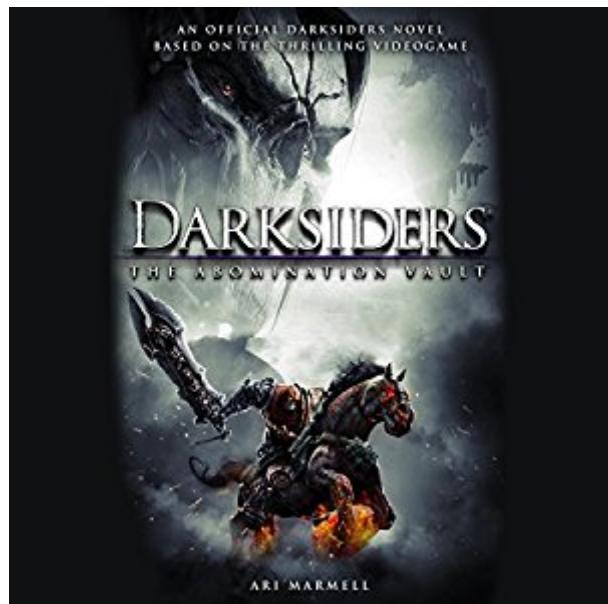


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# Darksiders: The Abomination Vault



## 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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#802 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

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## Customer Reviews

\*Contain some spoiler regarding the CharacterÃ¢Â¢Â¢s personalities. Nothing that could ruin the plot\*This book is surprisingly good. ItÃ¢Â¢Â¢s fast paced and rich in detail (sometimes a bit too much) and held my attention to a point I finished within two days. Some interesting facts are learned about how the Horsemen interact with themselves, with one another, with the Charred Council and with Creation. I even learned Death has a conscience and can feel guilty over certain matters! On top of it all the story has its funny moments. I caught myself chuckling and even laughing more than twice. I must admit I had little problem with the wording sometimes, but keep in mind that English is not my native language. Nevertheless I definitely wouldnÃ¢Â¢Â¢t recommend this book to anyone or everyone. If you never played the

games you will feel quite lost or possibly bored. If you are familiar with the games then I'd say it's an interesting addition to the Darksiders Lore. But then again it's not flawless. Below are the three reasons I did not rate this book 5 stars:1) Fury and Strife. Their personalities, physical features and weapons are so wonderfully enlightened in this book (Fury seems to be the calmer, more reasonable of the Four Horsemen and Strife is rebellious and described as a "black sheep", though unlike Death and War he shows no sign of arrogance) that it hurts my heart DEEPLY they only had a brief cameo appearance in such a long book! For instance, the author never explains the precise reason why Strife is so quarrelsome when he's around Death2) War and Death's brotherly relationship is deeper than I could possibly imagine, true enough. Yet in this novel their personalities are somewhat blended. There were a few times I had to read the same paragraph again because I thought "Wait, is this War or Death again?"3)As I said before, too much detail. When it comes to the characters is really not bad. However the 15-or-so pages describing battle and scenery can get pretty tiresome. To wrap things up, if you are a Darksiders fan give this book a try and take your own conclusions. And to the game developers out there:Come on guys, bring us Darksiders 3 already! There's plenty of good material.

Personally I thought the book was quite good and existing fans of the games and those looking forward to the third one will enjoy it. However, it is not without its faults. It felt as if many lengthy paragraphs were devoted to descriptions of the appearance of both War and Death, the council's realm and the horsemen's weapons and abilities. These lengthy explanations felt forced in for unfamiliar readers, though I doubt many would read the book not knowing such visual details. Describing Chaoseater's Blade Geyser and Harvester's transforming felt awkward as many sentences in the first half clumsily attribute in game mechanics to magical details. Later the pace progresses and stabilizes without this. Being characters in a book, dialogue was required but War in particular came to feel more chatty than he should be, although not to a particularly distasteful level. Additionally it also seemed at first that any inconvenience was swiftly resolved by the mere mention of the council which felt nearly bureaucratic considering how we would expect the horsemen to resolve problems. The conclusion of the story was satisfying enough and while I recognize the difficulty in writing a novel based off of limited existing information, the book simply cannot match a universe that was made for the written world. All in all fans will enjoy some of the historical build-up of the universe although it's invisible in the games due to the timeline of the release. I'd recommend

it to anyone interested in the world as it stands, but those looking for a brand new fantasy world to read about may wish to find another source.

Disclosure: At about 80% I started skimming as I was at the point where I just had to move on. This one is hard for me to review. Darksiders is one of my all-time favorite game franchises, so I picked this one up without question, thinking it'd be as cool as the games. Now, it has its moments, and there's some cool characters (but already created by someone else) but for the most part I just fought my way through trying to finish so I could move onto something else. Now, there may be people who love it, this is just how it affected me -- I found it hard to connect with anything really. The weapons were cool though...

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