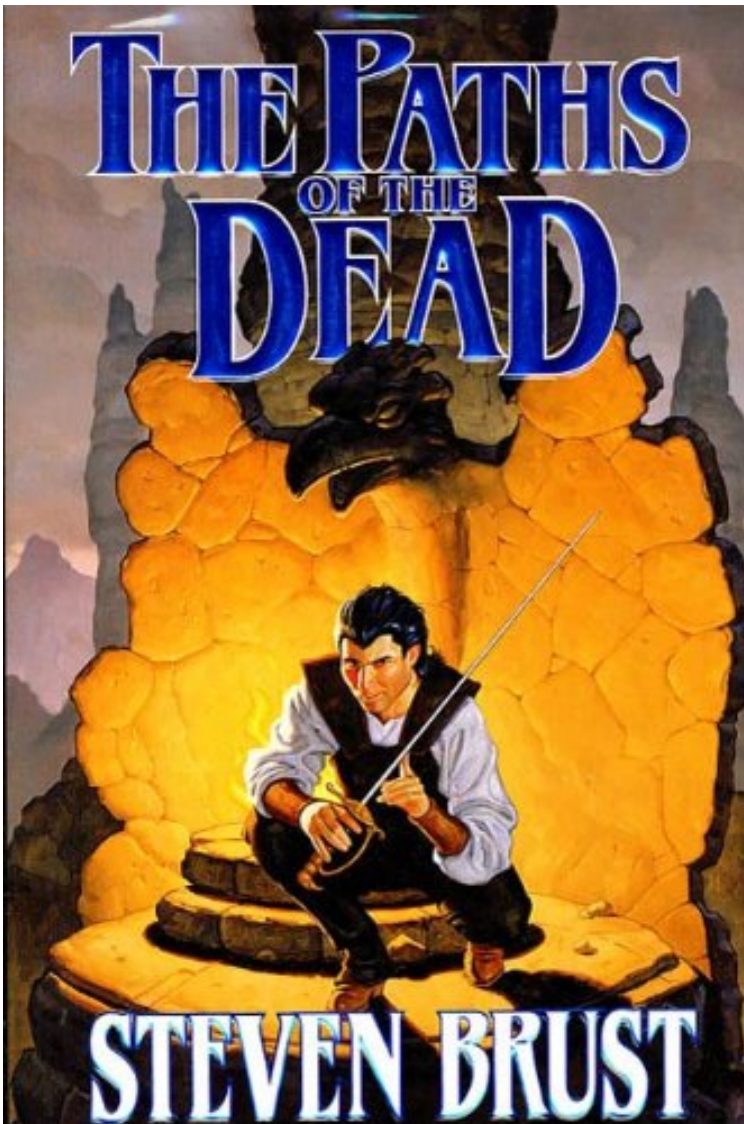


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The Paths of the Dead: Book One of the Viscount of Adrilankha



Par Steven Brust
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Description : Description du produitThe long-awaited sequel to The Phoenix Guards and Five Hundred Years AfterTwo hundred years after Adrons Disaster, in which Dragaera City was accidentally reduced to an ocean of chaos by an experiment in wizardry gone wrong, the Empire isnt what it used to be. Deprived at a single blow of their Emperor, of the Orb that is the focus of the Empires power, of their capital city with its Impe-rial bureaucracy, and of a great many of their late fellow citizens, the surviving Dragaerans have been limping through a long Interregnum, bereft even of the simple magic and sorcery they were accustomed to use in everyday life.Now the descendants and successors of the great ad-venturers Khaavren, Pel, Aerich, and Tazendra are growing up in this seemingly diminished world, con-vinced, like their elders, that the age of adventures is over and nothing interesting will ever happen to them. They are, of course, wrongFor

even deprived of magic, Dragaerans fight, plot, and conspire as they breathe, and so do their still-powerful gods. The enemies of the Empire prowl at its edges, inscrutable doings are up at Dzur Mountain...and, unexpectedly, a surviving Phoenix Heir, young Zerika, is discovered setting off a chain of swashbuckling events that will remake the world yet again.

The long-awaited sequel to *The Phoenix Guards* and *Five Hundred Years After* two hundred years after Adron's Disaster, in which Dragaera City was accidentally reduced to an ocean of chaos by an experiment in wizardry gone wrong, the Empire isn't what it used to be. Deprived at a single blow of their Emperor, of the Orb that is the focus of the Empire's power, of their capital city with its Imperial bureaucracy, and of a great many of their late fellow citizens, the surviving Dragaerans have been limping through a long Interregnum, bereft even of the simple magic and sorcery they were accustomed to use in everyday life. Now the descendants and successors of the great adventurers Khaavren, Pel, Aerich, and Tazendra are growing up in this seemingly diminished world, convinced, like their elders, that the age of adventures is over and nothing interesting will ever happen to them. They are, of course, wrong . . . For even deprived of magic, Dragaerans fight, plot, and conspire as they breathe, and so do their still-powerful gods. The enemies of the Empire prowl at its edges, inscrutable doings are up at Dzur Mountain...and, unexpectedly, a surviving Phoenix Heir, young Zerika, is discovered setting off a chain of swashbuckling events that will remake the world yet again. At the Publisher's request, this title is being sold without Digital Rights

Management Software (DRM) applied. From *Publishers Weekly* In his latest chronicle of the Dragaeran Empire, Brust (Issola) conjures the spirit of Dumas (the subtitle evokes the Viscount trilogy that includes *The Three Musketeers*), though he less successfully captures the panache of those classic swashbucklers. The mock historic narrative follows Khaavren and other heroes from the author's earlier books (*The Phoenix Guards*; *Five Hundred Years After*; the *Vlad Taltos* series) and gives the origins of later ones in the course of the epic restoration of the Dragaeran Empire. Piro, son of Khaavren and heir to his father's role of protector of the Emperor, seeks to help a childhood friend achieve her destiny. With polished manners and courteous speech, he must maneuver his way amid a number of similarly equipped folk to escort his friend to the Paths of the Dead, entryway to the Halls of Judgment (where sit the gods), so that she may retrieve the Imperial Orb, linchpin of empire. After that, the real work begins. Brust strives hard to recreate Dumas's charm, including a mix of humorous and tragic elements, a romantic tone, intersecting plot lines, themes of vengeance and return, slightly effete nobles and somewhat clownish (if sensible) commoners. The author might have done better to ascribe comic verbal ticks to only a few characters. Also, since much of the character interaction depends on knowledge of previous books, casual readers will be occasionally puzzled.

Copyright 2002 Reed Business Information, Inc. From *Library Journal* Two centuries after the event known as Adron's Disaster deprived the Dragaeran Empire of its emperor and its stability, the descendants of the Empire's greatest heroes set off on their own voyage of discovery, despite the fact that their diminished world contains little in the way of adventure. Their fortunes change when they encounter Zerika, a young woman who carries the lineage of the Phoenix within her and who provides the impetus for a revival of the old days of glory—provided she survives her journey along the Paths of the Dead. Continuing his swashbuckling epic fantasy (begun with *The Phoenix Guards* and *Five Hundred Years After*) with a new series and a new generation of heroes, Brust, with his arch humor and quasi-archaic narrative style, pays homage to Dumas, Zola, and other masters of swashbuckling adventure. A good choice for most fantasy collections. Copyright 2002 Reed Business Information, Inc.