



## Ravenor the Omnibus

*Dan Abnett*

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In the war-torn future of the 41st millennium, the Inquisition fights a secret war against the darkest enemies of mankind – the alien, the heretic and the daemon. When Inquisitor Gideon Ravenor and his band of lethal operatives are drawn into a conspiracy to spread the taint of Chaos across a sector, their investigations take them into the gravest peril through space and even time. Wherever they go, and whatever dangers they face, they will never give up until their mission succeeds.

### Read it because

The complete story of Gideon Ravenor's greatest triumphs – and greatest failures – brings together a cast of compelling characters thrust into a mission that tests them all to their limits. None of them are quite what they seem, and all of them have a story to be told. And some of those stories are brutal and end very, very messily...

## Ravenor the Omnibus Details

Date : Published by Black Library (first published 2009)

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Author : Dan Abnett

Format : Kindle Edition

Genre : Science Fiction, 40k

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## From Reader Review Ravenor the Omnibus for online ebook

### Rakan says

Dan Abnett utilizes certain vocabulary that clearly emphasizes the exact meaning/scene in such a way that it is amazingly easy to understand and love. Not only does he give a deep and well structured plot but he also takes the characters very moments into such a consideration that the reader would easily understand each character as thoroughly as the main character him/herself. However the immense amount of description does sometimes bore the reader and feels as though it is not necessary and the story itself may go on without it. The author employs meaning into every word in the novel, since each action and each confrontation with the main characters has at the very least a significant effect on the plot. Same as you would say a cause/effect cycle. Overall the book is thoroughly interesting and contains enough development for the characters to keep a reader reading for hours straight.

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### Jean-Luc says

Dan Abnett's Eisenhorn trilogy was well-written and popular. Another book in the series was a no brainer. What we got instead was a focus shift to Eisenhorn's interrogator, Gideon Ravenor. After The Atrocity on Thracia Primaris (capital letters, not to be confused with any other atrocity), Ravenor was reduced to pulp. By all rights, he should be dead, but his psyker powers and hatred sustained him long enough for Martian tech priests to entomb him in a mobile coffin. He spent some time studying w/ the Eldar in secret, and was eventually promoted to full Inquisitor by people who had no idea Ravenor associated with the filthy xenos.

Fans will recognize a couple of characters from Eisenhorn's retinue, Kara Swole (the acrobat) and Harlon Nayl (the bounty hunter) and Cynia Preest (captain of the Hinterlight). The rest of the team is new:

- \* Patience Kys, the telekinetic stabby chick.
- \* Zeph Mathuin, the mercenary.
- \* Wystan Frauka, one of Alizabeth Bequin's untouchables who survived the purge on that horrible night.
- \* Carl Thonius, the pretty, pretty princess.
- \* Zael Effernetti, a drug-addicted kid most of the cast is convinced is a daemon.
- \* Sholto Unwerth, the very short, very annoying captain of the barely spaceworthy Arethusa.
- \* Maud Plyton, a cop guilty of the high crime of working in the same police department with someone who, once upon a time, asked a question.
- \* Patrik Belknap, a retired Imperial Guard medic who will assist anyone, anywhere, regardless of their ability to pay.
- \* Iosob - Young, blank housekeeper of a psychic house on stilts miles underneath the ice.
- \* Angharad Esw Sweydyr - a swordswoman identical in every way to Ravenor's former lover Arianhrod.

Thonius started as my favorite character because *I* am a pretty, pretty princess, but I couldn't relate to his, um, sudden drug habit. Unwerth was the exact opposite: he starts out worthless (pun intended??), but through blood and tears he proves himself.

Eisenhorn himself narrated the first 3 books. You knew what he knew, you suspected what he suspected. As he walked the road to damnation, you nodded along with his self-serving lies because nothing else made sense. This time it's all 3rd person, but it works because now we can see how the villains must adapt to handle the Inquisition in real time. I can't say too much about the many different opposition groups because their identities and roles reveal major spoilers. They are deliciously good at what they do, and seeing the

main two in action *against each other* before they team up is a real treat.

This omnibus is comprised of 3 books and 2 short stories:

\* Ravenor - After successfully executing the heretic Zygmunt Molotch, Ravenor and his team head for Eustis Majoris to investigate narcotics. Kids, don't do drugs! Thank Xenu I read this in omnibus form, because the ending is no ending at all. If I didn't have easy access to the sequels, the sudden stop would make me throw the book out the window.

\* Thorn Wishes Talon is a bridge story. The title is a reference to Eisenhorn's code language, Glossia. The story sets up the major tension for the next 2 books: what Ravenor does (or does *not* do) could trigger the summoning of a daemon that will kill **billions**. It also sets a fight, Eisenhorn vs Ravenor, that we have yet to see.

\* Ravenor Returned - The team has figured out where the narcotics are coming from, and the consequences are dire indeed, yet the danger is minimal compared to the *real* threat. What's the real threat? Computers. Yes, in the grim dark future of the 41st millenium, computers that haven't been lovingly annointed with sacred oils and prayed over are evil.

\* Playing Patience - This short story explains how Patience met Ravenor.

\* Ravenor Rogue - The results of the 2nd book lead to Ravenor's superiors questioning his methods. The Inquisition sends their own to keep Ravenor in check. And they do! For about 5 pages. All secrets are exposed, and Abnett succeeds in winding (almost) all of the storylines to a close in a manner that's as poetic as it is catastrophic.

These books are half adventure, half role-playing session. "We have these people, we're in this location, we have these things, and everyone is about to die. Try this combination. ... OK, try that combination. ..." And so on as they scramble from one emergency to the next. If that's your idea of a good time, you will *love* this.

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## Rich McGilvray says

Fantastic stand alone series of stories set in the Warhammer 40k universe. Ravenor is a very interesting character, and having the tie in of him being Gregor Eisenhorn's (from the series of the same name) Interrogator lends the lead character a tremendous amount of gravitas right from the start.

These books are fun, if dark, mysteries and the characters that play within them are well thought out and executed.

Could have done with less commentary on Kara Swole's voluptuous, soft curves. Seriously every time she appears that's all that is mentioned. Her red hair and her voluptuous, soft, stout curves that belie her agility...

Other than that, Great!

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## K.L. Neidecker says

Unlike many of the 4 and 5 star reviews by other readers, I would give this a 3 at best. It was a good enough book (or omnibus of books actually), and it was written well, as Dan Abnett always writes. There was a good bit of twists and turns, well thought out bit characters that show up only to get disposed of in a fashion that foreshadows what the main characters will be dealing with, a fair amount of delving into character histories,

etc.

I feel, however, that as great all these bits are, the sum of them was less than the individual parts in this case.

The story-line mentions a particular warp demon early on that would be very dangerous if let loose (not going to go deeper than that to avoid spoilers), but this thread of plot seems to take back seat for the duration of the books. Most of the first half or more of the omnibus focuses on more human elements doing things for more human reasons. A bit of detective work and some good action pieces happen during this part, but I found it hard to see the greater impact of these in the way I felt the impact of events during the Eisenhorn (Warhammer 40,000) books. I was a little fuzzy on exactly what importance many of the schemes and events had in the larger plot. Maybe I just missed a few pieces of information, and no one else feels that things were a little loose for the first half or more. That is, however, how I felt while reading the book.

Things did pick up drastically in the last two hundred pages or so with creepy events and unlikely alliances. If the rest of the books plot were closer to this scale of importance, I think I would have enjoyed it much more.

This is only my opinion, and I certainly won't force it on anybody, but I found the book to be less enjoyable than many of the other Dan Abnett books I have read.

To wrap it up in a simple statement: I did not dislike the book, I didn't stop reading it, but would recommend Eisenhorn (Warhammer 40,000), and only recommend the Ravenor series to those who want to continue what the Eisenhorn books started.

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## Skut L says

This sprawling collection is probably best read in one full sweep, as the stories are interconnected and the dramatic tension builds through the earlier novels. Even though the three main Ravenor books are separated by short stories, it's not jarring to have those pauses. Especially not when the former introduces some important plot points.

I enjoyed the attention to detail in how things functioned, from the grandiosely grotesque societies of 41st millenium from richest to poorest, to the governments running their lives, and to the powers that try to control those governments. The dialogue and pacing were sharp and very rarely did I skim even when I knew what was coming. One of the things I like best about the 40k universe is that it's so very different from most science fiction settings. Humanity is not a noble race defending itself from enemies, rather it is just as 'evil' and flawed and willing to do anything to survive as any other. So the reader must apply their own sense of right and wrong, their own moral compass. Much of the 40K world is grey, but there's shades of silver here and there. Ravenor's team of operatives, as well as many people they come across, represent those slivers even if they're also servants of an Inquisition that would unhesitatingly annihilate billions if it was that or total destruction of humanity. And those are the sorts of odds they play with. There is never a saviour or a Great Noble Captain to come to the rescue, people do the best they can in their limited capacities.

Nonetheless, I think that at times the intricate and for the most part enjoyable plot denied us a chance to get to know these characters better. With the exceptions of Kara Swole and Ravenor himself, most of his team didn't grow nor change throughout the series. Not to say they weren't interesting, but even something like falling in love (with a ridiculously stereotyped and yet still awesome warrior-woman in one case) or nearly losing everyone you cared about did not affect the tough and grim band.

To his credit Abnett doesn't create stereotypes of anyone, hero or villain. Molotch is a sublimely understated agent of daemonic forces. Unlike a lot of that type however, he understands fully that while he's a genius-level pysker with resources both cerebral and physical that are the envy of most men, he's not infallible (despite cheating death no less than 3 times) nor immortal. What Abnett does is turn the stereotypes around until the cliches feel new. In a genre like science-fiction, that's often the best one can hope for.

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## Mick says

Collects Ravenor, Ravenor Returned, Ravenor Rogue.

I consider Dan Abnett's previous Inquisition trilogy, collected as the Eisenhorn omnibus, to be among the best examples not just of fiction set within the worlds of Games Workshop's Warhammer and Warhammer 40k universes, but of the tie-in fiction of any setting. That series mixed space opera with horror, detective-work, action, impressive science fiction ideas, and a truly tragic hero to create a fantastic story which went beyond the basic (but fun and well-told) military sci-fi which dominates the Black Library's 40k output.

Eisenhorn was spectacular. Ravenor is better. This sprawling omnibus tells a suitably epic story, across not only the primary setting of the Scarus Sector), but across the galaxy spanning Imperium of Man and, in a rare move for 40k fiction, time itself. The characters are all fleshed out and distinct, with the most notable being the titular Inquisitor himself, Gideon Ravenor, a massively powerful psychic and intellectual who is physically confined to a mobile life support system (think Davros meets Charles Xavier). Abnett also brings life to a particularly nasty, but not simply evil, collection of villains.

Abnett, as always, is not content to play around in the sandbox of the 40k universe. He is building in it, making something new. I am glad for it. Not only do we get excellent books like this, but he enriches the 40k setting considerably (as he has also done in the Horus Heresy and Gaunt's Ghosts settings).

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## Richard says

I never disliked Ravenor, but always had a hard time getting into his stories after Eisenhorn. Revisiting this Omnibus, I remember the first book the most, small parts of the second, and almost none of the third. I'm not actually sure I ever finished this omnibus originally. I'm very glad I finally did. Overall, I think the Ravenor trilogy has a few rough points, particularly in the beginning, but really comes together brilliantly in the end.

Ravenor: 3 stars. The first third of this book is rough. It's not that it's bad and could be a product of expectations coming off Eisenhorn, but it feels really cluttered and confusing trying to keep track of the wide variety of new characters and viewpoints. The plot also plods along setting up this new team and their missions. Once this moves off to Wild Space, however, it really seems to pick right up and races to it's finale. Overall, a rocky start, but solid.

Ravenor Returned: 4 stars. I like this one as a whole way more than the first. You're well acquainted with the characters this time and their mission feels more cohesive as a whole. My main issue with the story largely have to do with Carl's story. So much of it feels painfully obvious to literally everyone but people who spend every single day of their lives with him and should notice. Given some details in the third book, I wonder if this is on purpose, but at the time it feels a bit forced given how detail oriented all of the characters are meant to be in this universe.

Ravenor Rogue: 4 stars. A really exciting book. It ties all the events of the first two books and new events together while rushing to a very satisfying conclusion. Some crazy stuff happens in this one and I really enjoy all of it.

The short stories in this collection I'm reviewing as a part of The Magos collection. As a novel collection, though, I think it's quite excellent and, by the end, a worthy continuation of Abnett's chunk of the 40K universe.

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## **Mark Gordon says**

Cracking read!

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## **James says**

I've said it before, but if anyone can take the unremittingly grim, guns-and-gore drenched building blocks of the Warhammer 40k world and create something worth reading out of it, it's Dan Abnett. Most 40k books I've come across have been stories of one dimensional warriors with huge guns fighting endless battles, but Abnett inserts two things often missing, plots and characters. The roster of characters in this trilogy actually feel like people, with all their strengths and weaknesses, and whereas I've seen some reviews that have bemoaned the slower sections, that mix of pace is actually to the story's benefit. That's not to say the book lacks the big guns, the gore or the 40k set pieces, but in crafting a decent story round them, Abnett makes them actually mean something. A masterclass in franchise fiction.

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## **Shane says**

If you have any interest in the Warhammer 40k universe, you owe it to yourself to read this book. It is a very fun read. Of course, literature it is not, but someone looking for a good story can't go wrong.

Having said that, if you haven't read the Eisenhorn trilogy do that first. It's not necessarily better exactly (though very different), but I would say it is as good, it's chronologically first, and provides some background for the stories told here.

One of the things that Mr. Abnett does well is put us in the thick of the dark future that is WH40K. His worlds live and breathe, his cities have smelly corners where the poor (barely) survive and the luxurious enclaves of the rich. His ships heave and groan as they make their way through space. It feels like a lived in world, and that's not always easy to do.

I also like the way he creates little details that bring us into his story - fictional types of clothing, varieties of alcohol, drugs of choice, etc. They blend together to give his settings a real verisimilitude and his characters some life.

So yeah, unless you don't like dark (rather dark) space opera go ahead and read this. But as I said, read Eisenhorn first.

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## **Nyari says**

I really enjoyed it, very descriptive and sensitively written. I did however feel that half of the 3rd book was a waste of time. The second half picked up the same pace as the rest of the book and ended with a flourish. I wld recommend.

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## **William P. says**

I think this book was fantastic on a number of levels. The book(s) are great, really a lot of fun. There's detective work, dealings with organized crime, sci-fi action, inter-personal drama, creepy mysticism, and some very nicely Lovecraftian evil. I loved Ravenor, and I'm not 100% sure why. I don't think he'd have been half as engaging if he hadn't narrated almost half the story. The first short story wasn't as interesting as it might have been, but only because it really did require that you know something about Eisenhorn, which I frankly don't (though that's on my to-do list). That's not this book's fault. And the story does tie in nicely with the events which follow after. I didn't really like the way the Zael fell away as a character, but it ultimately worked out so I'm good with it. Character focus shifts around a bit as time goes on, and that's OK, too. The second short story was interesting, but didn't really add a whole lot to the greater plot except to further explain to us how evil the Cognitae group is.

On the 40k side of things, I loved this book because my experience with the setting has been limited to the miniatures game and a little of the RTS game that came out a few years ago. This book went deeper, into the societies and worlds and support structure, the secret war against Chaos and it showed us some of the reasons people work for the Emperor's cause and why it's important that they do so. It also shows us that there's evil, there are agents of Chaos, and then there's something else beyond that that, really, no one wants. The universe was always shades of grey, but this book showed me that some of those shades are a little brighter than I'd believed. This book, and Eisenhorn as well, I'm guessing, should be required reading for anyone with an interest in the setting and, most especially, anyone playing Dark Heresy.

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## **Tripp Moultrie says**

Dan Abnett might just be my favorite writer. I read Eisenhorn before this (I recommend anyone starting WH40k books start there as well) and I am just as impressed by Ravenor. Ravenor's another great addition to the Interrogator chronicals Dan Abnett has writeen for the WH40k universe. I liked Eisenhorn more, but Ravenor is still pretty damn good. Abnett takes us from world to world in pursuit of a brilliant heritic named Molotch. There's a definately a Sherlock Moriarty vibe going on, but it's so well done I didn't mind a bit. My only issue with Ravenor, and I think I had the same complaint with Eisenhorn, was the ending. Sure there was a huge confrontation (no spoilers) but the epilogue SUCKED. After almost 900 pages I really would have liked a little more follow up on these characters I've spent so much time with.

Still, it's not that big a deal considering everything that led to the end. Great book, fantastic characters, epic settings and a few twists along the way. I enjoyed the ride.

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## **Andrew Ziegler says**

**\*\*Spoiler-ish\*\***

I saved my review of Eisenhorn for after I completed Ravenor, since, before reading Ravenor I kind of figured they were all part of the same story. Now that I am done with it all I can really say is, "I kind of hate Dan Abnett." Dude wrecks my life. Wrecks it. The Gaunt's series is amazing, if you have read those and not been pissed off every time DA kills off a character you are not reading it right. The Inquisitor series is pretty much the same thing, only there are a lot fewer characters, and your heart breaks just a little bit more when one of them, well I won't say dies because that would be too easy. What can you say when characters you love, oh I don't know, are locked up in prison with no resolution to their fate, or perhaps turned into a host for a daemon (this has happened MORE THAN ONCE), or perhaps in order to combat the evil and darkness they hate they have to give in to its power and use it becoming the very thing they hate? you can say nothing. You can just accept it, and come to the realization that you hate hate hate Dan Abnett, because he makes you care so damn much.

I know I am late to the party, the Inquisitor novels are old as publication standards go, but after suffering through some pretty crap Black Library novels, when you read the good stuff it is like finding Sting in a pile of rusted shit. Seriously, the Inquisitor trilogies are awesome, do yourself a favor...f-ing read them. Read Eisenhorn, then wipe your tears and read Ravenor. If you can, pick your jaw up and dive into the new ones. I have not moved into the Bequin trilogy yet or the Ravenor vs. Eisenhorn books...mainly because he is not done with them and I kind of want to read them all at once. If I had gotten to the end of Ravenor and not be assured there was more to come I may have ordered an Exterminatus on Nottingham. That is it. They are awesome, what did you expect? Stop being weird and start turning the pages.

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## **Doomsnake Nestrobber says**

This one would probably deserve a 4 and a half, like a lot of books by this guy. While this one had its share of epic moments, and plenty of funny little dialogues or just those times when you're just getting really into it (ex. psykick mind battle scenes etc.), it also had its share of dry spots and a few boring stretches of not so actiony stuff.

Overall, it managed to keep me occupied for the couple days it took to read through, and it had me wanting to leave the movies to see what happened in the next chapter.

If you're going to read it, I suggest reading "Eisenhorn" first, because this book is a sequel of sorts to that text, and you'll understand this book a lot better if you read that one first.

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