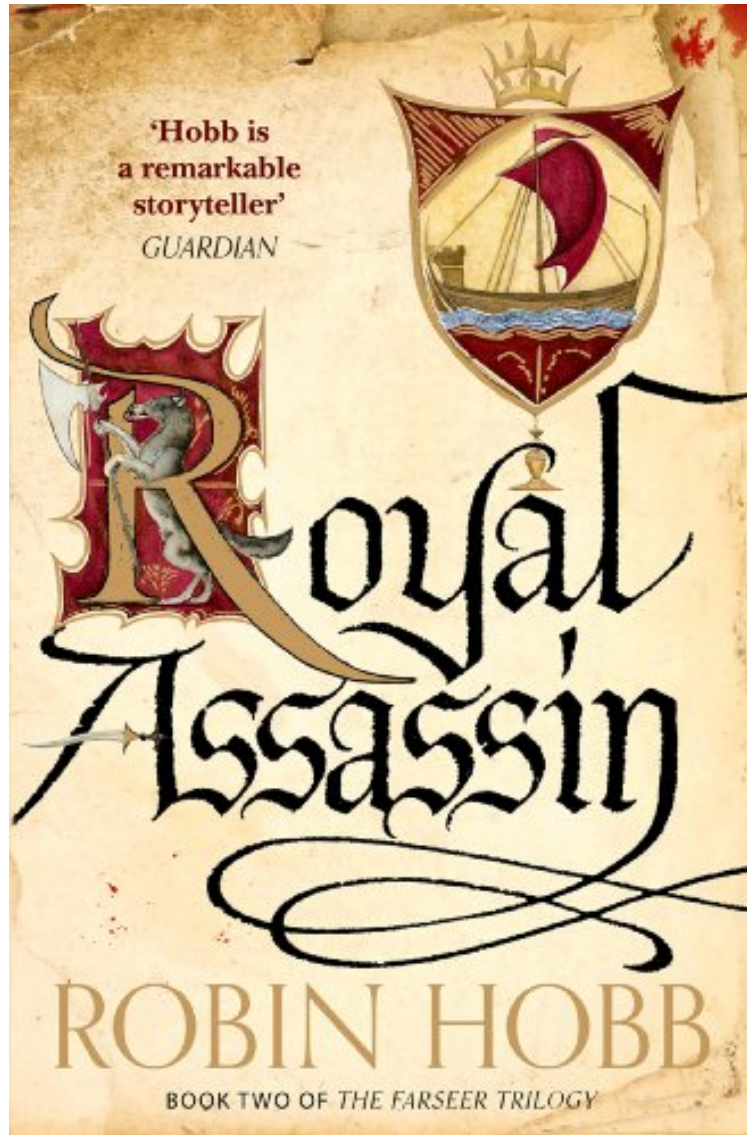


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## Royal Assassin (The Farseer Trilogy, Book 2)

Von Robin Hobb

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**Von Robin Hobb : Royal Assassin (The Farseer Trilogy, Book 2)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Royal Assassin (The Farseer Trilogy, Book 2):

KundenrezensionenHilfreichste Kundenrezensionen7 von 8 Kunden fanden die folgende Rezension hilfreich. Good but far from perfectVon Janis H.In my opinion a good fantasy novel consists of the following parts (my score in the brackets after each one):1) good writing style (4/5)2) "realism", meaning traceability of the characters' actions, the world, the story, ... (2/5)3) interesting plot / story (5/5)1) The book is written in an ego-perspective. This allows a fast

progress of the story and a believable elapse of time. Another advantage is that the reader is not constantly forced to wait for the next turn of his or her favorite storyline. Her writing style appears to be good, but then again my English is not - so how should I really tell? I liked it anyway, though I have read better. 2) The world is interesting, as is the magic system. The behavior of the characters throughout the book though is not at all plausible to me. In short and without spoilers: The villain could easily kill the heroes throughout the whole book, but he does not. The heroes could easily stop the villain throughout most of the book, but do not. So what could have ended after 10 pages is done with in more than 600 totally unrealistic pages. SPOILER WARNING: Some examples: The King-in-waiting constantly fears for the safety of his queen. He has soldiers aplenty and the power to form a guard for her, yet she has no guards whatsoever. Therefor she almost gets killed several times - still no guards. The villain recently killed the queen's brother and is obviously ruthless and evil. The queen and the good guys know that he wants the queen to die. On top of that there are Forged ones (~zombies) in the region. And yet for some reason the queen leaves the castle without guards (!) in the company of the villain (!! ) to then get lost in the landscape all alone with the evil zombies. To the very end of the book King Shrewd and the good guys are absolutely blind to Regals plotting, though Chade and the Fool are supposed to know pretty much everything that is happening or going to happen in and around the castle. There are forged-ones (zombies) in the region and everyone is unhappy that the king does nothing about it. Yet he secretly sends his assassin instead of publicly sending an army - thus the people continue to be unhappy and the assassin almost gets killed. I could continue with more such examples, but I guess you see my point. SPOILER END 3) The book hooked me up, I really wanted to know how it ends. The problem though is, that it constantly annoyed me with its implausibility of character behavior and was therefor only partly enjoyable. The intrigues lack the plausibility of George R.R. Martin's "The Song of Ice and Fire" (Game of Thrones). The real story though fortunately develops allot faster than in "The Song of Ice and Fire" and is quite interesting. Summary: A good book flawed by many implausibilities, that was still quite entertaining. I would give it 3,5 stars if I could. Sorry for my bad English, it was surprisingly hard to write this. 2 von 2 Kunden fanden die folgende Rezension hilfreich. Good plot, not so great story or writing Von Ein Kunde I loved the plot. The concept is excellent, the writing is okay, but the story, in particular the character interaction, leaves much to be desired. I finished it because I wanted to know what happened to the characters, so obviously there's some worth to it. But I really had to force myself to finish the book, and only my interest in the outcome kept me going. I'm not sure what's wrong with it. The characters are interesting, not two dimensional, but they simply couldn't hold my interest. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Well Written Tale Continues to Improve Yet Falls Short Von Ein Kunde If half stars were available I would award book 2 of the "Farseer Trilogy" 3 1/2 stars, rather than a full 4. While Hobb continues to improve upon the strengths of her first book - outstanding and mature characterization and attention to detail - other elements, such as her exploration of Skill and Wit remain, in my opinion, unfully realized. In addition, the plot decisions by certain characters in the tale hardly seem creditable to intelligent and worldly men and women aware of Regal's intent towards the throne. Finally, as good as Hobb's character development is, it is nonetheless limited by her choice of first person narrative, which confines the story's perspective to one level and prevents the reader from experiencing the richness in both character and storytelling available from multiple perspectives. Nonetheless, this is a very well written and engaging tale which I shall continue into book 3. However, so far, it does not approach her work in "Ship of Magic," and is certainly not worthy of all the 5 star praise found herein.

Kurzbeschreibung Fantasy as it ought to be written George R.R. Martin The second volume in Robin Hobbs internationally bestselling Farseer Trilogy. Honesty is the bedrock for any relationship. But how can Fitz royal bastard, trainee assassin, holder of secrets crucial to the security of the kingdom bare his soul to his beloved Molly? Danger lies all around him from the raiders savaging the coastal towns, and from within the court. The king has been struck down by a mystery illness and his eldest son, Verity, is bound up in the defence of the realm. When Verity leaves the court in search of the mythical Elderlings, Fitz finds himself friendless apart from his wolf, Nighteyes, and the king's strange, motley-clad fool, exposed to Prince Regals malign ambitions. He will be asked to sacrifice everything his heart, his hope, even his life for the sake of the realm. From Publishers Weekly Continuing in the tradition of her first book (Assassin's Apprentice) Hobb propels the Farseer saga into its second installment with irresistible plotting and memorable characters. Fitz is a trained assassin in the service of King Shrewd and also the king's illegitimate grandson. He is sworn to protect heir to the throne Prince Verity and Verity's new bride, but his task is complicated by an invasion of vicious barbarians who turn helpless captives into zombie-like Forged Ones. The home front is no safer, with an ailing King and usurpers to the throne waiting in the wings. Romance, sibling rivalry, battlefield exploits, betrayal, political intrigue and telepathic magic insure that there's never a dull moment in the Kingdom of the Six Duchies. Through deft description and characterizations, Hobb manages to create a kingdom that looks like a fairy tale but feels like the real world? which makes it almost impossible not to become immersed in Hobb's fantasy epic. The ending clamors for a sequel - and hopefully sooner, than later. Copyright 1996 Reed Business Information, Inc. From

Kirkus sSecond entry in Hobb's fantasy series about the Six Duchies and their Farseer kings (Assassin's Apprentice, 1995). At Buckkeep, King Shrewd lies dying, attended only the by the faithful, enigmatic Fool; King in Waiting Verity spends all his time Skilling to befuddle and bemuse the dreaded Red Ship Raiders, while his beautiful, neglected wife, Kettricken, wanders disconsolately. Young FitzChivalry, still ailing after his previous mission, tries to serve both Shrewd and Verity while seeking ways to frustrate the vaulting ambitions of Shrewd's youngest son, the viperous Prince Regal. Shrewd, meantime, has forbidden poor Fitz to marry his beloved Molly, a commoner. Fitz also possesses the Wit, an ability to talk to and empathize with animals, and he bonds with a young wolf he rescues from cruel captivity. Verity builds his own warships, but still can't defeat the Raiders--and the weaker Verity grows, the more the people listen to Regal's treacherous murmurings. Finally, Verity goes into the mountains seeking the Elderlings, a godlike race that helped a previous Farseer king to defeat the Raiders, leaving Fitz to protect Kettricken and Shrewd. Another spellbinding installment, built of patient detail, believable characters, and mature plotting-- though, at an unwarranted 608 pages, there are ominous signs that Hobb's beginning to lose control of her narrative. -- Copyright 1996, Kirkus Associates, LP. All rights reserved.