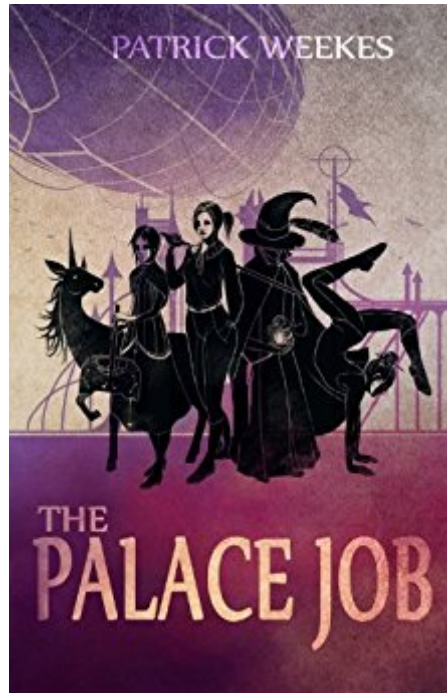




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The Palace Job (Rogues Of The Republic Book 1)



Synopsis

Loch is seeking revenge. It would help if she wasn't in jail. The plan: to steal a priceless elven manuscript that once belonged to her family, but now is in the hands of the most powerful man in the Republic. To do so Loch—a former soldier, former prisoner, current fugitive—must assemble a crack team of magical misfits that includes a cynical illusionist, a shapeshifting unicorn, a repentant death priestess, a talking magical warhammer, and a lad with seemingly no skills to help her break into the floating fortress of Heaven's Spire and the vault that holds her family's treasure—all while eluding the unrelenting pursuit of Justicar Pyvic, whose only mission is to see the law upheld. What could possibly go wrong? The Palace Job is a funny, action-packed, high-fantasy heist caper in the tradition of Scott Lynch's Gentleman Bastards series, from debut author Patrick Weekes.

Book Information

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Customer Reviews

But that would have been easier to see if Weekes had done a better job of distinguishing The Palace Job from Lynch's earlier book, The Lies of Locke Lamora. The most disturbing similarity is

the name of Weekes' main character, Lock (vs. Lynch's Locke). This would have been very easy for Weekes to change and I don't know why he didn't do it. He should have known that his book would suffer in comparison to Lynch's, if for no other reason than Lynch's books were published first. Lynch's story also broke new ground in the genre and was memorable, while Weekes is following an already established pattern. In fact, there are important differences between the two books, though the evident similarities make them harder to see at first. What's similar: the names of the MCs and that they are fighting a corrupt oligarchy, were driven to it by the murder of their families, have gathered a group of creative thieves to right the wrongs done to them. What's different: writing style--Lynch has an edge that Weekes lacks. Scott Lynch writes with gay ferocity, his humor is often bleak and he has a heart for violence. Locke is decidedly the books' main character, a swashbuckling rogue of few principles partnered with his equally gifted friend, Jean, who serves as a critical counterbalance when Locke's manic-depressive tendencies send him into orbit or down the abyss. Aside from being female, Lock is completely different from Locke: first off, she's a fine leader who cares about her troop and draws strength from their competence and camaraderie. She stays clear on her original objective, while Locke has a tendency to add unnecessary -- but personally satisfying and aesthetically pleasing -- elaborations to his plans. Locke is the center about whom everyone and everything turns, while Lock always works as part of the group, and not necessarily as the most important part either. There's violence in Weekes' story, but it's treated as rather ordinary. People fight and get hurt, a few are threatened with torture and some get killed, but for the most part, it isn't operatic, just what needs to happen to forward the plot. They really are different books, and though it's nowhere near as deep and singular as *The Lies of Locke Lamora*, *The Palace Job* is a fun and well-written story with a host of interesting characters and its own peculiar slant on morality and seeing justice served.

3.5 This is an A.D.D. person's dream book stars! I am not A.D.D. in fact I have a hard time moving onto a new task or train of thought until I've amply concluded the one I'm currently having. And that was my struggle with this book and why I didn't like it nearly as much as all of my friends who gave it 4.5-5 stars. I still very much enjoyed it entire book but it took me until the 40% mark to even get a feel for who all the players in the book are. Loch - She is the main organizer of this crew of miscreants and magical beings. Former Captain in the Republic Army she now needs to steal a manuscript back from the man who took over her Barony and adopted her sister while she was presumed dead. She is tricky and sly and has plans hidden within plans, under rocks of other shattered plans. In my mind she is a little like Xena the Warrior princess. Strong with

many skills and even more tricks up her sleeve. She also has a way with men that can't be denied. "Would you by any chance be interested in a cup of kahva?" He finally met her stare and grinned. "I like my kahva the way I like my women, hot and black." "I like my kahva the way I like my men," she replied, her eyes half-lidded. "Ground up into tiny pieces and stored in a bag." Kail - Loch's long term companion on her way back from beyond the grave he has been through a lot with his captain and is totally ready for this new Job that should make him incredibly rich. Kail has a way with words and seems to end up in more scuffles than most could have something to do with all the talk about other people's mothers. In fact he can insult your mother and allude to sexual acts being performed with her in every language imaginable. "Hey, come on!" Kail pushed into the hallway and saw an ascetic-looking man whose lapidary robes had some little stars on the collar. "We're trying to work, here! Do I go down to where your mother works and push the sailors out of her bed?" "Desidora and Ghylspwr" well that is a mouthful. She is a Death Priestess and Ghyl is her magical Warhammer who very much likes to kill people but can be reined in. I liked her character the most. Not only is she fantastic at theft, viewing auras and changing magical glyphs but when she channels magic her entire body changes and things around her morph into black with skulls and spiders and other creepy crawly things. She is possibly one spell away from turning almost evil and destructive ready to kill anyone. "You're a death priestess?" the man asked. His urge to have sex with her had diminished greatly, though not entirely. "Like, sacrificing babies and devouring souls to gain the power of daemons and all that?" "Tern and Icy - Are a lockpicking safe cracking duo. Icy from the inside of the safe and Tern from the outside. Tern is the semi geeky girl with engineering and dohicky skills galore. Icy is a cross between a contortionist and a pacifist samurai. He has some sort of magical power and fighting ability but is not allowed to harm another living soul. In other words he can only kick inanimate ass." "Hessler" a wizard thrown out of wizarding school on a technicality of sorts who just happened to be in the right place at the wrong time. He is a man of illusions and weaves shadow into reality of sorts. He also seems to be the main attraction for at least one of the girls to pine after. "Ululenia- a unicorn." Well this is something you don't see in most stories. She is a unicorn but apparently among having a hankering for virgins and projecting jargon into mortal minds, she can also shapeshift into various creatures including a human woman. Totally an interesting and different way to look at Unicorns especially the part about the virgins. "Dairy - Ululenia's current virgin and bot with a touch of destiny about him. Seems that the big bad guy called the glimmering man makes him feel tingly

inside. You take that however you want to. Pyvic - the honorable Justicar that has been pulled along into this tangled mess to try and find Loch and Kail before they are able to pull off the job of the century. It seems that things might not be exactly what he thinks and Loch might be his trickiest opponent yet. So there are most of the characters and that isn't even counting the bad guys. Like I said a lot of PoVs and they shift multiple times in the same chapter. However, once I got a better handle of the characters the way the story is presented added a little bit to the drama and flow of the story. Other notes of interest - A palace in the sky, demonic creatures bent on stealing souls, magical armor, elves, a sexified satyr (you don't want to know where his horn is), a prophecy that could lead to the end of the world and much much more. My only downfall to the story besides the A.D.D.ness of the character jumping was just that I really enjoy when the clues are laid out and then I can try and solve the puzzle myself. There is no way to ever solve this puzzle ahead of time, it is really just all too random. So when you read it just be ready to let it all go and jump in for the wild crazy and at times ridiculous ride.

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