared all the major cutscenes with me. I instantly fell in love with Sarah Kerrigan, played by one of my favourite voice actresses, Tricia Helfer.

This is the story of Kerrigan's emergence as the vengeful Queen of Blades, after being left for dead by her commander. It's told from the point of view of Jim Raynor, the game's main protagonist and Kerrigan's

would be lover had things not turned out so poorly for the couple. I had hoped to get insight into Kerrigan's transformation and what it was like for her—and the prologue seems to imply that—but then it switches to Raynor's point-of-view. He follows the lead of Kerrigan's telepathic dreams to the planet Char, where Kerrigan now lords over the deadly bug-like Zerg. Despite the telepathic bond, we get little insight into Kerrigan's mind, and, when the Zerg's mortal enemies, the Protoss, show up, the book settles into a long back and forth chase sequence as the Protoss leader attempts to gauge Kerrigan's abilities. Raynor literally runs along behind them, detailing the encounters, as the formidable aliens fight and exchange melodramatic, villainous dialogue. There are implications through Raynor's dreams that there is still good in Kerrigan, but those brief interludes get lost in the continued back and forth that really doesn't teach us much about the Protoss, or the titular Queen of Blades. Gaming lore is meant to enhance the main storyline of the game, without punishing the players who choose not to consume it, but sadly, this didn't add much for anyone.

Originally published at WWAC

Ryan Smith says

Surprisingly good! I'm a SC fan to the core, but even I never expected to give anything more than 3 stars to a video game-inspired novel; let's be honest, they're just not usually that good.

The writing here is incredibly accessible (yes, 'low brow'), but the descriptions are vivid and enjoyable and, most refreshingly of all, the characters are very complex, offering a depth that owes as much to the original creative dev. work at Blizzard as to Rosenberg's writing. These characters are the real driving force of the book, carrying the load of sometimes cheesy dialogue and fairly predictable plot movements.

Still, for any fan of the Starcraft universe this book will, I think, be impressive, and I for one am glad to see the Blizzard novels showing they can be more than B sci-fi, only appealing to rabid fanboys.

Delgee says

Very well written book in the universe of Starcraft.

Relates well with other books in the universe. As the title implies, its about Sarah Kerrigan, former ghost now queen of zerg.

Doesn't give us much information on Kerrigan's past only brief glimpses. Revolves a lot around James Raynor and his relationship with Kerrigan.

Overall, I liked this book but seeing the title, I expected something more on Kerrigan and it wasn't enough.
