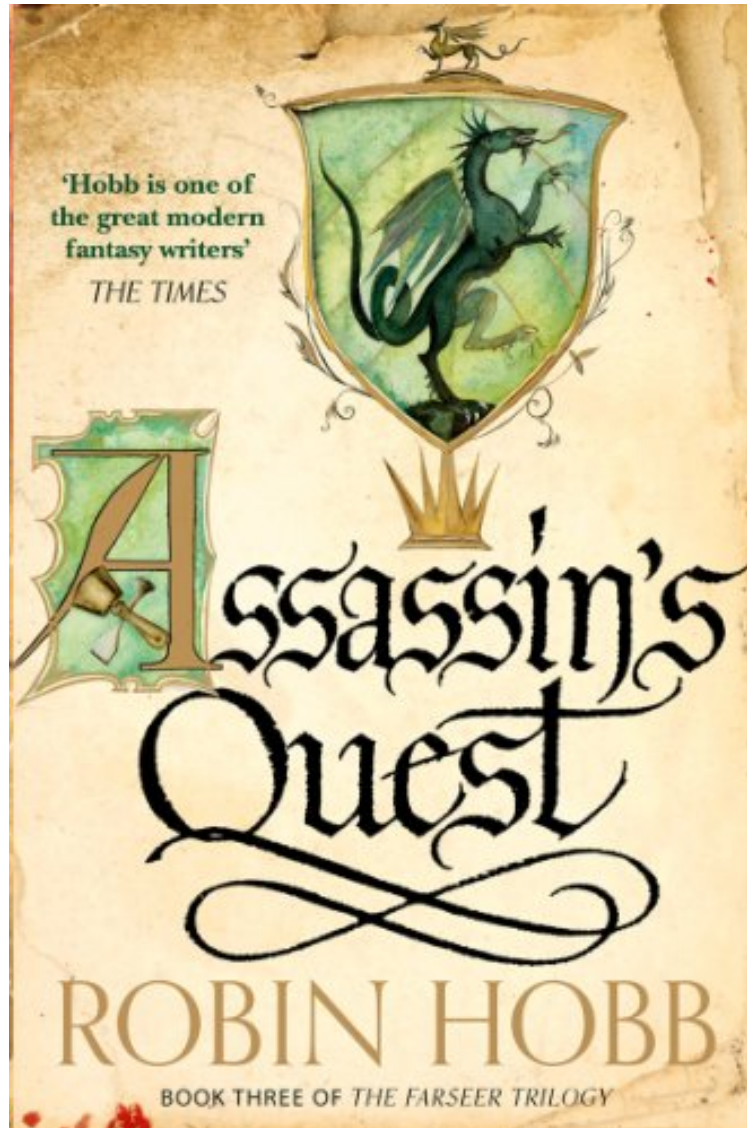


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## Assassins Quest (The Farseer Trilogy, Book 3)

Von Robin Hobb

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**Von Robin Hobb : Assassins Quest (The Farseer Trilogy, Book 3)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Assassins Quest (The Farseer Trilogy, Book 3):

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. schlechtesten Teil der Trilogie Von Kunde Robin Hobb hat für mich Ihre wundervolle Fantasy-Reihe mit einem demaen schlechtem Ende ruiniert. Es gibt noch zwei weitere Trilogien mit Fitz, doch diese werde ich niemals in die Hand nehmen. Leider verrät das Cover schon wer die mysteriösen "Elderlings" sind. 3 von 3 Kunden fanden die folgende

Rezension hilfreich. The Farseer Trilogy was incredible! Von Rachel Warner On a lark, I picked up Ship of Magic at a grocery store, of all places. I started reading it and found I could not put it down. I quickly went out and bought all of the other titles I could find by Hobb. I have just finished reading Assassin's Quest. Never in my life have I read a fantasy series which made me feel so connected to the characters and storyline. The subtle wit of Nighteyes, the caperings and wordplay of the Fool, the cynicism and heart of Fitz Chivalry all left me with the feeling of complete engrossment with the world which Hobb has created. I was compelled to read the books Hobb wrote - I had to find out what happened. A story of valor and facing your fears and defeating them, the Farseer Trilogy shows the many sides of what compells people to act. I look forward to further efforts from this wonderful storyteller. Also, I respect the fact that Hobb gives out no information about herself other than she lives in Washington state. Her anonymity makes the books she writes that much more a separate entity from herself.

2 von 2 Kunden fanden die folgende Rezension hilfreich. Viel Gewese um sehr wenig ! Von icke00 Um allen Missverstaendnissen vorzubeugen, dass Buch ist wirklich spannend und bewegend, allerdings nicht aufgrund einer originellen Storyline oder gar einer abwechslungsreichen Handlung, sondern ganz einfach aufgrund der Folge von Tragodien, die den Protagonisten Fitz in regelmaessigen Abstaenden befallen. Man ist einfach gezwungen weiterzulesen, in der Hoffnung, dass Fitz seinem absolut deprimierenden Schicksal noch entkommen kann. Nur soviel, es gelingt ihm nicht. Prinzipiell ist nichts gegen ein solches Ende einzuwenden, leider ist Hobb aber ueberhaupt nicht in der Lage, das halbwegs plausibel darzustellen. (Vorsicht Spoiler !)

Das faellt z.B. ganz deutlich bei der Erweckung der Drachen auf, wo Verity voellig ueberfluessigerweise sein Leben fuer die Erschaffung eines Drachen opfert, obwohl Fitz kurze Zeit spaeter ein paar dutzend von den Viechern mit ein bisschen Blut aktivieren kann. Nicht gerade schluessig. Ein anderes Bsp. ist Fitz falsche Bescheidenheit, nachdem alles ausgestanden ist. Voellig unerklaerlich vegetiert er als Einsiedler vor sich hin, ohne ein Wort der Anerkennung und abgeschnitten von den Bezugspersonen, die ihn sein ganzes Leben lang begleitet haben. Man wird jedenfalls den Eindruck nicht los, dass der Protagonist mit einer Kugel im Kopf besser dran waere bzw. dass Hobb diesbzgl. sadistische Zuege auslebt. Wer's braucht, ok, aber mal ehrlich, wer fuehlt sich nach dem Lesen eines Buches gerne deprimiert. Martins "Song of Ice and Fire" ist nicht halb so pessimistisch und dabei handelt es sich nachweislich nicht um Friede-Freude-Eierkuchen-Lektuere. Die kurze Abhandlung des Endes scheint mir akzeptabel, da Fitz daran nicht weiter partizipiert, das Endergebnis ist jedoch enttaeuschend. Man muss schlussendlich resuemieren, dass Hobbs Staerken ganz eindeutig in den Charakterdialogen liegen - diese sind so ueberzeugend, dass man sich mitten im Geschehen waehnt. Die Story hingegen ist stark verbesserungswuerdig. Mein Urteil: The Assassin's Apprentice: 3 Sterne Royal Assassin: 3 Sterne Assassin's Quest: 2.5 Sterne Insgesamt: 3 Sterne.

Kurzbeschreibung Fantasy as it ought to be written George R.R. Martin The gripping finale to Robin Hobbs classic Farseer Trilogy. With the king no longer living and the heir, Verity, missing and declared dead, Prince Regal has treacherously seized the throne. Regal's torture has left Fitz more dead than alive, and more closely than ever bonded with his wolf. All who once loved him believe him dead: even Molly, now pregnant with his child. But he cannot go to her without placing her in terrible danger. With nothing to lose, Fitz sets out for Tradeford, where Regal has withdrawn, having heartlessly abandoned the north of the kingdom to the Red-Ship Raiders. His quest: to assassinate the man who has destroyed his world.

From Booklist In this conclusion to the Farseer saga, Fitz Chivalry's quest for revenge on the usurping Regal requires him to journey to the Elderlings (wise old mages in the classic mold) and afterwards to realize the emergence of his own magical gifts, at which point the quest comes to an end after a mere 688 pages. Like much high fantasy these days, the book could have been pruned more than a trifle; on the other hand, along with the extra wordage come extra measures of characterization, world building, and emotionally compelling scenes of both magic and battle. And this is definitely the end of one story, although the world Hobb has created is now sufficiently developed (even why the characters have such archetypical names is explained) to be the scene of future books. In all, this is an improvement over its predecessors that will please their readers and probably whet their appetites for more from Hobb.

Roland Green From Kirkus sFinal installment--each entry independently intelligible--of Hobb's stunning fantasy trilogy (Royal Assassin, 1996; Assassin's Apprentice, 1995) about the beleaguered Six Duchies and their Farseer kings. Months ago, King Verity vanished into the far mountains in search of the semi-mythical Elderlings, whose help he must have in order to defeat the rampaging Red Ship Raiders, leaving his murderous, venal, and insanely ambitious brother, Prince Regal, to dispose of Verity's last few loyalists at his leisure--including narrator, spy, and assassin Fitz Chivalry. Poor Fitz, unable to contact his beloved Molly (she thinks he's dead) and daughter (by Molly) for fear of exposing them to Regal's attentions, uses his magic Skill to locate Verity and receives an imperious summons: "COME TO ME!" So, abandoning his plan to assassinate Regal, Fitz enters the mountains with a small band of helpers. Eventually, having evaded Regal's minions, Fitz comes upon Verity Skill-carving a huge dragon out of black rock; nearby stand other lifelike dragon-sculptures that, to Fitz's animal-magic Wit, seem somehow alive. Are these eerie sculptures what remain of the Elderlings? Yet, for all his Skill, Verity cannot bring the dragons to life; and soon Regal will arrive with his armies and his Skilled coterie. An enthralling conclusion

to this superb trilogy, displaying an exceptional combination of originality, magic, adventure, character, and drama. --  
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