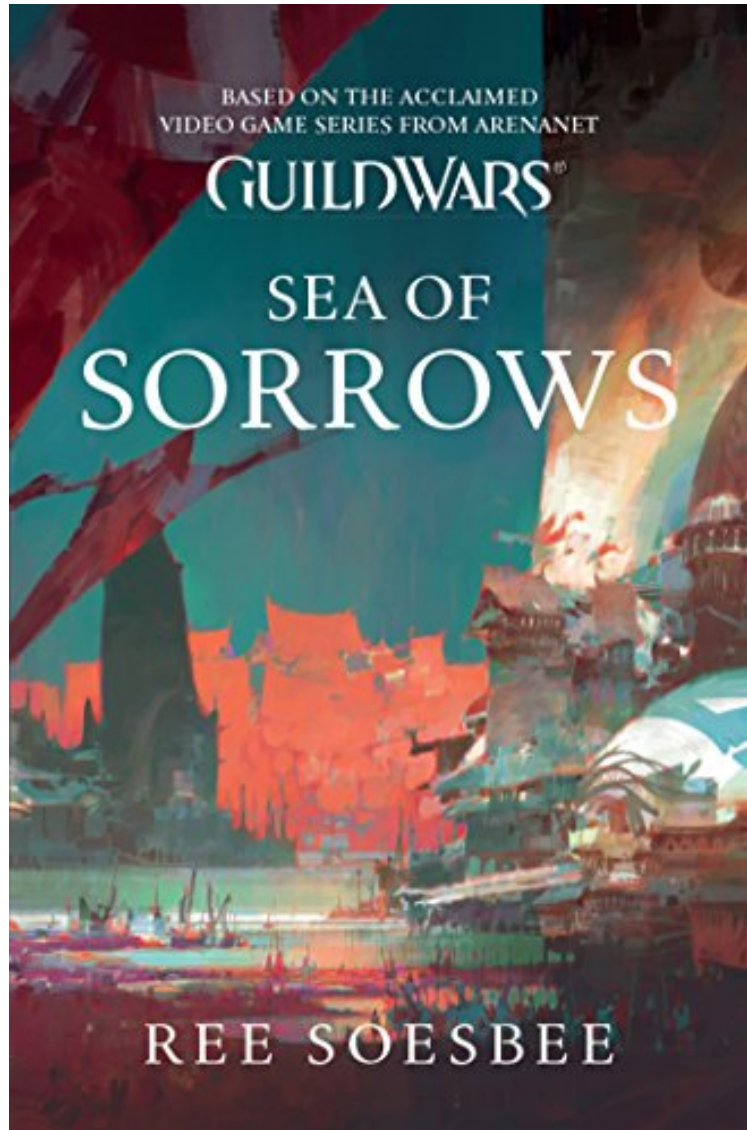


(Read free) Sea of Sorrows (Guild Wars)

Sea of Sorrows (Guild Wars)

Von Ree Soesbee

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Von Ree Soesbee : Sea of Sorrows (Guild Wars) before purchasing it in order to gage whether or not it would be worth my time, and all praised Sea of Sorrows (Guild Wars):

Kundenrezensionen Hilfreichste Kundenrezensionen 1 von 1 Kunden fanden die folgende Rezension hilfreich. Ein geniales Buch Von Illu Um die Geschichte von Guild Wars 2 besser zu verstehen sollte man dieses Buch lesen. Es wird nicht nur einiges klarer dadurch sondern man bekommt noch viel Wissen das man durch das Spiel nicht vermittelt bekommt zu lesen. Aber das ist nicht der einzige Punkt den ich gut finde, denn es hat mich Frmlich in den Bann

gerissen und ich hatte es binnen 2 Tagen durch weil ich mich nicht mehr losreißen konnte. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Unfortunately disappointing Von thovader I really enjoyed the first two Guild Wars novels but this one unfortunately doesn't live up to the first two ones. It never really develops into something thrilling and I even had to struggle to keep reading to the end. The good news is though that you can easily skip this one without missing anything important in the main storyline. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Dritter Teil, dritte Art Buch Von Anne Wirth Man muss damit leben, dass jedes GW Buch von anderen Autor*innen geschrieben ist. Sea of Sorrows ist das Ingste und bietet das genaueste Bild von dem, was wir als Spieler*innen eigentlich nicht sehen können. Empfehlung.

Kurzbeschreibung Death Sails the Seas. The lost kingdom of Orr lies beneath the ocean waves, an entire civilization swallowed by an ancient cataclysm. For centuries, it has lain dormant in the depths, its ancient secrets lost. Until now. The Elder Dragon Zhaitan has risen. In its wake, the drowned kingdom of Orr is reborn and another is destroyed. The city of Lion's Arch, for generations a cornerstone of civilization in Tyria, is brutally swept beneath the waves, leaving nothing but ruins. Among the survivors is Cobiah Marriner, a human sailor shipwrecked by the tsunami and stranded at sea. When he is rescued by a ferocious charr, Cobiah knows that he's been plunged into a world forever changed. Now, Zhaitan's undead servants dominate the sea, destroying port after port and slaughtering anything in their path. In the midst of ruin, Cobiah vows to see Lion's Arch rebuilt. Amid the storm of the dragon's rising, Cobiah must become a hero to his crew and an admiral to the pirate fleet, and face the ghosts of his past. Only then will he master the Sea of Sorrows and crush the armada of Orr.

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ber den Autor Ree Soesbee is a writer, game designer, and lore editor for massively multiplayer online games. She has authored more than sixteen novels in a wide variety of fantastic worlds ranging from the popular Legend of the Five Rings setting to Star Trek, Dragonlance, Deadlands, and Vampire: the Masquerade. 2012 ArenaNet, Inc. All Rights Reserved. NCSoft, the interlocking NC logo, ArenaNet, Guild Wars, Guild Wars 2, Sea of Sorrows, and all associated logos and designs are trademarks or registered trademarks of NCSoft Corporation.