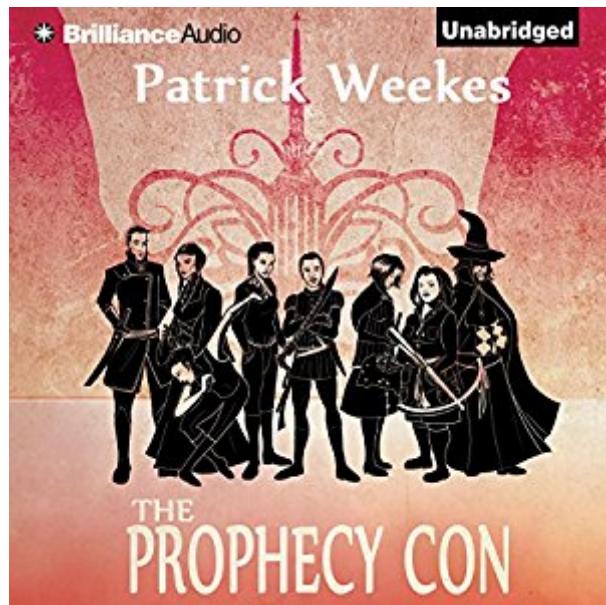


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The Prophecy Con: Rogues Of The Republic, Book 2



Synopsis

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? From Patrick Weekes, one of the minds behind the critically acclaimed Mass Effect video game series, The Prophecy Con continues the action-packed fantasy adventure that kicked off in The Palace Job.

Book Information

Audible Audio Edition

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Customer Reviews

In my review of the first book in the Rogues of the Republic series, The Palace Job, I wrote that while there was no requirement for a sequel, if the author could come up with a sufficiently clever idea, I'd enjoy seeing this gang back in action. Well, I got my wish...and was in many ways disappointed. The gang is all here and back in action in what is less a comedy caper story than a

relentless chase, from a temple full of furious monks to a monster-infested library to a booby-trapped museum to a speeding train besieged by assassins to an airborne winner-take-all card game to the climax back where it all began. The problems? For a number of reasons it was a lot less fun this time. First, at the end of the previous book all of the main characters appeared to have paired off romantically; at the beginning of this book only two of those relationships had succeeded, leaving the rest of the gang in many ways frustrated and miserable. Second, a lot more people, especially innocent people, get hurt or killed in this book, or at the very least the main characters spend a lot more time wallowing in depression about it. Between that and the race against time nature of their mission, the Angst while perhaps not thick enough to plow is thick enough to stick to everything. The result is a lot less smartassery and a lot more Doom and Gloom. Third, a stinging betrayal takes place in this novel that wasn't a matter of mind control or magical compulsion but rather a conscious choice, arguably a choice that was made back before the events of the first book, which results in something of a continuity conflict.

About the rating: I'm using the Goodreads' equivalent of "liked it" (3/5). Consequently, it appears on as though I gave 'The Palace Job' the same rating as 'The Prophecy Con.' However, it should be noted that my Goodreads' rating for 'The Palace Job' was "really liked it" (4/5). Loch's adventures continue as she endeavours to prevent a war with the Empire by recovering the elven manuscript she retrieved in the first book. Unlike 'The Palace Job,' however, there is no single big heist but rather a string of short ones as Loch and her team encounter setbacks posed by the many and varied interested parties. That's because Loch herself is being hunted by factions in both the Republic and the Empire (in an effort to replicate Pyvic's chase of Loch in 'The Palace Job' but with characters nowhere near as engaging) while trying to outsmart a rival party also keen on getting their hands on the manuscript. Consequently, this book is much more fast-paced and action-packed than its predecessor what is sometimes to its detriment. Character-wise, the relationship between Tern and Hessler makes for some witty exchanges/situations easily taking the spotlight in this book. Loch and Pyvic's own could have made for an interesting read if it had been explored at all but the story decides to separate them early on thereby limiting their interaction to a handful of scenes that don't really build on their relationship, nor do they add much to their characters I might add. The rest of the cast is serviceable and the book benefited greatly with the introduction of a dutiful dwarf (whose name I can't remember right now) tasked with recovering the elven manuscript from its would-be thieves. It's a pity we didn't get to read more about him.

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