



Krondor: The Assassins

Raymond E. Feist

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New York Times bestselling author Raymond E. Feist returns us now to a place of unparalleled wonders: a sprawling kingdom coveted by enemies on all sides, a bustling center of commerce and magic, vibrantly alive and eternally in conflict. This is Midkemia, where great heroes are bred, and its glorious center. In Krondor, Prince Arutha, newly returned from battle, is concerned about a rash of unexplained assassinations that plagues his capital city. And so he commissions his most trusted agent, Squire James, formerly the thief known as "Jimmy the Hand," to discover the source of the deadly epidemic. The answers seem to lie far beneath the streets in the dank depths of Krondor, where a terrible war rages in secret between two rival criminal gangs: those who call themselves "Mockers," and others in the thrall of a mysterious being known as "The Crawler." But the deeper the Squire delves, the closer he gets to the true nature of the horror that has left untold dead in its wake. And unless James can prevent one last, unthinkable slaying, the nightmare forces of corruption and deceit will destroy his liege and reduce his beloved Krondor to ruins.

Krondor: The Assassins Details

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Author : Raymond E. Feist

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From Reader Review Krondor: The Assassins for online ebook

Rhona Johnston says

A good old-school yarn

Amanda says

It was awesome but of course I think all his books are awesome and for those I haven't read I'm sure they are. My all time favorite author, hands down. The characters are unique and vivid, the story-line entrancing. Can't wait to read the next one. This is a long series of books including several sagas and it is best to read them in order so I have been told though I have yet to do so.

Nina Schmitt says

New York Times bestselling author Raymond E. Feist *returns us now to a place of unparalleled wonders--a sprawling kingdom coveted by enemies on all sides; a bustling center of commerce and magic, vibrantly alive and eternally in conflict. This is Midkemia, where great heroes are bred, and its glorious center...*

Krondor

Prince Arutha--newly returned from battle--is concerned about a rash of unexplained assassinations that plagues his capital city. And so he commissions his most trusted agent, Squire James--formerly the thief known as "Jimmy the Hand"--to discover the source of the deadly epidemic. The answers seem to lie far beneath the streets in the dank depths of Krondor, where a terrible war rages in secret between two rival criminal gangs: those who call themselves "Mockers" and others in the thrall of a mysterious being known as "The Crawler." But the deeper the Squire delves, the closer he gets to the true nature of the horror that has left untold dead in its wake. And unless James can prevent one last, unthinkable slaying, the nightmare forces of corruption and deceit will destroy his liege and reduce his beloved Krondor to ruins.

Amazon.com Review

Something is rotten in the state of Krondor: the Mockers, the gang of goons and bullyboys that were James's colleagues back when he was known as Jimmy the Hand, have been decimated in vicious fighting on the rooftops and in the sewers. That, and a seemingly random slew of murders, tips off the Crown that some outside concern is attempting an underworld power-grab right under the Prince's nose. Raymond E. Feist's second Riftwar book, *Krondor the Assassins*, continues the action of *Krondor the Betrayal* with Prince Arutha and Squire James back in the Midkemian capital, returning triumphantly from their campaign against the Tsurani magician Makala and moredhel headman Delekhan. But Arutha quickly sends James, née Jimmy, back into the city's seedy underbelly to investigate, and in the process he forms a sort of Krondorian secret service. Could the assassins of the Nighthawks be responsible, or perhaps some Keshian interest? James, naturally, begins to suss the situation out, which becomes even more complicated when a hunting party including the visiting Crown Prince of Olasko is beset by shape-shifting magicians.

James and Arutha, both classic feel-good-fantasy heroes--the type of guys with a twinkle in their eye who seem virtually indestructible--eventually track their enemies down to a deserted Keshian fortress, facing assorted assassins, demons, and evil priests in the process. Not the most imaginative or compelling fantasy around, but *The Assassins* is still a fun romp for fans of the Krondor band. --*Paul Hughes*

From Publishers Weekly

Squire James, formerly known to the Guild of Thieves as Jimmy the Hand, is looking forward to some rest when he returns home from battle against the Morhedel and the Tsurani. But Prince Arutha gives him a new assignment: James must learn the cause of a spate of murders spreading across the city of Krondor. No one is safe--thieves and honest men alike are turning up dead. Who is the Crawler, the mysterious man who is wiping out the Thieves' Guild? What are Prince Vladic of Olasco and his uncle Radswil doing in Krondor? Whence the mysterious threat to their lives? And what do these matters have to do with the Nighthawks? The dreaded Guild of Assassins? James's knowledge of the sewers and his underworld contacts make him the man to find out. But as James forms his fledgling spy ring, the panic in the sewers continues, and the threat against Krondor itself steadily grows. Now, together with his friend William conDoin and the gruff veteran Knight-Captain Treggar, James must find the Nighthawks in their desert lair and prevent whatever it is that they're planning. This tale of shape-shifting magicians, human sacrifice, man-eating demons and a little young love, a sequel to *Krondor: The Betrayal* (1998), will satisfy Feist's fans, and its ending will leave them waiting for another volume. Author tour. (Nov.)

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Ana says

As per usual, you get a better feeling with the first book of a series than with the second. I don't know exactly why, but the most controversial book or books in a series are the middle ones.

The beginning can always be three things: amazing, meh and worst ever. Based on that, you decide whether you're going to read it. Amazing usually indicates you are going to love the other books also. If you like it enough to start it, you're probably going to invest a lot of yourself in that installment. The first book predicts how you're going to feel about the characters, what imagery you like best and how much you love the action.

The last book in series, you're lucky if it closes right. If there's a bad end, kicking and screaming and whimpering will be your first options, then you're going to consider burning the book at a public bonfire. If it's an amazing end to an amazing series, you will have the same first three options: kicking and screaming and whimpering, then you're going to get in a fetal position and hug the book until you fall asleep. Yep, that's how it works.

But when it comes to the middle works, that's tricky. The author has to constantly remember what the story line is and how to keep it interesting, while at the same time be conscious that he has to leave some of the action for future installments. Now, that's a tough job.

In *Krondor: The Assassins*, Feist remembers. Feist did his job and kept it thrilling, amazingly accurate from the point of view of fantasy and pretty much in connection with everything.

What I really like about his writing, now that I read the second installment (and am currently reading the

third and last): he mimics the language of that "time" really well and he follows the characters really well.

For that, I'm going to read the third book and see how he ends this little piece of his puzzle.

Kailash says

The Moredhel army has been thwarted in their mission to get hold of the Lifestone. Back in Krondor, a spate of murders and attempts on a visiting dignitary's life get Prince Arutha concerned. Jimmy the Hand employs his considerable skills to uncover the reasons and arrives at the conclusion that Nighthawks are to blame once again. Their pursuit takes him, along with William and Arutha, to an abandoned fortress in a desert, where things get out of hand. Mostly because, in addition to hundreds of assassins, the lair turns out to be harboring a Demon as well. It takes all of Jimmy's shrewdness, William's courage & Arutha's calm leadership to vanquish the Demon and most of the Nighthawks. At the end, we get a hint of much greater, not to mention much darker, powers at work behind the Nighthawk's activities.

As expected from the second part of any trilogy, the book sets up the series nicely for the final book of the trilogy. Considering the number of unresolved questions raised by this book, 'Tear of the Gods' should be a cracker. The writing is what I've come to expect from Feist. Uniformly well-written, although at times, it seems like he's holding back his best stuff for the finale. This is why the book comes across as just good, rather than spectacular.

Joel says

Much better than the last one. Well paced, well balanced, characters I enjoy.

Monique says

[Following a number

Vera Maslow says

Even in the dialogue everything was over descriptive. I just couldn't get into this one fully and I felt that something was taken away from the character depth that has been there previously in this series.

Christopher Millward says

Much better than Krondor: The Betrayal (which was more like a direct and lazy novelization of the game), Krondor: The Assassins gets back into interesting subplots and intrigue.

Zoe says

Another good bit of drama

Karin says

excellent book fast paced exciting, the characters you cant help to love (I have my favourites) now reading Krondor Tear of the gods

Simon Barron says

It was a real relief returning to this series after pausing for a while to read the abomination that is S. by Doug Dorst. Don't touch that, it's utterly crap.

Assassins continues a period of writing for Feist that you can tell was very difficult. The flow and grandeur of his usual prose is somehow missing in this series, I don't mind admitting. It doesn't really detract, to be honest. The story rumbles straight on from Betrayal quite neatly. If anything the plot in Assassins is more stripped down and linear. Absent is the bouncing to-and-fro that was such a strong feature of Betrayal, and I disliked somewhat. Instead Assassins runs along quite steadily...in fact, too steadily. It never really gets going and the ending with the Nighthawk lair ends up feeling a bit like a fight in a doorway. It actually comes to miss the grandeur, which I didn't expect.

Additionally, I must admit that I am really happy that the Lifestone doesn't seem to represent the end game in Assassins, because I was getting really bored of it being a threat to all existence every time. Not every books needs to be that way. And thankfully what we're seeing here is Feist moving closer to the model we'll see in the coming books: a focus on the plight of the few as opposed to the many (and when I say many, I mean absolutely every living thing!). James is unfortunately starting to become a little tedious and unlikable, Locky has been packed off back north for no good reason, and William is similarly a little bland. The reason? They're all a little too goodie goodie all of a sudden. Jimmy the Hand was a little shit, at times; but Squire James - thought often referred to as ruthless or cunning - rarely actually shows much of that amoral tenacity. That's a shame, but far from ruins to book. It's just a bit one dimensional.

The biggest issue I have with Assassins, and the reason it only gets 3 stars, is the weakness of the ending and the emergence of Sidi as the apparent main protagonist. I thought that was well handled in the beginning of the story, but the ending that then set up the final book of the series kind of felt so much of a cliffhanger as to be a bit of a let-down. Like, "Sidi is the main baddie but I don't want the goodies to know that so I'll just hint at him at the end to give a taster for the final book for the reader. So how to add a big ending to the second book? Sod it, throw some random demon in there for a laugh." Nothing wrong with that in principal - I do a similar thing in my series - but doing it here kind of cuts book one completely adrift from the other two. The story there just feels like it has very little of anything to do with these two.

Look, I'm rambling. Assassins is a decent read, if a mite flawed in places. The worst part was when Amos Trask referred to the Nighthawks as Cockroaches who scatter when one turns on the light. Do people in a

medieval world turn a light ON? Or do they light a lamp or a candle. This is a little picky on my part, but it's something that SHOULD have been picked up. We're trying to suspend our disbelief here and using modern phraseology detracts from that.

In short, Assassins feels rushed and a little like it was created with a modicum of inattention - and the acknowledgements page does shed some light of understanding on this. But it's a hell of a lot better than S.!

Roll on Tear of the Gods...

Belinda says

- review kan spoilers bevatten-

Na de strijd om de Levenssteen en het offer van een magier genaamd Patrus waardoor een scheuring kan worden gesloten keert Prins Arutha terug naar de hoofdstad om deze in "puin" terug te vinden. Er zijn vele brute moorden geweest onder leiding van ene kruiper en de slangen missen hun leider de Oprechte man, zou hij zijn vermoord? En golf van meer geweld wordt gevreesd.

Nog steeds zijn de boeken van Feist volgepakt met actie, avontuur en humor. Vooral het laatste maakt dat ik een enorme fan van zijn boeken. Naast Prins Arutha zijn er meerdere bekende namen als Robbie de Hand en Prinses Anita. Ook William, de zoon van magier Puc speelt een leidende rol in dit boek.

Enkele fragmenten uit het boek:

- Wijdbeens schommelend liep Limm verder, met zijn voeten op de zijkanten van de ronde doorgang, aangezien er over nog geen tien voet een lelijke uitstroom kwam naar een enorm kanaal dat zo'n zes el lager liep.-

- "Als de Oprechte Man dood is, is de prijs vervallen."-

- Onder die drie die ons aanvielen, bevond zich minstens één, en naar alle waarschijnlijkheid twee zee machtige magiers van het Mindere Pad.-

- "Waarom komen keshishe beroepsmoordenaars een Olakese prins vermoorden?"-

- Nog geen uur later waren ze aan boord en vertrokken de drie schepen met volle zeilen op het avondtij.... Tegen de tijd dat Robert had uitgepakt, kondigde een klop op de deur de komst aan van de admiraal.-

Gareth says

Enjoyable story. Big improvement on Krondor: The Betrayal, though this isn't too surprising (and Betrayal isn't a bad story), as the Betrayal was somewhat constrained by being based on a computer game. Enjoyable to see more of James and Arutha again, and get to see more of William, and other interesting characters not seen before. Story itself is good, has a few twists and turns, and some unanswered questions still at the end.

Cherryonion says

This story follows the usual format in terms of general plot and style, but I like that the author has gone back to fill in some of the missing time between the first few series of books. There was quite a big jump between the Riftwar books and some of the later ones and Jimmy didn't get much focus after his lively introduction so long ago. Being one of the best characters, I'm glad to see him reappear here along with Aruthra. You get to learn more about William too, after only the odd cursory mention in other books. A decent story that takes place during what I consider to be the best time period of these stories with the most interesting characters.

Irina Alexeyenko says

I was so excited to see another story about Jimmy the Hand and Arutha, two of my most favorite characters in the book. And to finally see what happened in William's youth was also a good surprise. So far, these series are slowly becoming the most entertaining while I can observe the development of the mighty Prince of the West and his almost brother, Duke of Krondor.

Scott says

I've been going back to series that I love and reading some of the books that I missed (for whatever reason) when they were first released.

We have Prince Arutha and very briefly Pug, Pug's son William and the true star of the book Squire James (formerly Jimmy the Hand) who just happens to be my favorite character in the 30+ book series.

It's a stand alone novel - the plot centers around a war that rages in the underworld - the Mockers are being challenged by someone known as the Crawler. So we've pretty much got a mafia war set in a fantasy land. But why? What's the motives? What the endgame they're playing for? Answer those questions and now you've got a really nice adventure story.

This was much much better than the previous book (Krondor: The Betrayal) and I would recommend it. It might be good to have read the books that came before it but not 100% necessary.

Action, adventure, magic, assassins, great characters, fast moving plot - nuff said.

Matthew says

Middle of a three book series right in the middle of a 30 book series. While I love Feist, I keep getting nervous that I am going to hit a bump in the series and I will encounter some material I don't like quite as much. Luckily, that did not happen here.

Honestly, this is the first part of the series where the books are starting off a little slow and the story is not sticking with me quite as much. That is likely a result of the first book in this trilogy being based on a video game and the fact that this is the first series within the bigger storyline that is not quite as "tight" in its

continuity. The point of this mini-series seems to be to tell some other side stories focused around post-Riftwar Krondor. While they may have a connection, especially through the characters, they have a lot of stand alone to them as well.

When I started Assassins, it didn't grab me right away and I was worried that I found the bump in the road. But, the last one hundred pages or so made up for it and the climax is fantastic. Some really great magic in this one and some additional back stories for characters that readers of the Riftwar series will be familiar with.

There is no way I recommend this book to people who have not at least read the Riftwar series. But, if you did read the Riftwar and enjoyed it, you really cannot go wrong here.

Caius says

Great!!

Dahlia Mrd says

Warning!!! Extremely addictive!!
