



Arthas: Rise of the Lich King

Christie Golden

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Frostmourne. It was caught in a hovering, jagged chunk of ice, the runes that ran the length of its blade glowing a cool blue. Below it was a dais of some sort, standing on a large gently raised mound that was covered in a dusting of snow. A soft light, coming from somewhere high above where the cavern was open to daylight, shone down on the runeblade. The icy prison hid some details of the sword's shape and form, exaggerated others. It was revealed and concealed at the same time, and all the more tempting, like a new lover imperfectly glimpsed through a gauzy curtain. Arthas knew the blade -- it was the selfsame sword he had seen in his dream when he first arrived. The sword that had not killed Invincible, but that had brought him back healed and healthy. He'd thought it a good omen then, but now he knew it was a true sign. This was what he had come to find. This sword would change everything. Arthas stared raptly at it, his hands almost physically aching to grasp it, his fingers to wrap themselves around the hilt, his arms to feel the weapon swinging smoothly in the blow that would end Mal'Ganis, end the torment he had visited upon the people of Lordaeron, end this lust for revenge. Drawn, he stepped forward.

The uncanny elemental spirit drew its icy sword. "Turn away, before it is too late," it intoned. * * *

His evil is legend. Lord of the undead Scourge, wielder of the runeblade Frostmourne, and enemy of the free peoples of Azeroth. The Lich King is an entity of incalculable power and unparalleled malice -- his icy soul utterly consumed by his plans to destroy all life on the World of Warcraft.

But it was not always so. Long before his soul was fused with that of the orc shaman Ner'zhul, the Lich King was Arthas Menethil, crown prince of Lordaeron and faithful paladin of the Silver Hand.

When a plague of undeath threatened all that he loved, Arthas was driven to pursue an ill-fated quest for a runeblade powerful enough to save his homeland. Yet the object of his search would exact a heavy price from its new master, beginning a horrifying descent into damnation. Arthas's path would lead him through the arctic northern wastes toward the Frozen Throne, where he would face, at long last, the darkest of destinies.

Arthas: Rise of the Lich King Details

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From Reader Review Arthas: Rise of the Lich King for online ebook

Grimm says

This book was incredibly fun to read but if you've never played world of Warcraft, I'm not sure if you would enjoy it that much.

I will say I learned a lot about the lore of the lich king. It made me feel more attached to the world.

Dana says

I'm actually surprised by all the good reviews for this book. To each their own, though Christie Golden has done much better with other novels. This one felt very rushed, and forced, as though she didn't really have any enthusiasm for writing this one.

If you've played Warcraft III along with the Frozen Throne, there isn't much need to read this. I was also greatly bothered by the injection of the horse - Invincible - into the plot. After Arthas turns to the - ahem - dark side, it seems as though he's constantly thinking about this damn horse. When I still played World of Warcraft, my guild mates and I used to joke around about how Jaina Proudmoore wasn't his true love. That spot was reserved for his damn horse.

I was disappointed by the Kael'thas plot line, because it was actually the only spot in the book that I thought Ms. Golden's talent truly shined. I was disappointed because these moments in the book didn't last long, and they were really interesting. If you're really into World of Warcraft, and really love this book or want to read it, perhaps you'd be interested in buying my signed copy? :D

Ernie Jr. says

I have been an avid gamer since PC's came on the market. I'm also a sometimes video game level designer (Feverpitch/Warthog-Tx/Gizmondo and Sony Online). I have played all the Diablos, both Starcrafts, and all of the Warcraft series including WoW. It is important to note that I play games for their storylines and graphics (especially 'cut scenes') more than any other reason. I have loved Blizzard's humor, depth, and creativity in their storylines. However, when I played Warcraft III and the expansion, I had trouble suspending disbelief on the fall of a new young paladin-prince so rapidly to become the Lich King.

Years later I read Christie Golden's book adaptation of the game storyline. She helped me grasp who Arthas was and how he could become one of the most powerfully evil characters in the Warcraft universe. The best review I have to offer is a heartfelt thank you. Thank you for bringing me back to the rich world, the in depth story line, and most of all thank you for helping me understand the Arthas part of the story so much better.

Ahmad Sharabiani says

Arthas: Rise of the Lich King (World of Warcraft #6), Christie Golden

Markus says

"This kingdom shall fall," he promised his beloved steed as he threw his cloak over its bony back and mounted. "And from the ashes shall arise a new order that will shake the very foundation of the world!"

This book tells the story of Arthas Menethil and his Darth Vader-ish path from being a little prince of Lordaeron to becoming a catalyst and master of unspeakable evil.

Rise of the Lich King is mostly just a novelisation of Warcraft 3, putting the escapades of Arthas and Jaina, and the encounters with everything from demon lords to powerful wizards, down on paper. Even many of the lines are copied directly from the game, but I thought that gave a nice touch to it.

Christie Golden is the best of the Warcraft writers, but Arthas is no longer the best of the Warcraft characters. I realised while reading that he's much weaker and more shallow than I had expected. He's still an intriguing character, but there's little depth to him compared to some of the people he meets (who also happen to be my favourite characters), namely Illidan Stormrage and Sylvanas Windrunner.

Overall, though, it was totally worth an hour or two of my time.

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Carlos says

Nunca había leído un libro de World of Warcraft y tenía curiosidad por saber más del lore del juego en el que he consumido la mitad de mi vida casi, así que hablé con mi amigo Miguel y me dejó uno de sus tantos libros de este maravilloso universo, en este caso el de nuestro amigo y vecino Arthas.

Y me ha encantado.

La historia está muy bien contada y montada. Podemos ver cómo evoluciona el protagonista desde los inicios cómo el pequeño príncipe Arthas Menethil en ciudad Capital hasta el frío y despiadado Rey Exánime alojado en las desoladas tierras de Rasganorte.

Y no hablemos de todas las referencias al mundo de Warcraft , son una delicia para un friki como yo. Tanto los personajes que aparecen como Jaina Valiente o Thrall, cómo lugares tan icónicos como Entrañas o Rasganorte son pequeños placeres que puedes volver a ver y vivir en el libro.

Cómo he dicho antes es mi primer libro del universo del WoW y me ha encantado, igual los hay mejores pero la nostalgia y la Agonía de Escarcha han hecho mella en este corazón de la Horda y por eso le doy 5 estrellas a este título.

Recomendable 100%.

Pippa DaCosta says

I'm not sure what happened here. It was a good read but lots of events took place off-page, especially near the end when plot points are built up and then swept away in an explanatory paragraph.

Arthas is a dick. From the moment he gives Jaina the "let's be friends" talk after screwing around with her for months, it's clear, he's an a-hole. I'm not sure what I expected—something with a bit more emotional connection, perhaps. The tone is dry, especially after coming from Christine's excellent *Before the Storm*. I would have liked to have seen more of a connection to the characters, more reason for me to beg Arthas not to be a fool, but he's just a special snowflake with power issues and that never really changes. Kael was interesting and had a lot more potential. And Sylvanus stole Arthas' thunder. Both had more emotion and motivations, than Arthas.

Still, adapting game-play to novelizations is no easy thing to do, and I think the author probably did the best she could with the framework she was given.

Worth a read, but it left me disappointed.

Akila R says

As a work of meaningful fiction, Golden's writing is mediocre at best. I just skimmed through the second half of the book grabbing just the gist of it. Her characters lack depth, her descriptions lackluster and vocabulary extremely limited. I read it because I cared about this game I spent a lot of my time playing and I wanted to see what had happened for the expansions I just skipped through.

If the story is already out there in the form of a game, I think it should take a little more work to make it a beautiful one instead of keeping it so light and almost trashy. Even the protagonist, whose name is the title of the book, has such shallow character description that I wonder what kind of target audience Golden was writing for. I am not even prone to writing scathing reviews and here I am so annoyed by the substance, or lack thereof, in this book.

Well, for all the excitement I had for finding this book at my library, I felt deeply disappointed at 3 a.m when I reached the end. I loved Arthas, this good guy that turned bad in the game I played and after reading this book I don't. Honestly, I am supposed to have understood why he did the things that he did but I don't think Golden succeeded in explaining that at all, therefore defeating the whole purpose of writing the story.

I don't even recommend this one to Warcraft players. If you really care about the lore, simply questing in Northrend will give you a better outlook on Arthas than this book will.

Michelle says

I went into this book thinking that it was going to be a lot like the lore sheets that are online. No real story, just fact in a oddly structured format. I've never read the other lore books and I was told this was the one to

read so I grabbed it.

It was strange to find that there was an actual progression of character in Arthas and you can spot the points where he begins to fall from the Light. Golden does an awesome job at making the story understandable even if the reader hasn't played any of the Warcraft games. I think people that haven't played at least World of Warcraft will have a bit of a time with visualizing each place and character. I found that even though I hadn't played Warcraft III, I was still able to grasp these things being as I play WoW.

So in short, this is definitely a gamer's book, but a face value I took it as doom and gloom but it's not. There's romance and determination, cunning and deceitfulness. It definitely made me want to pick up Golden's other lore books.

In case you're curious, I play Mornaria - 80 blood elf Holy Paladin on the Turalyon server. :)

Katyana says

3.5

Having played this game for ... well, longer than I care to admit... I always meant to check out the books, but never did. Well, I finally picked up the book for the backstory on one of my favorite expansions.

TBH, I had a really hard time keeping my attention on it. Maybe this is because the story is familiar to me, from the game. Or maybe it was because ... well, Arthas' petulant man-baby inner monologue reads particularly poorly in today's crappy world of incels and bros.

shrug

Alex says

If you play WoW in any of its formats, you'll love this book. If you enjoy solid fantasy novels, you'll enjoy this book, but you'll know you're missing some of the background.

Golden does an excellent job of weaving Warcraft lore, World of Warcraft game points and even quotes into this foundation story of one of Warcraft's major antagonists, and current expansion focus, Arthas - the Lich King.

The key moment of the book is Arthas' massacre of Stratholme - his kingdom's second city. He decides he must kill everyone in the city before the plague that kills its victims and then reanimates them as undead soldiers for a demonic army. When he arrives at the city, he learns he's too late and the grain containing the plague has already been distributed.

Killing thousands of men, women, and children - people who loved you as their prince and future king, can't be an easy thing. But I won't say I don't understand his decision. I can say I could never make it myself. But if Stratholme was allowed to fall completely to the plague, then the resulting army might well have been unstoppable.

They were nearly unstoppable in any event and it turns out an extra 10-15000 undead soldiers would not have mattered. But Arthas didn't know that. He felt he had to do what he could to save his people. Jaina Proudmoore - his companion and former lover tried to talk him out of his decision by saying they might find a cure, there's always hope. Again, it turned out there was.

With hindsight, both neither decision was correct - Arthas didn't save his people, and in fact, the Culling of Stratholme directly led to Lordaeron's fall at the hands of Arthas. But Jaina's alternative wasn't viable either. All it had to offer was a clean conscious. But in the end, sometimes that's all you can hope for.

Leeanna says

World of Warcraft: Arthas: Rise of the Lich King, by Christie Golden

"Arthas: Rise of the Lich King" feels like it should be the best of all the Warcraft books published so far. Golden has a lot to work with: the previous Warcraft books, all the Warcraft games and expansions, and the multitude of lore and history that exists. But there's a feeling I'm always left with after finishing this book - a feeling that *something* is missing.

The novel is the story of Arthas Menethil, heir to the throne of Lordaeron; a bright boy with a promising future. But instead of becoming a wise king and faithful paladin, Arthas will fall into the dark and icy deep and rise as the Lich King. The book starts out well enough, with Golden tying many of the scenes into other published Warcraft novels and game history. Arthas is established as a boy desperate to do the right thing, eager for his father's approval, and to be his own person. He makes a misguided vow to do whatever necessary to protect his people, one that he holds to at all costs. Golden is good at writing misguided characters, ones that start with noble intentions that disintegrate - it seems to be her forte; she's done this in the other Warcraft books she's authored.

But I feel something is missing from "Arthas: Rise of the Lich King." For me, Arthas' fall is too fast. There isn't enough believability in his fall from grace - while all Warcraft players know that he becomes evil, Golden doesn't do a good enough job of making it a realistic journey. The third section of the book also glosses greatly over many important events; barely mentioning some and forgetting others all together. The end comes far too quickly. In my opinion the third section is very lacking; it could have used more detail, length, and coverage of important Warcraft events.

Fans of the game will appreciate the little touches Golden puts in, such as Arthas' anger being described often as righteous fury, a spell paladins have. Or the smell of peacebloom, a common herb in the game. "Arthas: Rise of the Lich King" also features Jaina Proudmoore, Kael'thas Sunstrider, and Sylvanas Windrunner, all legendary figures in their own right.

"Arthas: Rise of the Lich King" was the first Warcraft book to be published in hardcover, and while I did splurge and purchase it in hardcover, I feel \$25 is a bit much for this book. Only buy it if you have a good coupon, or wait for the paperback. It's too short for my tastes, and isn't long enough to be worth that much, frankly. I was very excited when this book was published, and I couldn't wait to read it, and I do enjoy

rereading it, but I just wish there was more too it. I always feel a bit blah at the end, and I wish I didn't feel that way.

3/5.

Armin Khodadadi says

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Rich Tijerina says

Better writing than the quests so it gets 3 stars.
Stand alone, it deserved a measly star.

Why a woman shouldn't have written this:

-----SPOILER-----

The weakness of Arthas was manipulated by Christie to fit in her wanna-be romantic tragedy.
Here is how the story really went:

The first time Arthas was alone with Varian- the king to be crowned- Arthas told Varian that he was fortunate to have come to rule so early.

This was the beginning of the hate he brewed against the good health of his father.

King Terenas saw this hate and therefore kept Arthas from training.

Arthas sexually assaulted the maid while on his trip to see Thrall.

Arthas was ashamed of Jaina, because her lineage wasn't royal that is why he banged her in private.

King Terenas approved of her and forced the affair to be legit, because he respected Admiral Proudmore.

Arthas was like F-that, I'm out.

Arthas knew that the people of the town would be easier annihilated pre-zombification. straight up.

You don't just wake up and become Dickhead Arthas, sorry hack writer Golden.
