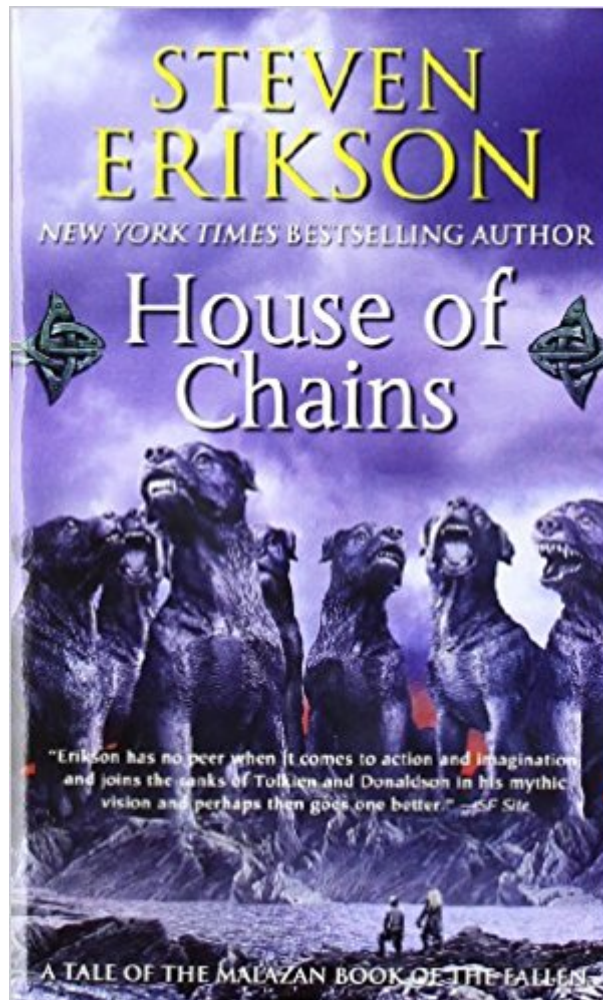




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House Of Chains (The Malazan Book Of The Fallen, Book 4)



Synopsis

In Northern Genabackis, a raiding party of savage tribal warriors descends from the mountains into the southern flatlands. Their intention is to wreak havoc amongst the despised lowlanders, but for the one named Karsa Orlong it marks the beginning of what will prove to be an extraordinary destiny. Some years later, it is the aftermath of the Chain of Dogs. Tavore, the Adjunct to the Empress, has arrived in the last remaining Malazan stronghold of Seven Cities. New to command, she must hone twelve thousand soldiers, mostly raw recruits but for a handful of veterans of Coltaine's legendary march, into a force capable of challenging the massed hordes of Sha'ik's Whirlwind who lie in wait in the heart of the Holy Desert. But waiting is never easy. The seer's warlords are locked into a power struggle that threatens the very soul of the rebellion, while Sha'ik herself suffers, haunted by the knowledge of her nemesis: her own sister, Tavore. And so begins this awesome new chapter in Steven Erikson's acclaimed Malazan Book of the Fallen . . .

Book Information

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Customer Reviews

Starred Review. Longtime fans may be surprised by the fourth book in Erikson's masterful fantasy epic that began with Gardens of the Moon (2004), because the long opening section follows a single character, the Teblor warrior Karsa Orlong, and his companions on a gory raid through enemy territory and into the human lowlands of Northern Genabackis. The time-hopping, perspective-shifting, looping story lines typical of this Canadian author return later, as Erikson ties Karsa's actions to the ultimate showdown between the forces of the Malazan Empire and Sha'ik's

Army of the Apocalypse. Against a backdrop of brutal power struggles, the stubbornly determined Karsa is able to accomplish more than even he could have imagined. Unusual among fantasy writers, Erikson succeeds in making readers empathize equally with all sides involved in his world's vast, century-spanning conflict. Newcomers will eagerly seek out previous books in the series.

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The fourth volume of the Malazan Book of the Fallen takes place some years after the death of the famous Seventh Army commander, Coltaine. Now Tavore, adjunct to the empress, is trying to assemble the army's surviving veterans and a ragtag collection of tribes, wanderers, and recruits into a viable fighting force. Not far away, the seer Sha'ik, Tavore's sister, is trying to organize a successful rebellion out of equally disparate elements, including warlords, sorcerers, and renegades. Despite a fairly complex array of subplots that support the rather dark tone of the story, it is the duel between the sisters and the abundantly detailed world Erikson has built that really carry the book. Indeed, with the help of the glossary and cast of characters Erikson provides, this book is enjoyable even without previous acquaintance with the Malazan tales. So it will please the already acquainted, and may inspire the unacquainted to read its predecessors, *Gardens of the Moon* (1999), *Deadhouse Gates* (2000), and *Memories of Ice* [BKL Ap 15 02]. Roland Green Copyright © American Library Association. All rights reserved --This text refers to an out of print or unavailable edition of this title.

Once I get to the end of one of these books it feels like this huge accomplishment. Mostly because they are really so very dense and maybe it is close to 1000 pages but it seems like so much more. It took a lot to get to where we were going in this book. Mainly the overall arc is that Taveore and the Malazan Armies are going to march into the desert to face Sharik and her apocalyptic sands. So that is where the various lines all converge by the end of the story. It took a long time to get there and at the end I will say that again most of my feelings are bittersweet. At least this one didn't gut my insides out like the previous two books but again there seems to be no such thing as a happy ending when you are in the world of the Malazans. I'm really never sure where the book is going to take me and this one again starts off with a culture and people that we don't really seem to know. Karsa Orlong how I hated you. This started as a really difficult read because I completely hated Karsa and his cultural ways. It was difficult to read all of Book I since it was just about him and his beginnings to where we left off in *Deathhouse Gates*. The good

news is that even though I still don't like him per say I was rooting for him later in the book. His character went through a lot of changes so by the end of this book I grew to enjoy his arc and I have high hopes for him. "You have learned much, Karsa Orlong." "I have, T'lan Imass. As you shall witness." The good news about travelling with Tevore and the Malazans is that we get to be with what is left of the Bridgeburners, Coltain's wounded that were saved and some of the other wiccan clans. I don't really like Tevore if only for what she was prepared to do to her sister. So while she isn't my favorite I did love being with Strings a.k.a. Fiddler and some other all stars from the prior books. Sharik, Heboric, Felisin and a slew of others had an strange and interesting tale. I will say that while Sharik wasn't my favorite I did like Heboric and Felisin the younger quite a bit. Heboric's change in this was actually one of my favorite parts since I really did want the once priest to find purpose again and it seems that maybe another god saw something in him too. But the most memorable point driven home again was that if in a fantasy world of any kind never drink the tea, it doesn't go well for anyone. Just ask Alice, Nynaeve, Egwene or the ever murderous Marquel. There is some stuff with Apsalar and Crocus but they didn't get a lot of time and in the end I didn't really understand what happened between them. But the crazy dude who is a priest for Shadowthrone in middle of the desert and his many spidered wife are hilarious. So I did enjoy when they ended up there. There is the big buildup going into the end and then it sort of fizzled out when we were supposed to get a big battle. I know that SE did it like that on purpose but still I guess I just wanted a bigger battle sequence after all that time getting to it. Don't get me wrong there is still some very cool stuff that happens and I especially liked what happened to the Dog Killers but I wanted Tevore and Sharik's story line to end a little differently I guess. One of the more followable books in the series for me. But between warrens, gods, ascendants and races it is so hard to keep track of everything.

I wanted to love this book - I started the series with the highest hopes, I fell in love with some of the characters, cried when they died... but the series kept getting more and more convoluted - more and more substories, subplots, intrigues... with so many gods to keep up with, so many characters, the jumping around from person to person... I honestly just lost track. It became a chore to finish. I DID finish.. I think there is only one book in my life I haven't finished... but back to this one... to be honest... I was so lost, so confused, I just started scanning.. and when I got to a character or group of characters I could remember and recognize, I would enjoy the author's great writing ... he is one of my favorite authors... but honestly... it was too much... just too much. I couldn't handle it.

I had several "ahah!" moments in the book. Paying attention to dialogue internal and external really pays off. Questions from previous books in the series are subtly answered and then later hammered home in a "Yeah, you paid attention didn't you? Here's your reward." style that satisfies to no end. Having been an avid reader of fantasy this really fills a hole I didn't know needed filling.

I absolutely devoured these books. They very likely cause my mediocre grade for my masters thesis, as I spent a good two weeks reading these and barely getting food in my mouth instead of expanding on my Discussion and Results sections. A+, would get a C again.

If you've made it to book 4 then you already know just how very awesome this series is in scope, theme, complexity, stirring language, etc. It is a modern triumph of Epic Fantasy to rival, and in many ways surpass, those modern sagas penned by Jordan, Martin, Brooks, Sanderson, etc. All names much better known commercially, yet none have produced a finished whole any more amazingly complex, fully realized, or written with such skill as Erikson has with his Malazan Book of the Fallen. Here in 'House of Chains' you have the introduction of Karsa Orlong and his wild, often amusing, yet fascinatingly revealing journey from Genabackis to Raraku, amongst other places. You are back on the sub-continent of Seven Cities, picking up where 'Deadhouse Gates' left off. Back with friends and characters almost forgotten. Apsalar and Crokus. The Bridgeburners. The Holy Desert Raraku. And a host of new characters that will make your head spin. Adjunct Tavore, Leoman, Sha'ik, Felisin, Heboric, Baudin, etc. And there is more backstabbing than you can shake Cotillion's rope at. The key to what makes Erikson works for me is this. In 'House of Chains' there are so many major revelations you'll find yourself hurrying on to the next book wanting more of this storyline, but Erikson deftly sets you up for a major shift in timelines and story-lines. Then when you have settled into that change, he shifts gears right back into the story-lines he left off from a book back and finds a, usually rather inspired, way to tie it all together. In 'House of Chains' you will meet Trull Sengar. He constantly defers to tell his backstory, then near the end of the novel, relents and agrees to tell his tale. Which you will not hear in 'House of Chains', or more exactly, read, until you pick up 'Midnight Tides' and the saga of Trull Sengar, the Tiste Edur, and the significance of it all is explored in depth. Overall this is a fantastic novel that easily stands alone on its own merits. The skill Erikson displays at weaving multiple story-lines together is amazing, and the revelatory conclusions that leave you with more questions that seems to be Erikson's calling card are there in spades. Everything you already love about Erikson, and then some more. I'm not one to review books often, although I read voraciously. Erikson should be required reading for anyone who enjoys Epic

Fantasy. His Malazan Book of the Fallen series is a masterwork of imagination that should be mentioned with such stalwarts as Tolkien, Brooks, Goodkind, Jordan, Donaldson, and amongst modern authors like Sanderson, Rothfuss, Martin, Salvatore, Adrian Tchaikovsky, Robin Hobb, and Scott Lynch. I find that Erikson is less well known, and that is a shame, because his work with the Malazan Book of the Fallen is the proverbial definition of "Epic Fantasy". If you are reading this review of Book 4 and haven't started the series, then go get 'Gardens of the Moon' and sit back and buckle up for one of the most fulfilling rides in the Epic Fantasy genre.

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