



Path of the Incubus

Andy Chambers

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Second novel in the Dark Eldar Path series

The eternal city of Commorragh has been cast into turmoil by the Dysjunction, a cataclysmic disturbance in the very fabric of its existence. As the streets are inundated with horrors from beyond the veil the supreme overlord, Asdrubael Vect, battles to keep his enemies in check and maintain his stranglehold over the riven city. Kabal turns upon kabal, archon against archon as the fires of hell are unleashed. Redemption for Commorragh rests in the hands of a disgraced incubus warrior wrongly accused of triggering the Dysjunction itself. His efforts to reclaim his lost honour could save the city or damn it forever – assuming it can survive the daemonic invasion and the archons' deadly battles for supremacy.

Path of the Incubus Details

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Derek says

Maybe ***1/2, if I'm feeling generous, but maybe not.

I wanted to find out how the story continued, and read more description of the "Dark City," but there are problems with this installment in the Dark Eldar series: Morr and Motley's story is interesting - the most interesting subplot in the entire book, giving some fascinating background about the Incubi in general, while adding to the legends of Arhra - but it's not enough to carry the book by itself. The rest of the subplots felt ancillary, as if they were there either to fill space or to show what the Dark Eldar were capable of (Bellathonis's machinations, Yllithian's political maneuvering and paranoia, etc.), but they were typically slow. Bezieth and Kharbyr in particular felt like they added virtually nothing to the story arc.

What really killed it for me, and kept me from possibly rating it higher, was the editing. Black Library is typically fairly fastidious in their editing - I have rarely found any errors in their books - but it felt like they just phoned this one in. Either they hired a new editor, or they didn't particularly care about the editing, I don't know what happened; whatever the cause, there were enough misspellings and missing words in this book that it seriously bothered me.

I will be reading the final installment after it's released, but I think my expectations will be lower when I get to Path of the Archon.

Robert Mccarthy says

A crowning achievement and a proud in depth study of the Dark Eldar bravo Andy Chambers for writing something unique and gripping. I finished the book in a week and it was a delightful and repeatable journey.

Eohall says

More DE fun from Mr. Chambers. If you liked the first book, this one is even better.

John Lambshead says

Great pulp adventure.

Patt says

Path of the Archon
Path of the Haemonculi

Path of the Dracon
Path of Vect
ETC
More Dark Eldar books MUST be written...

Eldrad Ulthran says

very good second part to the already good first book in the series...nice characters and good Story...worth reading

John says

really 4.5 but better than a 4

Basically I liked the flow of this story better than book 1 of the trilogy and I liked the way "the onion peeled" layer by layer. Moxley's character develops the history of the Eldar much better than what can find in the game Codex's.

Jeff Soivilien says

The Dark Eldar series was as satisfying as the Craftworld Eldar series was disappointing. Definitely recommend it.

Tim says

Damnit!! It's a trilogy itself!!

That what I thought after seeing the announcement on Black Library for the omnibus edition.

When reviewing the Path of the Renegade three years ago (<https://www.goodreads.com/review/show...>), I kinda lamented it only being one part, and only being loosely coupled to the Eldar Path-trilogy of Gav Thorpe.

Well, as it turns out, this is the Dark Eldar Path-trilogy; and as it turns out, it's just as awesome.

The Renegade was about a craftworld eldar joining the "Dark Kin", and experiencing just how wicked the Eldar Empire was before the Fall: because that's what the Dark Eldar are, surviving Eldar that made the decision not to do a damned thing about their wicked ways. In the safety of the Webway they practice the same excesses as before, and when their soul gets damaged by She Who Thirsts after spending some time in Realspace they drink the suffering of their victims to repair themselves.

The Renegade connects somewhat to the Outcast in the Path trilogy

The Incubus actually connects a lot to the Warrior in the Path trilogy: Eldar mythology speaks of the Phoenix Lords, to which the shrines of the aspect warriors are devoted. However, the same mythology speaks of the

Scorpion aspect, for which two Phoenix Lords existed: first there was Arhra, but because he was too violent he got replaced by Karandras. Arhra still has his shrine, one shining with dark light, where the incubi are trained.

The story follows the incubus from the first part, now elevated to main character, as he tries to rectify the dysjunction unleashed upon the Dark City. Think of it as the protective bubble around the city that got punctured, and Chaos finds its way in. He is accompanied by a Harlequin that strives to protect the Eldar Race as a whole. They are opposed by a band of Craftworld Eldar - a Warlock and a band of Dire Avengers - that follow their own motives; and no, this is not your typical Good versus Evil setting.

While the story of the incubus is the main story, the other story threads are just as exciting. The archon, main character of the first part, has to continue trying to survive on the highest levels of diplomacy, scheming and outright betrayal. The haemculus has to dodge assassination attempts from his erstwhile coven. The Dark City itself, while in outright danger, works as never before. The Dark Eldar show their worth in a real crisis, and its truly horrible (in a good sense).

If you'd consider the Eldar series alien, then this Dark Eldar series is really really Alien with capital A. Again the reader gets plunged into the set of gruesome values that the Dark Kin abide by; and while sometimes bordering on horror, the race is more understandable after you get to appreciate the exact reasons behind the horror.

While I thought the first book somewhat slow, this one really got me captivated. While it being a very stressful and exhausting week, I still HAD to read a bit further every chance I got. The author switches really fast between the main story and the substories, and each and every time there's a cliffhanger; but no part felt boring.

Now, on to the last part, on to the Path of the Archon. The situation in the Dark City got resolved (c'mon, that's not a spoiler), but the big question remains: what now??

Like the first part of the series: this is Advanced WH40K Lore, not for people that barely know the Universe... and also not for the Faint of Heart

Christian says

A massive Disjunction throws the Eternal City into turmoil and kabals try to overthrow the old order. The novel is a light page turner with interesting characters and good small scale action. It's interesting to see how different treacherous characters can actually be kind of likeable.

Taddow says

Overall I thought this was a great book though I'm hoping the point of the various plots get wrapped up in a way that makes sense in the final book of the trilogy. I am a big Dark Eldar fan- my favorite Warhammer 40,000 army (I have been playing them since their first appearance though their lack of competitiveness in recent editions have stifled my interest to play them). What I enjoyed most was the author giving some shining moments to a great deal of the Dark Eldar's various classes- Wychees, Archons, Incubi, haemonculi,

wrecks, talos and cronos, along with notable Dark Eldar personalities like Drazhar and Vect. While I understand that most of these only had cameo appearances and weren't fleshed out, it was still good to see these aspects brought to life momentarily in story. I especially enjoyed the contribution of The Harlequin Morley to the story, the additional information on the Incubi's fallen Phoenix Lord Arhra and the appropriate continuous theme of constant backstabbing, conspiracies, plot and counter-plot from all involved (and I'm not talking about just the Dark Eldar).

Alexander Draganov says

Ambitious tale with many subplots and characters, who struggle to survive in a daemon-infested city...

Zaphied says

Liked this better than Path of the Renegade. Motley was a great character once elevated to the fore. Comparisons between Incubai and the Aspects were good too.

Akira Watts says

There's an entertaining enough book buried in this mess, but it's just barely visible. An editor might have cleaned up the purple prose, addressed the weird tonal shifts, and cleaned up the glaring inconsistencies that occur from passage to passage.

And, even with all of those flaws, this could have been an acceptable diversion. Except there are like a half-dozen stories, interwoven to the point where progress on any one thread is always incremental. It kills the pacing of the book; it's like reading a rather dull glacier. This is not the sort of book that should be a chore to plod through; this was a chore and a failure.

Housewife Bubuchu says

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