



# Warcraft: Durotan

*Christie Golden*

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## Warcraft: Durotan Christie Golden

In the world of Draenor, the strong and fiercely independent Frostwolf Clan are faced with increasingly harsh winters and thinning herds. When Gul'dan, a mysterious outsider, arrives in Frostfire Ridge offering word of new hunting lands, Durotan, the Clan's chieftain, must make an impossible decision: Abandon the territory, pride and traditions of his people, or lead them into the unknown.

## Warcraft: Durotan Details

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Author : Christie Golden

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

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## From Reader Review Warcraft: Durotan for online ebook

### Beth says

Another fantastic story from Christie Golden. A great set up for the movie coming out in June. Golden makes the characters come to life in such a way that you want to jump into the book to aid them. A must read for any fan of the Warcraft worlds.

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### Becca says

My review will be a list of changes from the original origin story in Rise of the Horde, for those that are curious and have some knowledge of the original and want to know how the movie will be different. The whole of this novel is from the perspective of the Frostwolf clan, so some of the origin story details may still be present in the movie. Please keep in mind that in game lore and other novel lore are separate from movie lore, these are **not** retcons. Sorry if I miss anything.

(view spoiler)

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### Monica **\*\*can't read fast enough\*\*** says

The narrator was excellent and I always enjoy Golden's writing. There was a discrepancy in the story though. If you have read Rise of the Horde, there is a story of Durotan and his best friend Orgrim being saved by a draeni hunting party, but in this one it is implied that Durotan's first interaction with draeni is as an adult. That point wasn't crucial to the story, so my nerd girl sensibilities were a bit agitated about it. If you haven't read any of the Warcraft stories and are looking for a starting place this would be a good one to pick up if you don't want too much backstory on the world of Draenor. If you really want a detailed beginning I **HIGHLY** recommend picking up Rise of the Horde if you can find it, or the anthology, Chronicles of War which has it as the first book. It's what got me hooked on this fantastic series. Full review to come.

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## **Dottie says**

Christie did it again! Lives up to Rise of the Horde and Lord of the Clans.

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## **Nathalie M.L. Römer says**

I've played World of Warcraft for almost 9 years, and I was not sure what to expect of a book that was based on the upcoming movie Warcraft The Beginning. It's definitely a departure from the established Lore of the game. The movie is intentionally parallel with the game. It is not a movie made from a computer game as some may think.

Because of that, I think Christie Golden had an added challenge to bring a story to the pages, which was fresh, and which presented the characters as humane, compassionate, often times as people with their own hopes, dreams, wishes, and desires. The danger they face is real, and it is vividly described so that I, as a game player of World of Warcraft, can actually imagine how the world they knew, was actually like.

Draka and Geyah are two characters in the World of Warcraft Lore that I was always curious and in awe of. Two strong women who where thrust into a life that neither asked for or wanted. In this book they come to life in a beautiful way, and earned a renewed respect from me for Christie Golden as an author.

Worth reading even if you've never played the game, as this story stands up on its own merits.

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## **Patremagne says**

Pleasantly surprised, though I guess I shouldn't be considering Christie Golden wrote it. Compelling prequel to the movie which I now really want to see detailing how Durotan came to be the leader of the Frostwolves and what led him to bring his people into the Horde.

Toby Longworth was a fantastic narrator. Wish he narrated more often.

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## **Jessie says**

Christie Golden is probably the best author of Warcraft novels that I've read. Whenever a new Warcraft book is being released, I check who wrote it. If Christie Golden's name appears, I pre-order without hesitation. I've never been disappointed in her novels, and this one was no exception.

Warcraft the movie is about to be released June 10th, and when I found out there was a prequel book, I wanted to read it. Prequels give a lot of back story that directors aren't able to put into their films, and I like going into the theater knowing a bit about what's going on and what led up to the point the movie begins.

(view spoiler)

I think Christie Golden did a fabulous job with this story. The scenes flow seamlessly into each other without the reader ever feeling like there is filler. There aren't any holes left at the end of the book, so the reader isn't left wondering what happened. I found myself looking for spare time so I could sit and read the next few chapters. It kept me engaged, and I was sorry when it ended. This book leads nicely into the movie, and now I can't wait to see it in theaters! If the movie is even half as good as this book, it will be worth the price of admission.

I can't wait for Christie Golden's next Warcraft novel!

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## **Mogsy (MMOGC) says**

4 of 5 stars at The BiblioSanctum <https://bibliosanctum.com/2016/05/16/...>

Warcraft: Durotan is the official prequel novel to the Warcraft movie, set to hit theaters later this summer. As a fan of the game franchise, I almost feel like I have an obligation to go out and see this film, though whether or not it'll actually be good remains to be seen. Call me cynical, but I've been burned way too many times by underwhelming movie adaptations, and so while part of me is excited to finally see one of my favorite games come to life on the big screen, I will also remain cautiously optimistic for now.

Still, I picked up this book because I knew I would want the background story. A lot of people don't realize that Warcraft is more than just a game series—it's also an immense, indescribably huge body of lore. Its world encompasses a countless number of locations and characters, and its history stretches back thousands upon thousands of years. And as much as I enjoy playing the games, in some ways I enjoy hearing about the stories even more. I love the epic tales of legendary heroes, reading about their great deeds and how they made their mark on the world of Warcraft and its history.

The Frostwolf orc clan chieftain Durotan is one of these legendary figures. The eponymous main character of this novel will also be one of the key players in the upcoming film, and this is the story of how he led his people out of the dying lands of Draenor to find their home in a new world.

When the book begins, Draenor is already on the brink of destruction. With the spirits of the elements weakened, winters are becoming increasingly harsher and the dwindling herds mean that the orcs will soon have to abandon their territory or face death by exposure and starvation. However, when a mysterious warlock named Gul'dan arrives with an offer to save them, the Frostwolf Clan decides to turn him away, preferring to maintain their independence. No stranger to tough times, Durotan believes it would be better to take their chances on their own rather than join the outsider's "Horde", especially since he does not trust the warlock. But while the Frostwolf may be one of the last clans to hold out, things in Draenor are going from bad to worse, and soon they too will have to make a decision on how to move forward, or risk dying with their homeland.

Believe it or not, finishing this book actually made me feel more confident about the movie. The events portrayed here offer us a solid foundation and a promise of some fantastic things to come. But then again, it's Christie Golden. She's written some of my favorite Warcraft and Star Wars novels of all time, and I knew even before going into this novel that it was going to be great. I'm beyond excited that this was everything I expected, especially since Durotan's story was one that I've always wanted to get to know better.

I'm also pleased that this novel was entirely about the orcs. I say this even as a diehard Ally, as I honestly

believe not enough attention is being given to the races of the Horde when it comes to media tie-ins, plus fantasy in general can be so human-centric. It's easy to get caught up in the faction pride sometimes, reducing the "other guys" to nothing more but enemies to kill, but the truth is, orcs are a complex race with values deeply rooted in their society and culture. We get to see many examples of this in Warcraft: Durotan, as our protagonist realizes that being a leader is about more than just his strength and pride. Wisdom is just as important, as is compassion—even for your enemies. Durotan often finds himself torn between his honor and what he knows is best for his people, but knowing when to listen and when you have to sacrifice for the greater good are just some of the lessons he learns first as the Frostwolf's chieftain, and then as a husband and a father-to-be. This book is simply filled to the brim with feels.

Kudos also goes to Toby Longworth for doing a superb job narrating the audio version. He has a very strong voice, great for reading fantasy novels and perfect for capturing the personalities of larger-than-life characters like Durotan. In addition, this audiobook was very easy to get into; at seven-and-a-half hours in length, I finished this one in good time, probably within two or three listening sessions. Finally, the audiobook ends with an audio excerpt of the "sequel", which is the novelization of the movie itself, also written by Christie Golden.

If you plan on seeing Warcraft, I highly recommend picking up Warcraft: Durotan first, because it shows a larger picture and puts some of the movie's events in context. Lore hounds will also love this book, especially if you want deeper insight into those who had a hand in shaping the face of Azeroth. All told, this is a wonderful, fascinating look into the life of Durotan, who is the loving mate of Draka, a contemporary of Orgrim Doomhammer, and the future father of one of Warcraft's most prominent characters.

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### **Sergio Ponce says**

This is most definitely a must for fans the WarCraft movie, particularly those who liked or want to know more about the Frostwolves, Draenor, and/or orcs. Also for those who appreciate orcs in general (both of which I am ^\_^).

The WarCraft and by extension the WoW universe is as rich as it is convoluted so this may not be the book for "purists" of the game as it does change some canon for the movie universe (that hopefully continues \*fingers crossed\*).

The book follows the events that lead to a long series of tragic trials that Frostwolves (and all of Draenor) which eventually comes to the beginning of the movie. The dramatic irony is strong in this book and at times I found myself shouting (in my head of course) to try and curb unwise decisions. In terms of content its typical fantasy trash (not to say its bad, trash can be good....excuse my wording. I do really love this book) with most outcomes predicable (not aided by the fact that if you know anything of WarCarft lore you know nothing is going to end well for anybody. That being said two events genuinely surprised me (although this may be due in part to me losing myself in the book).

I loved all of the main characters and wanted to save them all. This totally would have been a 5/5 had the OTP ship sailed (Orgrim/Durotan FTW <3) but amazingly I did not hate Draka.

Really that is all there is to say. Fans of orcs, WarCraft (particularly the movie universe), and those looking for a quick romp in a Fantasy world though a different perspective (enough of frail humans, flouncy elves, and stumpy hobbits/halflings) take a dive into the world of Draenor!

## Newton Nitro says

Warcraft: Durotan - Christie Golden | Titan Books, 2016, 304 páginas | Lido de 09.06.2016 a 11.06.2016 |  
Nota 3.8 em 5

### SINOPSE

No mundo de Draenor, o forte e independente Clã Frostwolf sofrem com invernos cada vez mais duros e mortes de suas manadas. Quando Gul'dan, um estranho misterioso, chega no cume Frostfire oferecendo a esperança de novas terras de caça, Durotan, chefe do clã, deve tomar uma decisão impossível: Permanecer no seu território natal, ou esquecer o seu orgulho e as tradições de seu povo para levá-los ao desconhecido.

### RESENHA

Curti muito a qualidade da escrita essa prequela ao filme do Warcraft. Eu conheço muito pouco da história do universo de Warcraft, e aproveitei esse livro, que se passa no passado do universo, antes da invasão dos orcs, para começar a me familiarizar com o cenário.

Christie Golden mandou muito bem no livro, que é basicamente sobre as difíceis decisões de um líder frente a possível destruição de seu povo. O protagonista Durotan ficou muito bem caracterizado!

A prosa é bem escrita e eficiente, direta ao ponto. O protagonista é muito bem caracterizado, a descrição da cultura orc é interessante, e a trama segue veloz e emocionante até o final.

Me surpreendeu mesmo, devo ler mais livros da Christie no futuro, gostei muito, principalmente dos personagens femininos!

E esse livro me fez pensar nessas diferenças artificiais entre os gêneros literários: para mim, tudo é narrativa, tudo é história, e o que realmente importa para mim é a viagem que tenho com um livro, seja ele clássico, trash, pop, pulp, romântico, terror, literário, experimental ou o escambau!

E por isso respeito muito uma escritora como a Christie, que, mesmo sabendo que muitos nunca lerão os seus livros (ela é especializada em livros de franquias de videogames e cinema), ela manda ver na prosa, na trama e na caracterização, demonstrando paixão pelos seus leitores alvo.

Recomendo para quem curte Warcraft, literatura de fantasia sobre tribos primitivas, e quem curte uma aventura de ação bem escrita e despretensiosa!

### TRECHO

"The wave of wolves and riders descended upon the hapless cow. Had she been but a few strides closer to the herd, she might have been protected by their sheer number, but although she bellowed plaintively, the herd merely increased its speed. The lead bull had abandoned her, too intent on driving the rest far enough out of range of the terrifying orcs so that no more of his herd would fall. The clefthooves were not stupid, and the cow realized soon enough that this was a fight she would have to win—or lose—on her own.

She wheeled with a speed belying her enormous size and turned to face her would-be killers. Clefthooves were prey animals, but that did not mean they did not have personalities, nor did it mean they were not dangerous. The cow that stood to face them, her cleft hooves churning up the snow as she snorted, was a fighter, as they were—and she clearly intended to take more than a few orcs and wolves down with her.

Durotan grinned. This one was worthy prey! There was no honor, only the sense of a need fulfilled, in hunting beasts that did not stand and fight. He was glad of the clefthoof's courageous choice. The rest of the party saw her defiance, too, and their cries increased in delight. The cow snorted, lowered her head crowned with massive, sharp horns, and charged directly at Garad.

The orc chieftain and his wolf moved as one, springing out of danger long enough for Garad to hurl Thunderstrike. The spear caught the great beast in her side. Ice gathered himself to attack. As he and other white wolves leaped for the clefthoof's throat, Garad, Durotan, Orgrim, Geyah, and the rest of the hunting party hurled spears, arrows, and shouts of challenge at the clefthoof."

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## **Sinisa Mikasinovic says**

I'm going to say something here that even my wife knows and understands. **I love Christie Golden!** I love the way she tells me stories and keeps me glued to the book.

She writes such awesome stories, placed in many different universes - Star Wars, Warcraft, Starcraft, Star Trek... and every time she does, her knowledge about them is more than enough to tell a great story. Even to the most hardcore of fans.

This has to be my 7th or 8th book written by Christie. I loved each and every one of them.

Her writing style reminds me of Timothy Zahn, another author who seriously changed my view of the Star Wars universe. Yes, here comes the obligatory "Screw you, Disney shot-callers for destroying a beautiful franchise! I hope you all end up in your own private hells."

So, Warcraft universe this time. I couldn't wait to start.

After finishing the official movie novelization (A book written after the movie, based on the script) I was pleasantly surprised to see there's a prequel ready. Being a prequel to the first book, this one ended up with a number 0. Yeah, I know. I just read the 0th book in the series ;-)

We've seen what orcs can do when fighting for the survival of their race. All united in the Gul'Dan's Horde, they looked like an unstoppable force. But we got only a glimpse of *why*.

*You don't mess with the Horde ;-)*

The prequel tells us. We learn more about Draenor, the ruined orc world, about their old ways and orcs themselves. Proud warriors, who value tradition and family above all, were split into numerous clans. Like humans, they frequently fought against other clans, but always with honor.



It was not until the arrival of the warlock Gul'Dan that orcs became united under a single leader, for the first time in their long history.

Draenor is dying. Spirits of Life, Earth, Air, Water and Fire commune with clan shamans less and less. The end is near, and the clan-less Gul'Dan offers salvation.

He shows just enough of his dark powers to sway clans, one by one, under his banner. What looked like the power of Life provided hope to many.

But not the Frostwolf clan. Durotan, son of Garad, the chieftain of the Frostwolf clan, has seen first-hand what terrible power fuels the warlock's magic. Yet, the world is inevitably coming to an end.

*You might not want to mess with Gul'Dan either ;-)*

Air is turning to poison, Water and Fire are becoming enemies, and Earth and Life cannot be trusted anymore. Draenor is turning on the orc clans. And Gul'Dan, however mad, is the only one with the plan.

With the help of his friend, Orgrim Doomhammer, Durotan searches for a way out. Can the father of Thrall, the future Warchief of the Horde, play Gul'Dan for long enough to save his clan?

The Dark Portal is opening. The First War against humans is at hand. Will the Horde stand united? Or will all the effort to save the orc race be in vain?

The forces of Azeroth, however ill-prepared for the full-blown orc invasion, will fight to the last man to protect their lands from survivors of the dying world.

*Spoiler alert! Don't look at the vid-- too late :-)*

As usual, Toby Longworth's narration was a music to my ears. Both he and Christie brought their A game here. I cannot recommend this enough for the fans of Warcraft universe.

**A special, and a completely unrelated, note:** There's a "DC comics in GraphicAudio" audio bundle sale happening on Humble Bundle right now. Grab it, even if only the lowest 5-books-for-1\$ bundle. There are awesome audiobook bundles there, all for bargain prices. Active until 2018.07.12.

**Warcraft: Durotan (Warcraft: Movie Novelization 0)**  
**by Christie Golden, Toby Longworth (Narrator)**

**Verdict** A feast for the fans of Warcraft universe.

**Runtime** 07:29

**Overall**

**Performance**

**Story**

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## **Crystal Dawn says**

4.5 stars rounded up.

An essential read for any long time Warcraft fan or interested viewer of the movie. The book shines light upon the FrostWolf clan and how they did eventually, join the Horde. The characters are exceptionally written and when you do see the movie, small scenes will hold much more resonance for you emotionally. I'm very grateful I made the effort to read this book before I saw the movie (I left to see it immediately afterwards) because although I love the game, the history of this great world was given even more light.

I have just learned of a Comic series to prequel the Alliance side which I now plan to read. Seeing as this book was entirely Orc/Horde, I would be very interested to know if this book swayed my preference towards the Orcs over the Humans, and whether or not, if I had read the Alliance comic first, could my opinion have been different again. Book prequels do pay off people, this one is highly recommended!

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## **Jonathan Maas says**

### **A Surprisingly Good Tale, Even for Non- Gamers - or Perhaps Especially for Them**

Aside from one multi-hour binge of the original, I have not played the Warcraft game. I've dabbled in Starcraft - again on a binge or two that showed me how addictive these games can be - but I am not well versed in the game.

And perhaps this is why Warcraft: Durotan by Christie Golden appealed to me.

It sounds kind of cheesy - a prequel novel to a movie based on a video game, but as these franchise things so often are - they brought in Christie Golden one of the best in the business to novelize it, and it is great.

I am reminded of these two disparate tales -

- \* Pirates of the Caribbean: The Price of Freedom by A.C. Crispin

- \* A Shore Thing by Snooki and Valerie Frankel

The former, Disney got one of the best in the business to make the origin of their big franchise, the latter, Snooki and co. got Valerie Frankel, a chick lit auteur superstar - and yes, A Shore Thing is both hilarious and a page turner.

### **In any case, it is great - because Golden finds a way to make orcs robust characters**

One of the criticisms of J.R.R. Tolkien is that he separated the world into good and evil, with nothing in the middle. His orcs were firmly on the side of evil, with no ambiguity.

Warcraft the video game may split the world into two, but Golden does not.

She takes on the character of Durotan, an orc in the Frostwolf clan, who are known for honor, and courage, and not preying upon the weak.

From this standpoint, she paints the picture of Durotan, who takes the chieftainship of his Frostwolf clan, and must make a difficult decision - his home world of Draenor is filled with clans of fighting orcs, and it is dying. And then an orc sorcerer named Gul'dan arrives and says he has a plan to save all the orcs, provided they bow to him -

Not an easy decision.

But Durotan can handle it.

The book is a prequel, and helps set up the movie -

Which I saw afterwards, and liked as well.

But regardless - check out this book - it's a lot of fun!

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## **??Trea says**

I wasn't expecting much from this story, but it wound up being an excellent addition to the lore! It tells the original history of the Frostwolf clan, but in doing so, it makes some of the things that you see in the *Warlords of Draenor* expansion of the game make sense. I was able to easily relate to the characters and their struggle for survival, and was even heartened to see the evidence of the coexistence between the Draenei and the Orcs of Draenor. My chief complaint is that some of the lore that I knew was only vaguely referred to or hinted at, and the book ends on a very abrupt note. All things considered, it was a great read, but one I wanted more out of.

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## **DarkChaplain says**

### **Review also published here**

We all knew that changes would be inevitable for the upcoming **Warcraft** movie. The lore is convoluted in a lot of ways, and with the previous expansion to World of Warcraft, Warlords of Draenor, things got even more complicated for the early days of the orc tribes before their exodus to Azeroth. Adding time travel

didn't help, either.

As a result, I'd recommend putting all you know aside for *Warcraft: Durotan*, prequel novel to the movie. Things have been changed and adjusted to make the material more approachable to a new audience, and while hardcore fans may groan about it at first, I believe it is a good thing overall. Let the movie franchise stand separate, and just nod in recognition when you encounter familiar elements or easter eggs. You'll be happier that way.

*Durotan*'s main concern is the Orc Chieftain the book is named after, and his Frostwolf Tribe. First presented as the heir to the clan's leadership, Durotan is soon forced to take on his father's role himself, and find ways to deal with the world's changing nature. As the hunts grow less successful and the elements themselves turn against the orcs, a warlock called Gul'dan appears to offer the Frostwolves a choice: Join him and his Horde and leave the world of Draenor behind, or die alongside the doomed realm. Gul'dan, however, is not to be trusted, so Garad and his son Durotan both refuse him, and decide to stay true to their own identities and brave the seasons.

As a result, the bulk of the story deals with the changing ways of the Frostwolves to cope with colder winters, scarce food supplies and the forces of nature unleashed, as well as rival orc clans that seemingly turned to cannibalistic attitudes to survive. Durotan has to come into his own as the legendary chieftain that he is destined to be. Maintaining his authority is challenging, as is keeping up the morale of his whole clan, as well as balancing the old traditions with new ideas needed for survival.

It really is a hero's journey to greatness, a character piece and showcase of what made the Horde leave Draenor for Azeroth. The prologue sets the tone for the novel, firmly rooting it around the Frostwolf Clan's respect for nature and the spirits. That theme is maintained throughout, which I loved. Experiencing shaman Drek'Thar commune with the elements, seeing Durotan find love, or feeling the deep friendship between orc and wolf, all of these parts I found enjoyable and satisfying.

Sure, it isn't the same story we already knew about the characters. The roles of many of them are very different from the games, but taken together, they are all working in their positions and felt well-balanced and properly used to make the journey of the Frostwolves an exciting and relatable one.

It is a classic tale of hardships to be overcome that can be enjoyed by anyone, I believe. No further knowledge is required to understand the struggles of Durotan, and the easy writing style helps making it even more accessible. Even if you have never even heard of Warcraft before, this book (and by extension the upcoming movie or its novelization) could be an ideal starting point.

It must have been difficult for Christie Golden, who has a few Horde-related books to her name already (Lord of the Clans especially), to set aside all her pre-existing knowledge and expectations for the characters to write this novel, but I am glad that she did. It is a success, in my eyes.

Unto the Dark Portal, and off to Azeroth, I say. I'll be looking forward to reading the Movie Novelization by the same author, and have to say that, for the first time, I am actually excited for the movie.

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