



World of Warcraft: Dawn of the Aspects

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THE AGE OF DRAGONS IS OVER.

Uncertainty plagues Azeroth's ancient guardians as they struggle to find a new purpose. This dilemma has hit Kalecgos, youngest of the former Dragon Aspects, especially hard. Having lost his great powers, how can he—or any of his kind—still make a difference in the world?

The answer lies in the distant past, when savage beasts called proto-dragons ruled the skies. Through a mysterious artifact found near the heart of Northrend, Kalecgos witnesses this violent era and the shocking history of the original Aspects: Alexstrasza, Ysera, Malygos, Neltharion, and Nozdormu.

In their most primitive forms, the future protectors of Azeroth must stand united against Galakrond, a bloodthirsty creature that threatens the existence of their race. But did these mere proto-dragons face such a horrific adversary alone, or did an outside force help them? Were they given the strength they would become legendary for . . . or did they earn it with blood? Kalecgos's discoveries will change everything he knows about the events that led to the . . .

World of Warcraft: Dawn of the Aspects Details

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

Rachel says

No! Why?! WHYYYYY??? In my opinion, this was the worst way to tell the story of the Aspects! If I was Knaak, I would have sobbed, balled up in a corner while trying to tell this story. The delivery is horrendously slow and painfully repetitive. 1) The majority of the story is told by present-day Kalecgos while trapped inside the proto-drake version of Malygos. Kalecgos is merely watching events unfold. You are reminded ONE HUNDRED MILLION times that Kalec is trapped inside Malygos and powerless. Oh--and that Kalec is struggling to no end and going insane. 2) Some of the proto-drakes have only recently become sentient, which means THEY TALK LIKE CAVEMEN! Annoying! *MALYGOS, NO FLY TO BAD PLACE! IT BAD! IT BAD!* It's almost bearable at first, but by the end you'll want to claw your own eyes out. The only bright spot is Jaina, maybe. Jaina saves Kalec's sanity, but for what? The most dead-fish-like relationship in all the World of Warcraft? BORING! In the words of Lindsey Lohan as Elizabeth Taylor, "I'm bored! I'm SO BORED!!!" I love Warcraft novels and lore, but this was a stinker! Couldn't someone have invented some other way for Kalec to give his fellow former Aspects a slap in the face?! Come on!

Annie (Putt) says

If you know anything about me, you know if I get sucked into a bookish/video game world that has a bunch of books that I will read and study every lick of Lore that exists. World of Warcraft is one of those, and I think I scare my family sometimes with the fact that I can talk about the Burning Legion in relation to Azeroth and the Old Gods for close to three days before I stop spouting lore and theories.

That being said, I was so excited for this book and HAH (sorry was that out loud) it sucked.

WILL CONTAIN SPOILERS. But it's OK because you shouldn't read this book anyway.

I was nice and gave this book two stars because I like dragons and it added interesting concepts to the lore. If this had not been a book where I was emotionally invested in the world, then it would have been DNFed within the first five chapters and deleted from my computer.

So I got this book via most likely illegal website that I was using to download school books (yay for saving money), so now I don't have to spend the \$14 to buy this junk.

What makes no sense about this book is that Richard Knaak is a GOOD author. He's AMAZING at writing (hello, War of the Ancients Trilogy), but this was just so so bad.

Theories: The repetitive writing was put in because the book was written as a 5 part ebook. Kinda like in a TV series where they keep repeating stuff that happened in previous episodes because humans typically have short attention spans and forget things (unless you're me and you religiously study everything). Annnnnnd...that's the only theory I have.

My problems with the book started with the repetitive writing. As the plot progressed, it got so weird. What was the point of this story being told from Kalec's perspective? None. In the book, Kalecgos (blue

dragon/Aspect), finds a magical artifact when the other Aspects got huffy and crabby and left the meeting (also confused about that), and suddenly the artifact pulls him into a story of the Proto Drakes. The entire story is then told from Kalec's perspective through Malygos's eyes because Kalec is stuck in the other dragon's body.

Why not just tell the entire story from Malygos's perspective instead of this roundabout way to throw in a magical artifact that is "evil" but not but they use it to cheer the other Aspects up?

I had no idea when the story of Galakrond/proto drakes took place. I thought we were in Northrend the entire time because Galakrond's skeleton is there and, well, that's literally the only place you see Proto Drakes in the game but somehow the story took place in Kalimdor?? Which reminded me that Galakron and everything happened before The Sundering, sooooo that made sense but WHY DIDN'T ANYONE SAY ANYTHING.

The biggest issues with this was that a really cool/creepy story was told in a way that diminished the impact of it. If you went into this and were not a huge lore junkie and didn't really know the Aspects' names or who Galakrond was, this would have been AMAZING, hanging-on-the-edge-of-your-seat, who-might-be-eaten-and-turned-undead book. But it wasn't because Kalec within Malygos reminded you every time someone was in danger that, oh, hey, those guys are OK because they are alive today. There was no tension. I didn't care what happened to the main dragons because we knew they would be alive.

HOW TO REWRITE THIS

- Proto Drakes tell the freaking story themselves
- More explanation on how some of the drakes are more intelligent than the others
- CHANGE PEOPLE'S NAMES (woulda been cool to have shortened or simplified versions of dragons' names so that at the end when the proto drakes get changed into dragons you're screaming because you know who they are and can't believe they survived)
- Raise the freaking stakes; add a main character who gets killed off and becomes an undead
- SOMEONE PLEASE TELL ME WHAT CONTINENT WE ARE ON

Don't bother reading the book. Go on WoWwiki or WOWHead and read the info from there. Save your money and your time.

Ramon says

I liked the plot that the author came up with. Not historical, but instead a present character going back in time through visions that merge him with his ancestor/predecessor. The problem this presented, though, was that the description of thought was often very convoluted, having to describe the thoughts of two characters at the same time and whether they agreed with one another or not.

Another problem I had with this book was that it was constantly referring to the characters by in my opinion unnecessary descriptions, such as "the fire orange female" instead of just Alexstrasza. The book suffered from a lot of these and negatively impacted my enjoyment of the book. I didn't like having to constantly think about which character the author is mentioning instead of it being obvious (like it should be, imo).

The present former Aspects seemed a lot less "wise" than I expected them to be, with the whole "our existence is meaningless now" vibe they were giving early on.

I liked the plot and the concept. I really felt myself living in the moment together with the Proto-Dragons, constantly wondering what was going to happen next and how they would ever prevail.

Being pulled back into the present didn't always feel very pertinent, though I feel like this was necessary to stress that this wasn't a history book but instead a present character diving into the past. If we only ever got back to the present for significant plot progression it might have only been a few times, and the frame would have been somewhat lost. Perhaps this is another problem posed by this form of narrative, although an erratic artifact seems like a good enough solution to me.

I enjoyed reading about the history of the dragonflights and the Aspects, as well as about Kalec and his budding relationship with Jaina.

Matthew says

It's an okay story that does what it set out to do but it suffers from Superboy Syndrome.

Back in the mid-1980s, after the Crisis On Infinite Earths reset the DC Comics universe, John Byrne wrote the revamped Superman series. He was asked at one point if he would ever do a story featuring Superboy. He said no because, to his mind, Superboy stories lacked any kind of real tension. No matter what danger you put the character in you know he's going to survive because he becomes Superman.

And that's the problem with this story. It concerns the early lives of the five Aspects. Dragons who held power over the five elemental forces that defined the world of Azeroth. It gets there fairly economically and there is some tension in the story of Kalecgos, the former Aspect of Magic. However, Richard Knaak tries his best to make the reader feel that the beings in the past are in real danger and it usually falls flat. The real problem is that stories of this nature never work out well because the reader already knows the outcome.

Overall it's a decent story and if you're a Warcraft lore fan you'll find some interesting information here, but it is predictable.

Dottie says

This is by far the best book Richard Knaak has ever written. Even though I read this book in their separate parts, this book contains a never before published prologue worth reading alone!

Dick Nielson says

I read a few books a month and normally dive into epic fantasy, but between those really like to move to something lighter and less heavy. I went through looking at the newer books that were out there and decided on this one. I played WOW for a few years and thought this would be something lighter and just an enjoyable read.

I struggled from the start. Huge names, tossing locations around right and left. I expected them to use some familiar names and references, but most books still take the time to fill people in on that unknown information. Even series that are 20 books long tend to spend a little time on explaining surroundings that you see regularly. This one did not. It dove into it deep.

Sadly there was little to no character building, and when you did they gave everything the mentality and thoughts of a human. Why? These are dragons that have lived thousands of years? Why would the feelings be so short term as to worry about some things.

I was also disturbed by the dragons when they were in the protodragon form. They were always talking about the protodragons. "They looked about and saw the other protodragons coming towards them" They would never refer to each other as a proto dragon, it is like saying I am a pre-homo superior. Use real names and terms, this just bugged me.

They were also supposed to be pretty dumb. Stick with that or not, but it makes an odd read and an odd story.

The other issue is how slow it started. I got into it 1/3rd the way and said to my self. What is the goal? What are they doing? The real time guy is bouncing in and out of the ancient dragons past self. Kind of like watching history through George Washington's eyes and thoughts. Yet the history view had no purpose, why were they showing these things, why were the dragons doing. There was to quest for the ring, or race to survive. That did come, but not after I almost put it down 2-3 times and gave up.

Too many holes if you are a smart reader. They make the giant dragon seem too huge, only to make him seem smaller a few minutes later. I was asking myself "He was huge enough to knock the peaks off of mountains, how could a small dragon small enough to be eaten whole do X damage to him" Then it would follow with the dragons attacking being bigger in the story.

Then I felt that I was cheated out of the ending. Too often the present day character would say, "No wait this is not where X dies, it is not right." or something similar. Then things I really wanted to see, like how they became aspects and the charges they were given along with that acceptance seemed cut off. I remember thinking "oh crap is that were it was ending" The second ending was no better, and it just left me frustrated and annoyed.

In the end if you have not just played in the Nexus recently, battled and know the aspects and their stories from WOW walk away, no run away from the book. It filled in some holes for me, but left more, and was a horrible read. Boring, pointless for most the book. I am still debating one or two stars. I liked a few of the battle scenes, but not enough. In the end it is a turkey, I will never come back to it.

Richard Reinhart says

Richard Knaak's Dawn of the Aspects tells the story of how the Aspects came to be. Threatened by the father of dragons, Galakrond threatens the existence of the world. Watch the Aspects come together to fight this threat. A good book with plenty of action. 5 out of 5 stars.

??Trea says

This story takes place almost immediately after the in game events of the Dragon Soul raid. I found it rather interesting to see the apathy that the remaining three aspects had about remaining in Azeroth. Yet the story wove to bring them back together was a very repetitive one, caused partially by the fact that this book was originally published as a serial with 5 parts.

There were some interesting developments toward the end of the book that I would have liked to seen pursued, but to my knowledge has not been done. I found it interesting to see what led the Aspects into being. I would definitely recommend this to any WoW fan that enjoyed the Dragon Soul raid as required reading!

Ivan Leong says

The origin story of the Aspects. If you are unfamiliar with the dragon's lore in Warcraft you would feel lost in this book . I think this book would have been more enjoyable if it was written from Neltharion's point of view , or even his origin story. I enjoy reading Kael & Jaina prospects but this seems forcefully written.

Ví?a Zvonek says

I don't really understand why are so many people hating this book. It was absolutely breathtaking, beautifully written and left me with book-hangover.

Of course, this book is written mostly for Warcraft fans. Not knowing its lore, you'll be lost.

However, this was awesome! I've absolutely shared Kael'thas' sadness and loneliness through the book. The visions of the past were so interesting, events shown there reminded me of some kind of dragon-zombie apocalypse, which might seem odd in fantasy, but actually works perfect. And it was also great filling in Warcraft history!

Only the ending was a little bit fast and didn't make right feel, but still it was good. One of the best Warcraft books in my opinion.

Jack Leone says

I enjoyed it, waited for all 5 to be released on amazon before i started the read. Knaak does the best Warcraft books, hands down..

Mj says

This book was poorly written, too easy to read, and there was nothing at stake in the story. The whole story

is based in the past and we already know the outcome of the protagonist's adventures, so none of the danger is real.

I gave this two stars because I learned things about Azeroth I didn't know before (WoW lore is my favorite thing), but otherwise it was really boring and not challenging.

Santiago says

Estoy escribiendo un blog sobre literatura y videojuegos desde febrero. Si bien estoy manteniéndome constante con los post, por alguna extraña razón no se me ocurrió la idea de traer un post que mezclara las dos facetas del blog hasta ahora. Hoy voy a hablar de el audiolibro de El Alba de los Aspectos, un libro basado en la historia de Warcraft pero que me resultó demasiado raro a la hora de disfrutarlo.

Antes de empezar, quiero ubicar temporalmente el libro en la línea del tiempo del juego. Para los que no saben, en el blog tenemos una línea temporal con la historia de varios juegos y uno de ellos es Warcraft. Este libro está ambientado en dos momentos puntuales. El primero es unos meses antes de la expansión Mist of Pandaria y el segundo se ubica varios miles de años en el pasado. Con esto en mente empecemos a hablar de la historia de esta novela.

El libro empieza de una forma atípica. En la expansión Cataclismo de este juego, debemos derrotar a Alamuerte. Alamuerte fue una vez un dragón muy poderoso que se comprometió en proteger el mundo de Azeroth. Gracias a la influencia de unos seres muy poderosos (y malignos) el dragón se corrompió y se volvió malo. Esta expansión termina con una guerra entre los dragones buenos, los mortales y Alamuerte. El problema es que para derrotar a Alamuerte los dragones buenos deben dar su inmortalidad y perder sus poderes. Si bien este libro empieza antes de la pelea con Alamuerte, la historia toma forma después de la batalla con los dragones reconsiderando su papel en el mundo. Al haber perdido sus poderes, los dragones dejan de ser protectores de la vida en Azeroth y pasan a ser unos simples mortales. Este cambio hace que la mayoría de los vuelos (grupos en los que se organizan los dragones) dejen sus misiones ancestrales y abandonen sus responsabilidades.

Pueden encontrar el resto del review en:
[https://diariodefriki.com/2017/09/29/...](https://diariodefriki.com/2017/09/29/)

Coral Davies says

Ahhh I love these books - I am such a sad-fan on Warcraft mythology so its not a surprise really.

While I accept that not many people are fans of Knaak's writing style - he is very repetitive which can be irritating, sometimes its best to assume your reader is paying attention so you don't have to bombard them with the same piece of very obvious information every chapter! - I still enjoy his characters and story telling :p

This was very much "day of the dead" but with dragons. I was excited to learn about Galakrond after staring at his bones on my runs through Dragonblight during ICC and wasn't disappointed by the tale which unfolded. It provided a logical explanation as to the alteration of the Aspects from their previous state into

protectors of the world; showing why they were chosen, how they earned such a rise in status. It also showed that Neltharion was sadly already hearing the whispers from the Old Gods before he even became an Aspect.

I really enjoyed this book - I was saddened greatly by the departure of the dragons after the in-game Cataclysm expansion and so it was nice to fly with them once again and be offered the chance of their return in the future.

4/5 because I think he's done better!

Jess Bensley says

As a dragon fan girl who bawled at the end of the Val'sharah quest line, I really enjoyed reading a story about how the dragon aspects came to be, especially since three of the five originals are now gone. The story was surprisingly suspenseful and, like Kael, I found myself worried for the characters even though I know how it all turned out. After finishing the book, I visited key places from the book in the game and that was super fun.

That said, Knaak's writing style is incredibly distracting and it frequently took me out of the moment. I don't know how many times I counted the use of the words "tableau" or "in turn" (he loves to use "in turn") in successive paragraphs. And at one point, the proto-dragon aspects referred to themselves AS proto-dragons, but that makes NO sense, since that implies they somehow already knew they were a less intelligent version of the dragons yet-to-come. This stuff probably seems nit-picky, but it totally took me out of the story.

I also feel like this story could have been told a different way and not through the eyes of Kael, or at least not using the very convenience plot device that Knaak used.

I finished the book satisfied, and I'd give Knaak's other Warcraft stories a try, but I don't think I'd read anything by Knaak that is not about a universe in which I'm already deeply invested.
