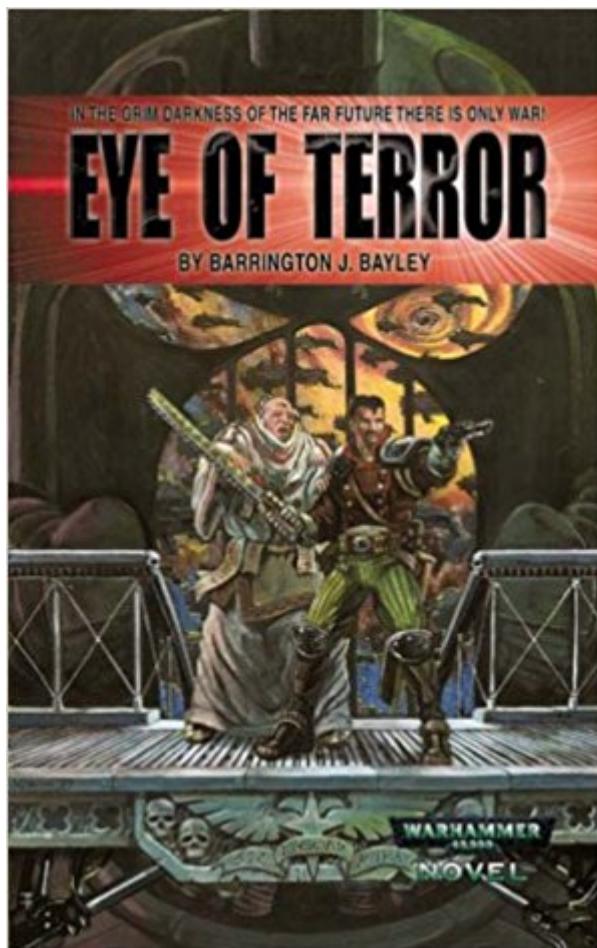


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Eye Of Terror (Warhammer 40,000)



Synopsis

To be revived in a Galaxy without the Emperor, is horrible, unbelievable, impossible to bear. Stricken Magron looked into Abaddas's eyes, "Who is to be Emperor now?". "What need have we of an Emperor?" he roared. "We have the Chaos Gods.".

Book Information

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Customer Reviews

Barrington J. Bayley has been known for many years as a writer of science fiction stories and wonderfully entertaining novels such as 'The Soul of the Robot' and 'The Grand Wheel'. --This text refers to an out of print or unavailable edition of this title.

Eye of Terror is an older WH40K novel, and it's a type I'd like to see more of. EoT takes a neat look inside Chaos and the sheer weirdness of it. The Chaos liquor, well, it just fits with the mythos. Tzentech schemes within schemes, two planets locked in battle forever, the inability of Chaos to get along, the ordos of assassins, the quasi Rogue Trader, the look at Space Marines - really well done. The wiki says this is set in the 32nd millennium - the book clearly says the 40th, but I wonder if this is an attempt to fit it in with the way it developed later. Looks like the brief appearance of the Purples Stars is their only appearance.

I read a lot of 40k books. Some of them are truly amazing and would stand out as fantastic works of fiction regardless of whether they were 40k or not. Most others are in essence pulp fiction. It's a

cheap thrill and entertaining reading in a unique universe. This book is the first one that I just really couldn't get into. From start to finish it's one of those books that tries to tell a few different stories simultaneously and then tie them together at the end. It just didn't work. Some of the characters were really good, others seemed more like one dimensional caricatures. All in all, I just didn't think it was all that good. The one highlight I will say, is that the main character is a pseudo rogue trader who is really just a poor trader from a family of rogue traders that lost their fortunes. It was cool to have a character that wasn't a renowned mega character like a Space Marine, or Inquisitor, or even an Arbiter, but is instead more of a shlub just trying to make his way in the universe.

I really liked it! Huge 40k fan. I loved the insight into the eye. All the characters were quirky and interesting. I thought the author could have done more with the imperial part. It seemed shallow unfortunately, but overall a great Warhammer book in my opinion.

For some reason I just wasn't enthralled by this story as I have been with other WH40K titles I've read. A number of things about this book didn't settle well with me. Deviating from some of the history and standards set up for the WH40K world is somewhat annoying but ultimately a minor complaint. My primary gripe has to do with Bayley's writing style. A number of times I found myself loosing interest and forgetting what I had just read half way through paragraphs. I blame this on the writing, with sentence structure and wording not flowing very smoothly, resulting in a broken feeling. This was somewhat surprising for me because Bayley is a fairly accomplished author. Maybe I had too-high expectations because of that. Regardless, this in addition to the many editorial mistakes, resulted in a much less-enjoyable read. The story is made up of three separate storylines that all come together at the very end of the book. The primary one follows a rogue trader on his quest to find rare and valuable merchandise in worlds surrounding the Eye of Terror (some sort of gateway into the Warp). Another focuses on a couple of chaos daemons and their plans to attack the Empire. The third follows the somewhat crazy-seeming commander of a naval battlefleet who wishes for glory and plans an invasion of the Warp. These three complex storylines include a number of very interesting characters and places that should have lead to a very interesting read. Unfortunately, it seems Bayley bit off more than he could chew with so many different things going on at the same time that the end result is a confusion of highly unlikely events taking place all the same time and an ending that leaves you off right where you started. Bayley's view of the Emperor and his power contradicts that of other authors. Tech-adepts fixing mechanical problems of warp engines by simply painting archaic symbols and reciting prays to the Emperor just doesn't feel right. Also, his portrayal

of the Empire as a rather weak and extremely bleak consortium is unappealing. Maybe I'm a bit too harsh on this one, but IMHO its not really worth your effort.

This is definitely one of the most FUN 40K books I've read so far, if nothing else. Especially in the early days of 40K fiction, it seems many of the authors weren't QUITE sure how much of a satire the universe was, and how seriously it should be taken (the answer is, of course, 100% seriously, in order that the ridiculous satire of it be obvious). This resulted in many strange, almost experimental books such as this. It's been a few years, so bear with me, but we have basically three main plots, only two of which I remember. Plot one is a Space Marine who's survived in space for a long, loooooong time. He was fighting some aliens & the only survivor at the end of the fight, his ship destroyed, so he just floated & many of the glands that are implanted during the SM transformation kept him alive. He "cocooned" pre-Heresy, in fact, and when the Chaos Space Marine who finds him & resuscitates him realizes this, he tells him, "Oh, yeah, we kicked the Emperor out long ago. Chaos rules now, bro!" Such a fun way to point out the Chaos/loyalist dichotomy. Plot two involves a rogue trader and his crew venturing into the Eye of Terror for ... some reason ... and ... encountering things there. A veritable Alice in Wonderland ride of insanity, with crazy things appearing every dozen pages or so. A wild ride showing off (mostly) Tzeentchian Chaos followers, if I remember correctly. Probably not the best for introducing someone to 40K, and definitely not the best book ever written, BUT if you're interested in going on a ride that won't let you feel safe, and want to be tossed into the world kicking and screaming, you couldn't do much worse.

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