

(Free and download) The Prophecy Con (Rogues of the Republic)

## The Prophecy Con (Rogues of the Republic)

*Patrick Weekes*

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**Patrick Weekes : The Prophecy Con (Rogues of the Republic)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Prophecy Con (Rogues of the Republic):

3 of 3 people found the following review helpful. lighthearted and fun, but I have mixed feelings with respect to story constructionBy Sneaky BurritoI really enjoyed the first book in this series so when I finished that one ("The Palace Job"), I moved immediately to this one. A lot of the things I enjoyed about that book were present, but ultimately I just didn't get as much out of this one. My feelings are decidedly mixed. (That's not to say you shouldn't read it. If you are looking for something light and fast-paced and fun, without too much in the way of deep thinking required, this may

definitely still work for you. I did like it enough to move on to book 3 right after I finished it.)The writing style and setting are the same as last time, so if those worked for you before, they'll work for you again. Pretty much every scene ends on a cliffhanger (but then, you get quick resolution as well, so it's not too irritating). We again have a group of good guys -- the same ones as before -- trying to avert a war between the Republic and the neighboring Empire. Serious themes (e.g., racism) are hinted at, but never fully developed or explored. (In fairness, too much seriousness would take away from the generally lighthearted atmosphere of the series.)Once again, there are quite a few antagonists -- an Imperial Princess and her bodyguard and attendant, countless golems, the Knights of Gedesar (a military unit from the Republic), an army of the dead, some escaped demons, an elf, dwarven security, even a few members of the governing body of the Republic. It is interesting in that their actions are not always coordinated, sometimes they team up with our heroes for a bit as the situation requires, and they don't all have a singular goal. I think the shifting alliances do make for better reading, and they mean there's not really a monolithic evil character (I don't care for one-dimensional villains, so the antagonists in this series are preferred).Unfortunately, while this was basically fun to read, I found my attention drifting a little more often than it did with the first book, largely because of plot and character development. There are just too many characters to see serious character development. Desidora, the love priestess/death priestess, does some soul-searching. Dairy figures something out about himself (that he prefers men to women; while I don't have an issue with this as a concept, it doesn't match up with some of his reactions to seeing scantily clad female characters in the previous book). Kail is honestly kind of a jerk a lot of the time. I understand he is shaken about something that happened in the end of the last book, and a bit frustrated when his allies can't use abilities they used to have (either due to an oath or an actual loss of powers). But he's not all that fun in this book, even though he's one of the good guys. (You do end up rooting for the good guys, though -- they ARE sympathetic.)And there was the whole weird pairing off of characters in the end of the previous book. I kind of don't mind the relationship between Loch (main female protagonist) and Pyvic (a justicar who was trying to catch her in the last book), it works for me and they are still together in this volume. But putting Tern (an alchemist) and Hessler (a sorcerer) together just seemed forced. There was like no prelude to it at all; they just jumped in the sack together because they were the only male and female characters left who didn't have other love interests.The other thing that I found a little tiresome was that this book was just too much like the last one, right down to the fact that the protagonists are trying to steal the same book as they were trying to steal in the first volume of the series. Sure, the particulars of the situations they get themselves into are not identical, but the character traits and uses of skills and so forth are practically interchangeable. I often felt like I was reading the same book again. (The Hunger Games and its volume 2 had similar issues for me. It's like, the author finds a formula that works and rewrites the same book all over again.)The action scenes are done pretty well and there are enough of them to basically sustain the book. A big chunk of the middle takes place on a train, with fights in, around, through, and on top of the cars. This goes on for a long time but doesn't get boring. (The train runs on magic. Pretty much everything in this world runs on magic, so you occasionally get the feeling you're in a more technologically advanced society with trains, airships, security systems, and the like, but as far as I can tell there's nothing like actual electricity or an internal combustion engine.)In addition to the specific goal of this book (and it DOES have a self-contained quest), you get some more details on an overarching theme and plot that is developing for the series as a whole. This is basically well-done and nicely integrated into the story and I will be interested to see where it goes in book 3. (By the way, do keep reading after the acknowledgement section, as there is an additional scene that you will really need to read to have a complete picture and be prepared for book 3.)In the end, this is best if you are looking for a light read. It moves quickly. It may be better to leave some time between finishing book 1 and starting on this one, so it will seem fresher or newer in your mind. When you read them back-to-back, especially if you have a tendency to analyze and compare, you may start having the same issues I did.

3 of 3 people found the following review helpful. Twisty and fun  
By Jennifer Allen  
Weekes brings back the talented thieving crew of The Palace Job, as well as his breakneck-speed prose style and plot twists guaranteed to be thick enough to sprain an ankle. I enjoy reading about their capers, and love the rogue-turned-hero theme. I do find the surprise twists a bit overused, and as a reader, I felt left out of a level of the most interesting telling. Exploring the intrigue by providing a little more back story would have kept me engaged. As it was, a commendable and witty second installment. Weekes may well turn out to be one of the more original authors of fantasy, with such a light humorous touch and a complex - yet recognizably human - world.

0 of 0 people found the following review helpful. Another intelligent ending!  
By Megington  
I recommend continuing this series, especially if you've already come this far. The only reason I took a star away is because the beginning half seemed a little slow for me. Perhaps it's because this book follows a similar format as the others and it seems a little redundant. The characters are facing some challenge to clear their names that takes them on a quest to do/retrieve something and then battle some evil people. Still an incredible story, I just had to take a little break from it. I think the characters make this book as strong as it is, because I don't think I've ever read a series like this one, where each character has so much depth and intrigue.  
Great series!

Book Two in the Rogues of the Republic series. Who would have thought a book of naughty poems by elves could

mean the difference between war and peace? But if stealing the precious volume will keep the Republic and the Empire from tearing out each other's throats, rogue soldier Isafesira de Lochenville—"Loch" to friends and foes alike—is willing to do the dishonest honors. With her motley crew of magic-makers, law-breakers, and a talking warhammer, she'll match wits and weapons with dutiful dwarves, mercenary knights, golems, daemons, an arrogant elf, and a sorcerous princess. But getting their hands on the prize—while keeping their heads attached to their necks—means Loch and company must battle their way from a booby-trapped museum to a monster-infested library, and from a temple full of furious monks to a speeding train besieged by assassins. And for what? Are a few pages of bawdy verse worth waging war over? Or does something far more sinister lurk between the lines?

About the Author Patrick Weekes was born in the San Francisco Bay Area and attended Stanford University, where he received both a BA and an MA in English literature. In 2005, Patrick joined BioWare's writing team in Alberta, Canada. Since then, he's worked on all three games in the Mass Effect trilogy, where he helped write characters like Mordin, Tali, and Samantha Traynor. He is now working with the Dragon Age team on the third game in the critically acclaimed series. He has written tie-in fiction for both series, including Tali's issue in Dark Horse Comics' Mass Effect: Homeworlds series and Dragon Age: Masked Empire. Patrick lives in Edmonton with his wife, Karin, his two Lego-and-video-game-obsessed sons, and (currently) nine rescued animals. In his spare time, he takes on unrealistic Lego-building projects, practices Kenpo Karate, and embarrasses himself in video games.