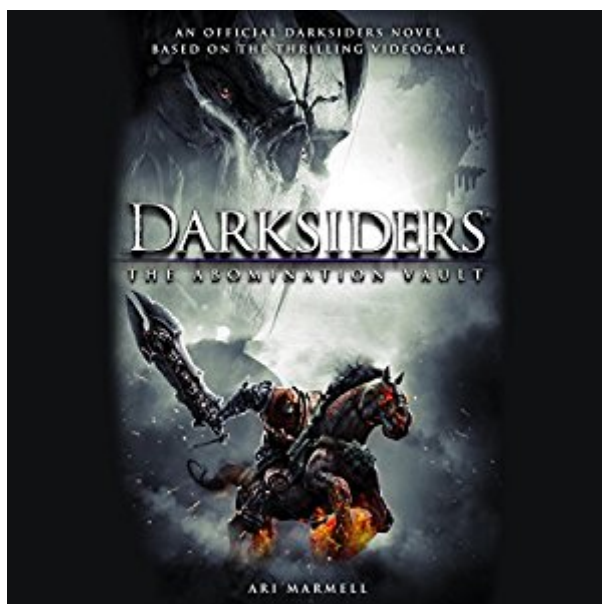


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# Darksiders: The Abomination Vault



## Synopsis

Ride with the Horsemen of the Apocalypse as they seek to unearth a plot that could plunge all of Creation into chaos! Ages before the events of Darksiders and Darksiders II, two of the feared Horsemen - Death and War - are tasked with stopping a group of renegades from locating the Abomination Vault: a hoard containing weapons of ultimate power and malice, capable of bringing an end to the uneasy truce between Heaven and Hell...but only by unleashing total destruction. Created in close collaboration with the Darksiders II teams at Vigil and THQ, Darksiders: The Abomination Vault gives an exciting look at the history and world of the Horsemen, shining a new light on the unbreakable bond between War and Death.

## Book Information

Audible Audio Edition

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## Customer Reviews

I'm one of those guys that plays video games for the story. I much prefer a solid campaign over online multiplayer any day of the week. For this reason I am a huge advocate of tie-in fiction. I love to delve deeper into characters and events that are barely touched upon while playing the game. When I caught word of a prequel novel to the Darksiders franchise from THQ my interest was piqued. When I saw that it would be penned by Ari Marmell, author of the Young Adult Widdershins series, I was sold. May I present you, DARKSIDERS: THE ABOMINATION VAULT. There exists a vault containing weapons of unimaginable power. The vault remains a legacy of the atrocities committed by the Nephilim. Of the four Horsemen, the last surviving Nephilim and protectors of the Balance, only Death is aware of its being. Now an unknown enemy strikes from the shadows, intent

on acquiring the weapons stored within the vault and unleashing a wave of destruction across Creation. Only Death, with the assistance of his younger brother War, has the ability to prevent the coming catastrophe. I know what you're thinking, how deliciously melodramatic! Oh and it is. I eat this sort of thing right up. As a fan of the Darksiders video games and an even bigger fan of the Darksiders lore, how could I not want to read this book? Combine that with the sharp wit of Marmell and you have a winning combination. I have to admit, I found myself pleasantly surprised at the level of characterization bestowed upon Death. I won't pretend that he is the deepest of characters but there are levels of complexity beyond super powered Horseman of the Apocalypse. Death's facetious responses to every given question can become grating after a time, but until that time comes it continues to be tongue-in-cheek funny.

First, before delving in the book itself, I want to give a brief background. I have played the first Darksiders before purchasing the book and before I finished the book, Darksiders II came out. Even though the book takes place millenia before the events of Darksiders I or II, I recommend at least playing the first game in the series and maybe an hour or so of the sequel. There is a lot of interesting lore in this universe and you will appreciate the book on a much better level. With regards to the book, this is a MUST BUY for any Darksiders fan and honestly any science-fiction reader who doesn't mind being caught up in the lore of the Darksiders universe. Initially the book starts off slow, the plot slowly unraveling itself and the filler being, imo, overly descriptive sections of Death's actions and surroundings. But by a quarter of the way through, the plot begins to pick up pace and it is a very interesting one. It is fully developed, and as a fan I could not see any gaping plot holes or inconsistencies with the universe. The action-scenes in the second-half of the book are so well-written and give an epic imagery of the battles without over-saturating with descriptive details like in the beginning. The main characters of the past two games in the series, Death and War, are truly fleshed out here and I honestly look forward to finishing Darksiders II having learned the history between these two HorseMen Brothers. Most importantly, I learned an ever deeper reason why Death is committed to save War in Darksiders II beyond his obligations to look out for his other three Horsemen Brothers/Sisters. The dialog between them especially is well-done and doesn't seem 'cheesy' or over-dramatic.

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