



The Rise of Nagash

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Nagash is the first necromancer and the supreme lord of undeath. He wrested the secrets of dark magic from the elves and perverted them to suit his ends. When the priest-kings of Nehekara stood united against him, he broke their armies and sacked their cities. He raised the largest army of the dead the world has ever known and became an immortal dark god. His deeds are legend. This is his story.

The Rise of Nagash Details

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Olethros says

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Gavin Gates says

This is, as far as I'm aware, the final section in the base tale of the 'time of legends' setting for the Warhammer world along with 'The legend of Sigmar' and 'The Sundering.' All of these as a whole have basically covered the history of a full fantasy setting spanning a countless amount of time. ...Nagash focuses on the named character, god and legend himself, from his beginnings coming into power onwards and the world he lives in on a much larger scale.

The big problem that I found starting off with this omnibus is the sheer amount of information there is to take in, and with the added complexity of such a huge setting running over two separate time lines and panning approximately 600 years makes this very hard to keep up with. Not saying that this is not worth the initial effort, to be fair it could not be more the opposite. A good help in keeping up is also is the note of the time and location of each chapter which is essential information. There is also a very useful guide to the bloodlines of key characters at the back of this book, the time scales are set in a sort of Egyptian 12 year calendar cycle and also knowing that the average lifespan of a human in this time is around 150 years, which lends well to the scale of storytelling and also the idea that this is a long forgotten 'golden age of men' so to speak.

Using a basis in Egyptian historical mythology was very unexpected but has lent a great explanation to make for such a grand setting. There is a lot of reference to deities of every variety imaginable, slave races, and a thoroughly believable hierarchy all firmly set in place and also a long list of changing characters which in any other sort of tale you would expect to dilute what is on offer but in this instance works very much to the advantage of being able to portray Nagash transitioning from a devious, power hungry mortal to the 'Lord of the Undead' that he becomes. The use of races outside of human is done to perfection, earlier use of the lizard men leading well into the show stealing dealings with the 'Skaven' which are so far my favourite part in Warhammer history. The dialogue and pace of events throughout is exceptionally well played out and a pleasure to read to the point where reading through the battle scenes, which were to any standard very well portrayed, became almost a distraction from the real enjoyment of this novel.

I openly confess to being quite the novice when it comes to the Warhammer universe but also a very interested fan and in 'The Rise of Nagash' Mike Lee has taken on a particularly tough challenge and came out of the other side smelling of roses.

Jim says

The collected versions of Nagash the Sorcerer, Nagash the Unbroken and Nagash Immortals, part of the Time of Legends series that flushes out the backstory to the Warhammer world. The Rise of Nagash deals with how the Undead, Necromancy and Vampires came into the world via Nagash a priest of an ancient land who breaks every vow and law to seize power and become "The Undying King".

Let me save you some time. After 1000 pages it comes down to this, Nagash is a prick. He was born a prick, he grew up to become a bigger prick until he reached his goal of being the biggest prick of all. Fans might find some value in it but as an introduction to Warhammer (which it was for me) The Rise of Nagash has too many faults. Nagash is uninteresting, his Lt. Arkhan the Black is a generic scheming henchman in the first novel, has some real depth and poignancy in the second before being offed and then comes back in the third as Nagash's Lt again. The Protagonists of the first book are all dead of old age half way through the second. There replacements first with Queen Neferata than with Alcadizzar don't command any feeling from this reader. Neferata quickly devolves into a scheming bitch with bullshit magic powers that kicked me out of the story (namely as a Vampire she's so seductive that an entire army starts murdering itself for her approval which also breaks the show don't tell rule) and Alcadizzar comes in to late to make much of an impact (the third book). Surprisingly the only characters (other than Arkhan briefly in the second book) that I found myself invested in were Lord Eekrit and Lord Eshreegar, a Skaven (subterranean Rat-Men) and his right hand that battle Nagash's armies for most of the third book in a straight up evil VS evil fight. There scheming bastards who do evil things and yet I found that I was more invested in Eekrit as a character than anyone else, which is why his disappearance for the last 200 pages was disappointing until he and Eshreegar show up at the end to wrap things up in a neat little package.

I'm going to say unless you're already a Warhammer fan give this miss. However if Mike Lee or someone at Black Library decides to write the further adventures of Eekrit and Eshreegar I'd be all over that.

Eben Farley says

Awesome book, with a truly evil villain, Not a single redeeming feature except for his commitment to evil. It was a nice change.

The ending was a bit blunt though in my opinion.

Nick says

This is a book that started strong, dragged ass in the middle, then finished far too quickly. While a rousing good read I ended up not feeling for any of the characters, even the Messiah figure at the end of the book who was obviously supposed to be the inspirational hero that the reader identified with and felt for. He felt rather flat and emotionless.

Part of this has to do with the timespan of the three books in question. Six hundred years is a long time to tell a story but it also means that jumping around in time so much makes individual events seem less pressing to the overall story. It doesn't help that this is a Warhammer novel that most everyone who reads it already knows how it ends.

Claire Benham says

I think the 2nd book in here was the best one. I loved everything about this omnibus ❤

Christopher says

Nagash is the anti hero. Really one of the first book where there is never an actual hero in the story. Nagash simply sinks deeper and deeper into his own power going from what some could say was an almost vampiric existence to becoming something not even resembling human in the slightest. The wars depicted are fast and furious, and in grand detail. I have never read something that incorporated so many different aspects of the warhammer setting so fluidly. Very fun read!

Dylan Murphy says

A solid 5/5 stars on every novel in this omnibus collection!

Each story was a solid and fun adventure through the ancient world of warhammer, and having Mr. Mike Lee take us on this adventure of war and bloodshed, death and undeath, love and hate, was an absolute joy! The actual Omnibus is a Monstrous beauty with fantastic artwork and page count to scare off most readers. I wish it had the Picking the Bones short story in it as an added bonus, but I did love the Dramatis Personae and the bits on Nehekaran culture at the very end there.

Thanks for the wild ride Mike Lee!

Nagash the Sorcerer:

<https://www.goodreads.com/review/show...>

Nagash the Unbroken:

<https://www.goodreads.com/review/show...>

Nagash Immortal:

<https://www.goodreads.com/review/show...>

Hibi says

Easily one of my favourite series of all time. I love, love, LOVE reading from the bad guy's perspective and rooting for them to successfully complete their diabolical plans.

Also, priest turned evil necromancer out to lay waste to good and bad guys alike? Yes please!

Jean-François Lebrun says

This is my first entry into the Warhammer universe. Following the life of this particularly evil character is a riveting experience and now I can't wait to learn more about the Warhammer lore.

Denis says

The Rise of Nagash, written by Mike Lee, is a three-story big omnibus that concentrates on the formation of Warhammer's greatest and most powerful lich of all times - Nagash. The stories are a tale of 600 years long pursuit of this necromancer's quest for power, vengeance, and unstoppable immortality.

The first book details his earliest, most difficult beginnings, where he faces the entire empire that he was supposed to serve, the ancient Nehekara. Through cruel cunning and calculation, Nagash, in his home city of Khemri, the grandest of them all, overthrows his royal family and threatens the Empire with unavoidable extinction. In 120+ years, Nagash, enslaves much of the Empire and destroys many cities. With their doom, he also decapitates the sanctimonious link between the Nehekharans and the old gods. With these two deeds, he brings this mighty and proud land to its knees, bleeding and begging for mercy.

However, Nagash is miraculously defeated, and that is the first book's end. The second book focuses on Nehekara's restoration after Nagash's dreadful war, mostly led by the city of Lahmia, who becomes the new Khemri of Nehekara. The royal family leads the entire land in brilliant political and economical schemes, holding the land's balance for the sake of their city's prosperity. The queen, Neferata, who becomes a revolutionary for becoming the first female absolutist, also learns secrets of Nagash's longevity. Betrayed and poisoned by her brother, the king, Neferata is then resurrected as a first vampire of Warhammer, leading her to rule Lahmia and Nehekara for centuries to come.

On the other side of the story, Nagash survived his destruction, slowly regenerating his strengths and magical powers. Finding a new source of magic in the northern mountains, he dominates the tribes surrounding the new resource, learns of its potential, and becomes even more powerful and terrible than he was 200 years ago. At the end of the second book, when Neferata is revealed as the first vampire, Nagash begins creating a new home and a base of operations for Nehekara's destruction, that is still his grand dream.

The third and last volume details the climax of everything - it begins with Nagash creating a large, very powerful army of deathly, undead servants, ready to crush Nehekara to dust. But he is stopped by a long, 120 years war with the Skaven, who found, through a treachery of Nagash's servant, the resource of Nagash that they use as well. In this campaign, Nagash is numerously almost defeated, but through his own cunning, mercilessness, and calculations, he defeats the Skaven and all the traitors, while enslaving the rat race to trade with him as a means to end the war. When this long ordeal is finished, he finally creates a massive legion with which he wants to destroy his ancient enemies.

The story is again split for Lahmia as well. Neferata, more and more ambitious with each passing year, plans to dominate Nehekara through vampiric enthralling. Using a prince that looks to be the second greatest king of all, right next to Settra, she almost reaches her goal - until she realizes that her prize is strong enough to resist her spells. Fleeing and escaping the city, Alcadizzar, the new Settra-like ruler, plans to reveal Lahmia's horrible secrets, and so he does with success. It takes a lot of time, more than 80 years of daring tactics and planning, but ultimately, Alcadizzar succeeds, unites the cities of Nehekara, storms Lahmia, and defeats Neferata. Unfortunately, the vampires escape, but their domination is finally broken.

Nagash however, attacks 40 years later after the victory. In two years, the entire desert land is brought into an ultimate, fateful conflict, in which Alcadizzar emerges victorious - but the victory is short-lived. Knowing that destroying Nagash means his own death, Alcadizzar finally breaks under the spell of his dreams of peace and prosperity, and hides from his fate.

That is used by Nagash when he unleashes a second attack upon Nehekara, in which he finally decimates the empire. In a heart-wrenching, shocking description, Nagash obliterates the entire land. Every city is destroyed, every piece of this place's culture turned to dust. But with this victory, a very surprising, unsuspecting climax of this omnibus appears - in a form of the lich's horrifying banishment and the saviour's ultimate fall to madness.

This 600 years span of an intriguing story was no easy feat for Mr. Lee, even if he had the fun of writing it. Fortunately, Mike Lee has a writing style that makes this story a brilliant content, filled with surprises, shocks, and revelations that truly stand out in the omnibus. The description of battles and political conflicts is rich and with a chemistry that speaks of logical and almost surgical precision, saving these stories from any inconsistency or flaws. For such a long material, it is very important that such a thing is kept from beginning till the end.

With little grammatical errors, excellent story-telling and expanding the history of Nehekara, Mike Lee gives us an amazing read, a trilogy that will long be remembered in the minds of fans of the fantasy Warhammer. Its length is its strength, as well as everything you'd want from such a story - interesting characters, stunning descriptions, and satisfying, even if bitter-sweet climaxes. It is a work worthy of your collection and every penny spent. Definitely recommendable!

Gloria says

The book is well written, and not like the typical genre book, i.e, like the books based on Star Wars or books based on video games. The book would have gotten a higher rating, but anytime the characters are confused, the author tends to use the word 'bemused.'. Why are they always bemused?

Lachryma says

It's hard to write interesting plots from the perspective of the undead, even their most soulful incarnation in the form of vampires, but this was done well. I avoided reading this "End Times" series since this universe is already quite grim-dark and it'd just be even more so, but actually it's pretty fun to watch everything be doomed and the various characters play their part, rail against their fate, or otherwise react to the end. So, I liked this book and I'm curious to read more by this author.

Pietro says

I rather enjoyed this, though must admit that I've always preferred Games Workshop in 'Fantasy Battle' mode rather than '40K'. Not always an 'easy' read, and not exactly a 'happy ending', but what can one expect from the three volume biography of a world's primal Necromancer?

Entertaining enough. Imagine Brian Lumley's 'Vampyre World' with less gratuitous teeth & ass.

Hanzel says

Hate and Love, such simple concepts but it drives anyone or anything to do the near impossible, but on a fantasy setting, it can create Gods or in this case a God!!

Nagash once a simple hierophant, smitten or in this case lusting for his sister in law, found a way to become something else: a lich , gaining more power from becoming an undead, he was able to even challenge his gods and prevail but alas as in every realm/world/universe, his undoing was a mere mortal, a human with the same greed as his but without love or hate!!!!

Second book, again Nagash sought another way to obtain power to destroy those whom he felt betrayed him and found it in a mystical green stone that fell to their world from the heavens, again he almost succeeded but this time he was held back by an entire army of rats or skaven in this world, negotiating with the rats he was preparing for.....

Third book, here we meet another of the characters that makes this world interesting, a queen, Neferata of Lahmia, who at first wanted nothing more but to make her nation the strongest, sensing that it was not to be also gave in to her love of her nation and hatred against those that would pull her down, and became its first female vampire(just a guess), ruling it and furthering her reach, and then came the last of the characters who I felt had this 2 basic emotion and made this novel a truly good read Alcadizzar, while still in his mother's womb, receive Neferata's blood and became something else, a

human that brought Neferata's rule down and also succeeded in repulsing Nagash's attack.

In the end Alcadizzar was also brought low by this two basic emotion, love for his family enabled Nagash to completely eradicate everything except him, Alcadizzar's hatred of Nagash was able to do what no one was able to: Stop Nagash completely!!! THE END!!!!
