

House of Chains (The Malazan Book of the Fallen, Book 4)

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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 . . .

This is the awesome fourth installment in Erikson's epic sequence.

In Northern Genabackis, before the events recounted in Gardens of the Moon, a raiding party of savage tribal warriors descend from the mountains into the flat lands.

For one among them, Karsa Orlong, it marks the beginning of what will prove an extraordinary destiny. Some years later, it is the aftermath of the Chain of Dogs; Coltaine is dead.

And now the untried new Adjunct, Tavore, must urgently raise an army able to withstand the forces of the Sha'ik's Whirlwind that are massing in Raraku, the few remaining veterans from Coltaine's march her only hope.

So begins the epic new novel of war, intrigue, magic and betrayal from a writer now acknowledged as one of the most original, imaginative and exciting storytellers in modern fantasy. Steven Erikson is an archaeologist and anthropologist and a graduate of the Iowa Writers' Workshop. His Malazan Book of the Fallen series, including The Crippled God, Dust of Dreams, Toll the Hounds and Reaper's Gale, have met with widespread international acclaim and established him as a major voice in the world of fantasy fiction. The first book in the series, Gardens of the Moon, was shortlisted for a World Fantasy Award. The second novel, Deadhouse Gates, was voted one of the ten best fantasy novels of 2000 by SF Site. He lives in Canada.

Other Books

El Dios tullido / The Crippled God, El décimo y último volumen, inédito en español, de una de las mejores sagas de fantasía de las últimas décadas. El Dios Tullido cierra la épica decalogía Malaz: El Libro de los Caídos, una obra maestra de la imaginación que ha convertido al escritor canadiense Steven Erikson en una de las mayores voces de la fantasía contemporánea. Masacrados por los k'chain nah'ruk, los Cazahuesos marchan hacia Kolanse, donde les aguarda un destino desconocido. El ejército está al filo del motín.

pero la consejera Tavore no cede. Queda un acto final. Tavore pretende desafiar a los dioses, pero sus tropas pueden matarla a ella antes. Los forkrul assail esperan a Tavore y a sus aliados; son los árbitros finales de la humanidad. Ansían aniquilar a todos los humanos para comenzar de nuevo. En el reino de Kurald Galain, una muchedumbre de refugiados se reúne en la Primera Orilla. Liderados por Yedan Derryg, esperan la fractura de Cascada de Luz y la llegada de los tiste liosan. Es una guerra que no pueden ganar, y morirán en nombre de una ciudad vacía y de una reina sin súbditos. ENGLISH DESCRIPTION The climax to the epic Malazan Book of the Fallen series that will determine how the world is ruled. Savaged by the K'Chain Nah'Ruk, the Bonehunters march for Kolanse, where waits an unknown fate. Tormented by questions, the army totters on the edge of mutiny, but Adjunct Tavore will not relent. One final act remains, if it is in her power, if she can hold her army together, if the shaky allegiances she has forged can survive all that is to come. A woman with no gifts of magic, deemed plain, unprepossessing, displaying nothing to instill loyalty or confidence, Tavore Paran of House Paran means to challenge the gods - if her own troops don't kill her first. Awaiting Tavore and her allies are the Forkrul Assail, the final arbiters of humanity. Drawing upon an alien power terrible in its magnitude, they seek to cleanse the world, to annihilate every human, every civilization, in order to begin anew. They welcome the coming conflagration of slaughter, for it shall be of their own devising, and it pleases them to know that, in the midst of the enemies gathering against them, there shall be betrayal. In the realm of Kurald Galain, home to the long lost city of Kharkanas, a mass of refugees stand upon the First Shore. Commanded by Yedan Derryg, the Watch, they await the breaching of Lightfall, and the coming of the Tiste Liosan. This is a war they cannot win, and they will die in the name of an empty city and a queen with no subjects. Elsewhere, the three Elder Gods, Kilmandaros, Errastas and Sechul Lath, work to shatter the chains binding Korabas, the Otataral Dragon, from her eternal prison. Once freed, she will rise as a force of devastation, and against her no mortal can stand. At the Gates of Starvald Demelain, the Azath House sealing the portal is dying. Soon will come the Eleint, and once more, there will be dragons in the world.

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