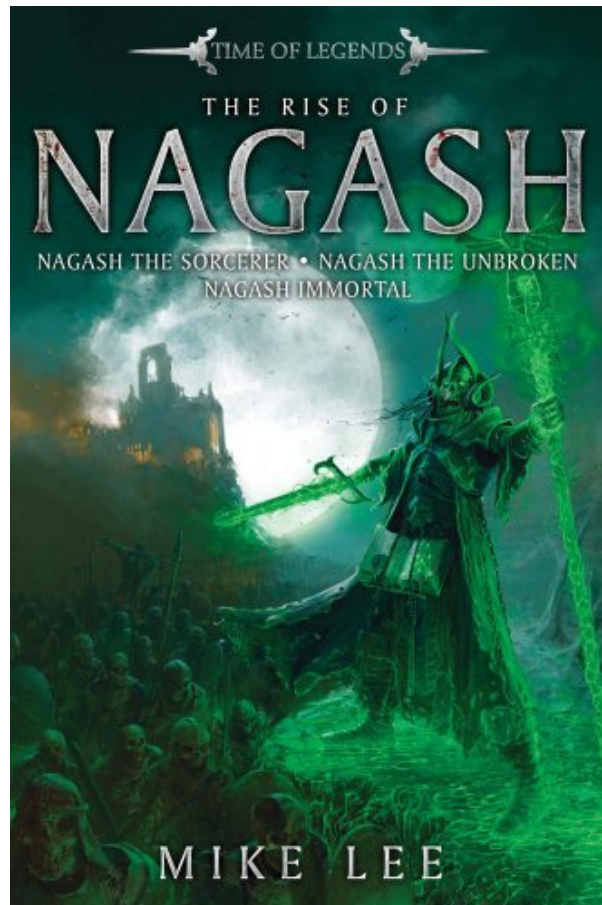
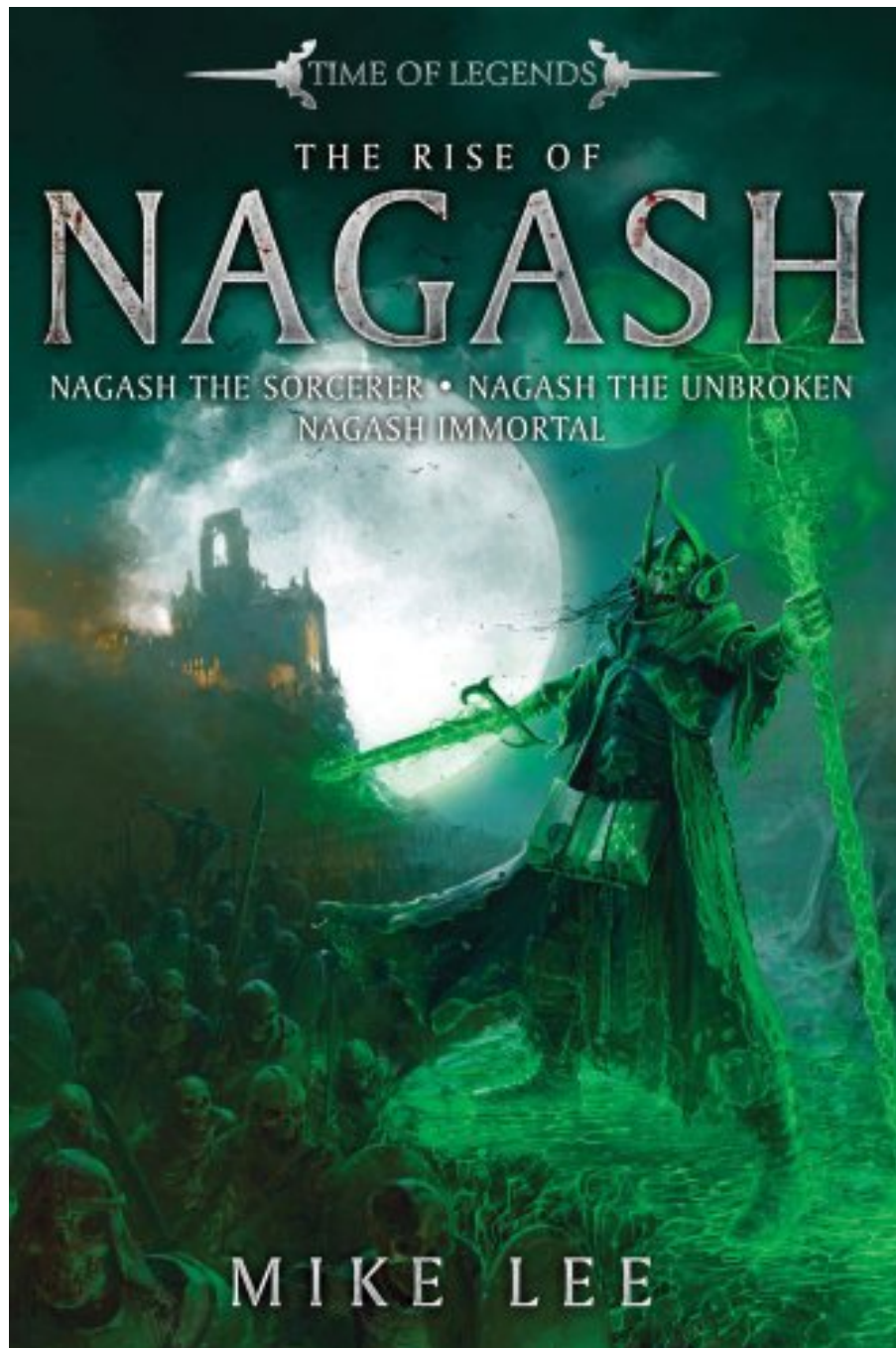


THE RISE OF NAGASH (TIME OF LEGENDS) BY MIKE LEE



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About the Author

Mike Lee was the principal creator and developer for White Wolf Game Studio's *Demon: The Fallen*. Over the last eight years he has contributed to almost two dozen role-playing games and supplements.

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The story of Nagash - father of the vampires - in one big volume

Nagash is the first necromancer and the supreme lord of undeath. He wrested the secrets of dark magic from the elves and perverted them to suit his ends. When the priest-kings of Nehekara stood united against him, he broke their armies and sacked their cities. He raised the largest army of the dead the world has ever known and became an immortal dark god. His deeds are legend. This is his story.

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Most helpful customer reviews

3 of 3 people found the following review helpful.

Better than I expected

By Sabooski's Meow

I'm not a gamer at all, I'm a reader. I do love the whole mythos of this WARHAMMER universe, especially the Trilogies and Omnibuses. I decided to give a 'Time of Legends' trilogy a try and settled on 'The Rise of Nagash' (RoN). There are two other 1000+ page 'Time of Legends' tomes which comprise what is referred to as the Warhammer 'Old World', 'SIGMAR' and 'THE SUNDERING'.

One thing that is very cool about the overall Warhammer Universe is how all the books' (there are a lot of books and a lot of authors) kinda link up with each other (some more direct than others of course). This aspect is what gives *The Rise of Nagash* an extra kick. Not only is a HUGE story presented here, this 3-part flow well when read as a whole.

Though RoN is more fantasy oriented, the basic WAR CULTURE so prevalent in WH40K remains sacrosanct. This book offers up a BIG feast of battles, sorcery, and EVIL. In effect, *The Rise of Nagash* is bigger and badder than anything from *Lord of the Rings*. It's not that the book is written better (lets be

honest, it's not) but when you take into account ALL the books' that feed into it, all the history yet to be explored (as a fantasy or sci-fi, or both), the scope of vision becomes VAST. You can get lost in it. I did.

My main quibble is not in the story itself, it's in the 2 page MAP provided at the beginning of this 1000+ page read. If you can hark back to the days when Lord of the Rings was published it included a map of Middle Earth which gave the reader a decent overview of the land our adventurers traversed. I remembered back in the late 60's I even purchased a 2 1/2ft x 3ft poster of this same map from the books. I could track my progress through the books from this map. It gave the whole Middle Earth landscape a 'real' feel.

The problem here is that the map included is all screwed up. There is no time reference on the map's Legend/Key, or any way to gauge distance. In RoN the book takes place over centuries (each book delves in specific periods). The place names and particular events shown on the map are from several different timeframes. In other words they never existed as such during the same time. So, some cities go by different titles under different rulers; many places mentioned (alot) in the trilogy are not labeled with the same identifiers on the map, including rivers, trade routes, etc. I was never quite sure if I was reading the map correctly.

When reading and refering back to the map it's very hard to figure in what (ie: specific "era"), where (ie: descriptions do not match map geography) and who (ie: certain characters' have limited knowledge of topography and make references to places I could not find). The fact that several battles (hundreds of years apart) are listed along a certain route make it extra confusing because nothing of a chapter's current war(s) is clearly shown.

If only the Black Library publishers had spent more time on this it would have really enhanced the overall tale's historic range.

Add to this the fact that author Mike Lee writes primarily in 10 page chapters where the story timeline can jump about with each chapter. Thankfully more times than not several 'chapters' do follow chronologically and much ground is covered then, giving the book pace a much needed progression. There were great swathes of pages where I could not put the book down.

Bottomline: best read as a single complete read, not as 3 separate installments. This book will give you a great partial perspective on the WARHAMMER 'OLD WORLD' with the focus on the origins' of the Undead and Vampyres found throughout the WH40K History to follow. Easiest to follow the flow of the story by using the 'Imperial Reckoning +/- (in years)' calender that is located beneath the title of each chapter. Very enjoyable read.

2 of 2 people found the following review helpful.

Nagash Omnibus with all 3 novels.

By Detra Fitch

BOOK ONE: Nagash the Sorcerer

Nagash, Grand Hierophant of the Living City's mortuary cult, searches for the secret to eternal life. Without the fear of death, the gods would have no hold over mortals. Nagash's brother, Thutep, is the king. When Nagash first sees Neferem, the betrothed of Thutep, he feels jealousy as never before. Neferem represents the covenant. She is the conduit for the gods' powers. Once she becomes queen, she stands beside her husband's decisions, helping to care for their people. Nagash, craving power, plots to kill his brother, take the throne and the queen for himself, and bring about the end of the gods' hold on mortals.

Nagash becomes the Undying King. His life-giving elixir is given only to those he chooses. As long as those chosen keep taking the elixir, they are immortal. Through trickery, Neferem is made immortal. She is enslaved, bound body and soul, to Nagash. Her hatred for Nagash is as undying as his elixir makes him.

The sorcerer, craving more and more power, continues his dark experiments. The Hieratic Council in Mahrak defies the Undying King. But before the necromancer is done, all Nehekhara will lie beneath his heel, and Settra's great empire will be restored. The age of the old gods is over!

**** FOUR STARS! Mike Lee has done a terrific job of bringing the legend of Nagash to (immortal) life. As I read about the birth of vampires, there were times that I wondered if perhaps I had been ensorcelled by the author's writing talent. I admit that I found the narrations to be too long-winded at times, yet the images crafted within my imagination as I read were amazing. Highly recommended reading! ****

BOOK TWO: Nagash the Unbroken

Many hope, pray, or believe that Nagash the Usurper, Undying King of fallen Khemi, perished with his undead army. The remaining immortals were hunted down, a feat that took decades, and eliminated. Only one remains, Arkhan the Black. As the Usurper's army fell, Lamashizzar smuggled the books of Nagash from the Black Pyramid outside Khemri. Now Lamashizzar, Priest King of Lahmia, City of the Dawn, seeks the power that Nagash once held. With Arkhan nearby, locked immobile within his own flesh and bone, Lamashizzar studies Nagash's tomes. Yet Arkhan knows that once he reveals all Nagash's secrets, he will be destroyed.

Queen Neferata realizes that Lamashizzar cares for nothing more than his studies. The care and protection of Lahmia falls to her. Therefore, without her husband's knowledge, Neferata strikes a bargain with Arkhan. The immortal gives the queen secret tutelage of the necromantic arts. Soon she can deal with Lamashizzar, care for her people, and eventually make Lahmia the undisputed center of power in all of Nehekhara.

Unfortunately for Nehekhara, Nagash still lives. Nagash retreats to the mountains where he slowly rebuilds his strength and finds new allies in many of the barbarians and the skaven (mutant ratmen that dwell beneath the earth). In his new lair of Cripple Peak, Nagash discovers warpstone, which gives the necromancer more power than ever before. Once Nagash unlocks all the secrets of warpstone, he will be unstoppable.

**** FOUR STARS! The blurb on the back of the individual book speaks only of Nagash and the skaven. This is extremely misleading. Less than half of this book follows Nagash. As for the skaven, they are hardly seen or mentioned. The main focus this time is on Queen Neferata. My main problem with the story is the large gaps in time. More than once I turned the page to find that fifty years or more had passed. This caused me to somewhat flounder as I tried to figure out if anything vital had changed. I believe these sections could have been handled better. Yet overall, this story is intriguing. The epilogue, which begins after another huge time gap, gives a minor sneak peak as to how the third book will begin. I look forward to reading more about the beginning of the vampires. ****

BOOK THREE: Nagash Immortal

Nagash the Usurper, Tyrant of Khemri, still walks the earth, some five hundred years after his defeat at the Battle of Mahrak. His plans to seal the doom of the great cities of Nehekhara are delayed when the skaven dwelling under his dark mountain try to overtake the mining levels and claim the powerful stones called abn-i-khat as their own. Nagash must crush the skaven, a task that will take many years and battles, before he may continue his evil plans.

While Nagash deals with his ratman problems, other immortals are busy too. Neferata is the Queen of Lahmia, the City of the Dawn. Her line has ruled Lahmia for millennium. The vampire has kept her immortality and true nature hidden from the mortals. Within her court resides Alcadizzar, Prince of Rasetra, who she has raised and educated since his birth. (Alcadizzar is thirty-years-old when he is first introduced to the reader.) As the young prince matures, his tutors relentlessly train him to be the best king Khemri has ever had. Few know that Neferata plans to unite Khemri and Lahmia by making Alcadizzar her consort. As the prince continues to learn all he can to help his people in their future, Neferata slowly molds him according to her own wishes.

Alcadizza is fifty-one when he finds out that Neferata is a vampire. Her dark elixirs have slowed his aging, so Prince Alcadizza's appearance has hardly altered. The prince flees Lahmia, intent on warning Nehekhara of Neferata's dark crimes. But without evidence, none of the great cities' rulers dare to move against Lahmia. In order to find proof, the prince travels into the Golden Plains. Under the alias of Ubaid, the prince is adopted by one of the best tribes. Here he will live and fight as one of the bani-al-Hashim for decades. Once proof is finally found, all of the great cities will band together to purge Nahekhara of Lahmia's great evil.

After many, many decades of war between Nagash's forces and the skaven, they form an uneasy alliance. The skaven are greedy by nature and Nagash uses their vice for his own nefarious purpose. The necromancer launches his nightmarish army and finally begins his final attack on the lands of Nehekhara, killing any and all before them. Only one man dare stand in his way - King Alcadizzar. Should Nagash prevail, Nehekhara will cease to be, followed by all the Old World.

*** THREE STARS! This is the last book of the Nagash Trilogy. Nagash is given more time in the spot light this time around, yet still not as much as I would have enjoyed. When I, as a Warhammer fan, think of Nagash, I imagine an incomparable evil. He is a dark figure compiled from the most malevolent sorceries and made sentient. Often the author manages to convey that same image to me, however, there are times that Nagash's character comes across as too weak.

Queen Neferata is as problematic for Alcadizzar as Nagash, if not more so. Our hero will make horrible sacrifices and go through great pain for his people. But will it be enough? Will Nagash and Neferata, or both, be destroyed? Can there be a happy ending? I refuse to spoil the story by telling. ***

Reviewed by Detra Fitch of Huntress Reviews.

0 of 0 people found the following review helpful.

Excellent anthology in the Time of Legends series!

By M. Hubbard

I thoroughly enjoyed all three of the books that make up this anthology. If you have read Gotrek & Felix books and have been curious about the occasional references to "Nagash the Great Necromancer" or "Nehekara" or about the origin of vampires in the World of Warhammer, then this is the anthology for you.

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