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Plague Daemon (Warhammer: The Orfeo Trilogy, Book 2)



Synopsis

The second of a trilogy of macabre fantasies told by the minstrel Orfeo of the struggle against the Dark Powers that threaten the Warhammer world.

Book Information

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Customer Reviews

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Adventure, war and plague in the dangerous lands of the Border Princes. Writing: Sophisticated, short and detailed presentation of the story. Some hints of humor even when the story gets darker. The author avoids passionate, flowery or pompous language and offers an almost clinical description where reason causes things to happen. The story doesn't jump around, but has a complete, linear and very logical structure where one event leads to the next. The story is driven by the people's thoughts, choices and actions, all told in detail. As with the other book I've read from this author (Storm Warriors) the author likes to tell a story of a real world and real people with, usually, minimal use of fantasy elements. After all demons exist because of the darkest human desires. Land: The lands around the town of Khybris, part of the Border Princes lands in the Warhammer world. No map in this edition (2002) but one can find a detailed map on the internet (search for Warhammer Khybris map). Main Characters: Harmis Detz: a soldier of the Border Guard. Averil: young female, a magician apprentice. Nicodemus: young male, a magician apprentice. Story (minor spoilers): This story, like the two others in this series (Tales of Orfeo) is

supposedly narrated by a travelling story teller, Orfeo. This is not just a war story but a story about a land, threatened by a plague, and its people during an invasion. Most of the characters are simple humans. There are also a couple of magicians, a dozen of beastmen and muttants and a daemon. The story telling begins with a brief description of the Border Princes lands, and then focuses on the lands around the town of Khybris. The author offers a short "geopolitical analysis" so one has a clear picture of the tribes, the reasons and the means for wars. The main character is Detz, a good, experienced and practical soldier of the Border Guard who prefers to stab an enemy in the back when possible than risk a face to face sword fight. Detz is trained to fight human barbarian tribes (Zani) that raid the Khybris lands and has nothing to do, neither wants to have anything to do, with magic and magicians. Only this time besides a tribal invasion the land is threatened by minions of the God of Plague and Detz needs the help of magicians to fight the darker enemies. The story tells the adventures of Detz and his companions who travel through the lands and towns of the Khybris kingdom. The lands are in turmoil because of the Zani invading hordes and because of people fleeing from their villages trying to reach the capital while the authorities have to keep them away to stop the potential spreading of the plague. There are some very reasonable skirmishes and sword fight scenes, described with real details. There is a big confrontation of two armies in an epic battle, tactically correct, while the fury of nature is unleashed. This battle is described in an excellent way by the author and it's definitely one of the best battles i've ever read. The, also excellent, final part narrates the battle against the plague; its the darkest and goriest, and with most fantasy elements, part of the book. Conclusion: There is nothing i thought was wrong with this book. I liked the very human nature of the, human, characters, and the detailed description of some unhuman creatures. I liked the fights, they make sense and are very well described. I liked very much the story and the reason based narration. Also nice cover artwork (2002 edition). So its 5 stars. No need to be a warhammer fan to understand the story, so dark fantasy readers will enjoy it. I also think that fans of medieval or war stories can enjoy it. PS. In this edition, and on the cover, the author uses the pen name Brian Craig

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