



# Age of Misrule

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All over the country, the ancient gods of Celtic mythology are returning to the land from which they were banished millennia ago. Following in their footsteps are creatures of folklore. As they grow in power, so technology is swept away. It is myth and magic that now rule the supreme in this new Dark Age.

## Age of Misrule Details

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Author : Mark Chadbourn

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# From Reader Review Age of Misrule for online ebook

## **\*Tabytha\* says**

Wow! What a fantastic book. I'm so glad my friend lent it to me (she's been very patient too! lol!)

How would I describe this story? An epic urban fantasy saga. ... yes I think that covers it! ;-)

The journey wasn't always an easy one both in how the story evolved & I found some of the more violent & dysopian scenes tough to read but I feel that it was all worth it.

I really enjoyed how accurately the author described real places and the fact that the tale takes place here, at this time, in Britain.

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## **David says**

Great end to the second in a nine book trilogy with some of the best fantasy writing since Tolkien.

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## **Molly says**

I started off really enjoying this book and then the further I got the more I started to hate it until I was manufacturing ways to waste my free time so I wouldn't have to pick it up again. The whole science is a bad thing that has replaced the really important things in life and made everything pointless attitude really started to grate.

That said, I did enjoy that even though they were on a time pressure quest to prevent an ancient celtic darkness from destroying the world, the characters still found time to spend almost every night down the pub. That's the kind of world saving I can get behind.

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## **edifanob says**

The omnibus contains the whole *Age of Misrule* trilogy

So far I read the first book **World's End** and enjoyed it.

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## **Lisa says**

I first read *The Age of Misrule* trilogy decades ago and seem to remember thinking it was only OK, but since then I've found my mind often returning to some of its scenes and ideas and so decided it was high time for a

re-read.

### ***World's End, Book 1 - 4 stars***

Based on the first book, so far my re-read has discovered that, while it has its flaws, my younger self was far too scathing in my initial assessment.

In *World's End*, we meet five strangers drawn together to try and avert an apocalypse. The Age of Reason is over, and creatures from legend are starting to stalk the land once more. Stumbling upon a terrifying mugging that sets events in motion are Church and Ruth, and as technology starts to fail, they discover that they – and three others that are drawn into their flight from dragons, Black Shuck, the Wild Hunt and more – are the 'Brothers and Sisters of Dragons', mankind's last hope against the forces that stand against them.

Aided by another mysterious figure and sent on a quest to retrieve four talismans, which together will help summon the Tuatha De Danann to oppose the Fomorii, the group take off on a breakneck run across Britain, the pace of which accounts for one of the book's strengths. The writing style is very straightforward, lacking much of anything that doesn't advance the plot, with the result that the story thunders along at a terrific pace. It also meant that I didn't get into the characters as much as I normally like to, which probably accounted for some of my remembered apathy from my first read. I appreciated the British setting – most fantasy books that I've read, urban or otherwise, have been set across the pond and so it was a pleasant novelty to read about places I know in apocalyptic circumstances. The multitude of British legends drawn upon added more to my enjoyment.

It did turn out that the things I'd remembered most – the Wild Hunt trashing Taunton Dean services and Two Bridges on Dartmoor, and an encounter with Cernunnos – took place in this first book, so it'll be interesting to rediscover everything that I've forgotten with the next two, and see if I continue to think better of them this time around.

**\*\*Also posted at Cannonball Read 10\*\***

### ***Darkest Hour, Book 2 - 2 stars***

Having taken a couple of weeks to slog through *Darkest Hour*, I'm starting to see where my rating knocked off a couple of stars in my first read through, as the breakneck pace of *World's End* came almost to a complete halt, and our 'heroes' screwed up yet more things in their fight to save humanity.

*World's End* saw Church, Veitch, Shavi, Ruth and Laura summon the Tuatha De Danaan to help them to defeat the Fomorii, only to discover that once the Tuatha were here, they really didn't want to leave again, and nor did they feel like adjusting any Fomorii attitudes. Instead it's up to our own Brothers and Sisters of Dragons to grow into the roles laid out for them – Church is our king, Veitch the warrior, Shavi the Shaman, Ruth is a witch, and Laura is The Worst. Aided by Tom the Expositioner (sorry, Thomas the Rhymer), they need to figure out how to stop the Fomorii from accomplishing the next part of their plan – resurrecting Balor, God of Death – and so they're off toiling the length and breadth of Britain once more, making incredibly poor choices and generally making things worse by freeing an insanely powerful and powerfully insane fae, breaking promises to other powerful beings and getting impregnated by the destruction of us all.

The breakneck pace of *World's End* was one of its highlights, so it's a shame that things slow down so much in *Darkest Hour*, giving us more time spent with our characters which in turn highlights some of the book's flaws. The characterisation is rather two dimensional and the dialogue often clichéd – especially Laura's,

who sounds like an old person's idea of a spunky young 'un – and huge chunks of the book are spent listening to Tom explain to everyone just what the shit is going on. There are still some great ideas and some great set-pieces within, but they do tend to be a little overshadowed by all of the explaining going on.

The best part of this book is the fate of Laura – have I mentioned that I truly hate this character yet? – and, while I'm sure she'll rear her deeply irritating head again at some point so that she can be a spiteful little brat whose pain is the only one that matters again, I'm hopeful that the only mention of her in the next book will be Tom explaining to everyone where her grave is.

**\*\*Also posted at Cannonball Read 10\*\***

### ***Always Forever, Book 3 - 2 stars***

After slogging through its predecessor over a matter of weeks, I tore through *Always Forever* (the last in the *Age of Misrule* trilogy) in just two days, although this had more to do with wanting to read the tower of books I got for Crimbo than with how much I was enjoying it. To be fair, I did enjoy this one more than the *Darkest Hour*, but it never quite got back to the same level as the opener, *World's End*.

We left *Darkest Hour* with everything having gone pretty wrong. With the deaths of two of its members, our five is no more – meaning they no longer have the power to defend humanity against Balor and his Fomorii forces. But it seems that for the Brothers and Sisters of Dragons, the normal rules don't apply, and that being dead doesn't mean that you won't get better. So while Ruth and Church hitch a ride on a fairy ship to Tir n'a N'og to cleanse the taint of the Kiss of Frost from Church's blood, Veitch and Tom get their own side missions as they try to get the gang back together.

The side missions are a good thing, as it meant that we get breaks from the seemingly neverending boat ride taken by Church and Ruth. While this was no doubt important to the final resolution of the story, even the amount of mythical beings thrown at us as other boat passengers didn't do much to make me want to spend as much time there as we did. I've always hated the character of Laura, and her quick character change following her death didn't really feel particularly earned, while the amount of anvilicious foreshadowing that had peppered the preceding books about betrayal from within the group meant that the final reveal of the traitor was a bit of a damp squib.

On the plus side, while it felt a little rushed, I did enjoy the final depiction of Balor and the fate of Church, and there were again some nice little moments every now and then. They just weren't quite enough to make the books live up to their initial promise.

**\*\*Also posted at Cannonball Read 10\*\***

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### **Siavahda says**

This is another fantasy/sci-fi masterpiece; three books that belong on any fantasy-lover's bookshelf.

Ancient Celtic and Irish mythology - that of the Tuatha de Danaan, the golden children of Daan, and the Fomorri, their demonic opposites - blends with adventure/thriller as the end of the world finally arrives, in a style no one saw coming. After millennia of banishment, the treaty between Danaan and Fomorri has been made null and void, with both races returning to their old haunts on Earth. Both are here to reclaim their old

kingdoms and control of our world - with little to no concern for the humans already living there.

In come five perfectly normal human beings - that are all that stand between the immortal beings of magic and the surviving pockets of humanity. In a journey that takes them from the sacred talismans of the Danaan, granting rebirth, to the land of the dead and the depths of darkness, the Sons and Daughters of Dragons tear away the many masks and facades of humankind, revealing the golden beauty that lies at the heart of us all.

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### **Elvet says**

I'm a big fan of 'fish out of water' stories - especially when modern day characters get access to fantasy elements. Having said that, I prefer the epic story/quest ( books like Thomas Covenant, Fionavar Tapestry and Hickory Staff ) over urban fantasy.

The first book in the Age of Misrule is right up that alley. I had to force myself to put it down last night, and it's been a while since that happened with a book I was reading. I hope the goodness continues since the omnibus is over 1300 pages long.

If anyone else likes these type of books, here's a thread with other suggestions:

<http://www.sffchronicles.co.uk/forum/...>

Update: I finished the books last night and thoroughly enjoyed them. If you liked Fionavar Tapestry, give this book a go. One of my best reads so far this year. I hope the sequels are at least half as good.

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### **Kerry O'Connor says**

This is a brilliant blend of ancient British lore, legends, tales and modern landscape. Brilliant fantasy.

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### **David Stancel says**

One of the best books I read ever!

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### **!Tæmbu?u says**

Always Forever: KOBOBOOKS

Darkest Hour: KOBOBOOKS

World's End: KOBOBOOKS

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### **Adam says**

I started this book three times finally got into the flow and its an epic modern world fairy story. Even has some of it set in Temby

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### **Hannah Spencer says**

As ancient gods and monsters begin to make their comeback into the world, and the world as we know it slowly falls apart, five heroes emerge, chosen by the universe to guide the world back into the light. Five ordinary people from ordinary lives must discover the hidden strengths in their souls and overcome their own problems to fulfil their destiny.

These books challenge everything you ever thought about the world, how nothing is ever what it seems but layer upon layer of illusion must be peeled away to reach the truth. Full of myth, religion, philosophy, history, science, these books are some of the best I have ever read.

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### **Georgina says**

I read this a good few years ago, couldn't say when. But it is one of three favourite books of all time. I absolutely love the plot and the flow of the story, the five man band, the sense of urban realism mixed with fantasy. Defiantly recommend a read of this.

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### **Peter Oxley says**

This anthology pulls together into one volume the books World's End, Darkest Hour and Always Forever.

A collection of seemingly disparate characters are drawn together by an increasingly bizarre series of events which presage the end of the world as we know it. The old gods are returning, and in doing so strip away all of the technology which we have come to rely so much on. Jack "Church" Churchill and his band of similarly damaged reluctant heroes find themselves in the centre of the battle to save the world...

I was drawn to the novel by the central premise of Celtic gods taking over from technology, and all of the chaos that such a storyline promises. In many ways, I was not disappointed: there are some fantastic set pieces and scenes which stick in the memory, particularly one on a train in which an abusive father finds his comeuppance on a train in a particularly hideous way at the hands of an old-world faery (I won't spoil it for those who haven't read it, but the mental image sticks with me to this day, which is a feat I love and appreciate!).

The story runs at a good pace, although is sometimes held up a bit by the shifting points of view. However there are plenty of perils, intrigue and betrayals to keep the reader hooked. It is a great endorsement of this anthology that I wanted to read all the way to the end in one go, in spite of it being 3 books in 1 - I usually get bored and ready for a fresh voice after book 2, but not with this one...

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## **Lenna says**

This is sort of unfortunate. The premise is one I rather like. The Faeries returning to England. But the execution is a VERY lengthy soap opera... You can only have people wandering around with no idea what is going on and all of the 'legions of hell' trying to kill them before you just start getting annoyed that they're still alive.

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