



Den of Thieves

David Chandler

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Born and raised in the squalid depths of the Free City of Ness, Malden became a thief by necessity. Now he must pay a fortune to join the criminal operation of Cutbill, lord of the underworld—and one does not refuse the master . . . and live.

The coronet of the Burgrave would fulfill Malden's obligations, though it is guarded by hungry demons that would tear the soul from any interloper. But the desperate endeavor leads to a more terrible destiny, as Malden, an outlaw knight, and an ensorcelled lady must face the most terrifying evil in the land.

Den of Thieves Details

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Author : David Chandler

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From Reader Review Den of Thieves for online ebook

Bruna Bellini says

Reading this book was more like playing RPG, than actually reading a book!

That's not a really bad thing! It's just..funny!

That's an interesting plot, full of demons, magical artifacts, a typical knight full of sense of justice and blindness for the right thing (at least for what he believes it is!), really powerful and bad wizard and lots of adventure!

Everything happens to fast. Maybe that's the big reason I thought the book looks much more like a game than a book.

But it's a nice reading! It flows easily!

Just a few things that I think it doesn't really got me:

- Wizards that aren't allowed to perform wizardry, anymore! Honestly... really?! It's a fantasy world with demons and all! How come they can't be... wizards??!

- The romance. If I can call it a romance. Malden just met Cythera once, and both fall in complete love?! Hmm.. not really..!

- The main reason for everything that started in the story: the crown. Because, if the people see the king without it, they will go into riots and all?!

Anyway, besides those few things, it is an entertaining reading.

DemetraP says

I liked it. Malden came up with a brilliant plan.

Sadie says

Bland - characters with no character. Won't be reading further books in this series. I liked the historical perspective though - that is what kept me reading.

Brenda Mcallister says

I needed something different after all the books with characters who suddenly find themselves all powerful and set out to save the world. This book is about Malden, a young thief without magic, who uses his wits to take on demons, warriors and the most powerful sorcerer in the city. He is not looking to save the world, just to save himself against horrific odds. He's not handsome or particularly strong, no one mentors him, threats come from every side while he relies on agility and brains to win the thing he wants most.

The characters are well developed, the action is constant and interesting in a rather harsh world, reminiscent of medieval times but with magic.. The author ties up all the loose ends, but still draws you on so you want to know what comes next. And the other 2 books are available.

Only cravat was the ending was a little too tidy and contrived, otherwise a very good read.

Babel says

En serio, tengo una debilidad patológica por las historias de ladrones. Cuando un libro de fantasía está protagonizado por un ladrón... es que se me encienden las neuronas como si estallara una tormenta solar.

Y aquí hay ladrón para rato.

En la Ciudad Libre de Ness, reina la injusticia, brilla la desigualdad. A salvo tras un contrato legal perdido en el tiempo, la ciudad posee lo que nadie más allá de sus puertas: la libertad. Sin embargo, la vida es muy dura en sus barrios más pobres. Donde reside Malden, un ladrón de profesión y vocación. Lo tomé por un hombre maduro y sabihondo, pero es un veinteañero con ínfimas de experto en el fino arte del birlar y poca fe en su inmortalidad física.

Dados sus orígenes, Malden no tiene una gran imagen de sí mismo, pero su estima, y su ironía, corre pareja a su talento al otro lado de la ley. La forma en que se desarrolla el encuentro con el mafioso de la ciudad de Ness es todo ingenio y entretenimiento. Ésos son los sellos que marcan a fuego esta novela durante toda su ejecución. Ingeniosa, con una trama enrevesada, divertida hasta la carcajada en varias ocasiones.

Demonios salvajes, magia nociva y autodestructiva, leyendas de viejas glorias y promesas de muerte a cada paso. Desde el momento en que pierde su "hipotética libertad" y tiene que pactar un acuerdo inmoral para recobrarla, Malden caerá por una rampa de terribles consecuencias. Un nudo corredizo que se va cerrando en torno a su cuello y parece no tener más fin que su muerte. Con sus 460 páginas, la novela puede parecer larga, pero la trama se desarrolla con fluidez, se suceden los cambios sin cesar y van brotando novedades y elementos de magia muy original. Es posible que la extensión se deba a que el autor ha dedicado tiempo a los pormenores de caracterización. Además, los conflictos no se resuelven a la primera de cambio.

El alma de muchas historias es, a menudo, sus personajes. Aquí hallamos una baraja de ellos: cortados por el patrón tradicional, pero dotados de una caracterización que los humaniza. La misteriosa Citera, el bruto Bikker, el mafioso Cutbill, el heroico Sir Croy (quien vive ensimismado en sus heroicas fantasías y, personalmente, me ha conquistado a pesar de ser tan ingenuo), el sorprendente Kemper (magnífico personaje que me ha deleitado. Trae una sorpresita como un huevo Kinder), el poderoso Hazoth.

100 capítulos breves con una línea final adictiva. Esta estructura me sorprendió y me cogió por los... ejem, las neuronas sin soltarme a duras penas. Los juegos de diálogos son una delicia y los capítulos se vuelven rápidos como pólvora incendiada. Y si el personaje es el alma, la trama es su espina dorsal. No da tregua, no se resuelve en dos pasos, sino que va escalando cada vez más intrigante hasta el desenlace que... (a por la novela, no hagas trampas).

En cuanto a la ambientación, es detallada y creíble. Todo transcurre en una ciudad. No un reino ni tres mil. Una sola ciudad. Y está viva. En especial, la plebe más humilde se presenta con sumo realismo. La ciudad y sus hijos más desventurados tienen su peso en la trama, la cual ha captado mi curiosidad desde el principio. Sin dificultad, la ha mantenido durante todo el trayecto. Está arrastrada por la fuerza de los personajes como caballos que tiran en direcciones opuestas. Esto se debe a que cada uno tiene sus motivos egoístas para las decisiones que toman, con sólo un toque, si lo hay, de héroes que actúan por la bondad de su corazón. Más bien los motivos son de otra calaña. Todos tienen una vida privada que resulta que se entrecruza con la de los otros y el destino de la propia ciudad.

EL HONOR ES INMORTAL

El estilo de la historia se asemeja a un cruce entre fantasía y pulp fiction. Mucha magia y creatividad, sí, pero también mucho monstruito y luchas sanguinolentas tipo Creepy (un viejo comic). Asimismo, tiene un tono paródico. David Chandler ha convertido en héroe al tipo menos apto, mientras que el galán de turno tiene serios problemas de heroicidad. En contrapartida, debo confesar mis decepciones. La presencia femenina destaca por dos motivos: su indefensión y su belleza. Una belleza que pone a todos los machos en pose de revista, y a mí de mala leche. En fin.

Hay algún guiño directo al lector que me rompe la concentración y unas cuantas erratas que podrían haberse subsanado sin ningún problema. Además, en las últimas 100 páginas incluye algunas repeticiones totalmente innecesarias.

Puntos fuertes: ambientación, personajes, trama, magia.

Possible Talón de Aquiles: erratas sin sentido, personajes femeninos, repeticiones.

Azbaqiyah says



Wathi says

So yeah, I was thinking of giving this 2 stars but, really. I started reading it and got slightly bored after a while so I took a break and read a few pages every now and then. I took me 3 years to get through this. That is never a good sign.

I liked it at first, the world is interesting and it had a promising plot. Also, I'm always weak for stories about thieves. But the story really dragged for the second half of the book and I found I didn't really care how it ended. I actually skimmed the last 100 pages just to finish it.

The characters felt very much like flat stereotypes, I didn't like any one of the actually. No one really stuck, I have no favourite and I wouldn't care if any of them died.

The epilogue of how all of it started and ended felt a bit forced, like it was added to explain the motifs behind the plot. I would have preferred that to be mixed in with the story instead of in an extra chapter that felt like it was added as afterthought.

And there was just way too many chapters, action scenes getting cut off several times. It kinda felt like watching a movie where each new chapter was the camera changing angles to keep it interesting. Did not work for book I must say.

Also, way too much talking in swordfighting scenes. This book could have easily skipped around 100 pages and not loose out from it. It might have given the author room to work the backstory into the actual book as well.

I learned from another review that the author usually writes horror stories. Which makes a lot of sense actually, especially when reading the more horror-related scenes in this book, I get the feeling that he does horror much better.

It's not badly written really, it's a decent book but it could use some more work. The rest of this series might be better but I probably won't bother to keep reading.

Literary Video Games says

While *Den of Thieves* offers little in the way of new concepts or material, it is nonetheless an enjoyable read for avid fans of fantasy.

The plot moves at a good pace (save for an occasional drunken, seemingly pointless encounter) and features enough twists to surprise the reader. That said, even with its twists, it still feels reminiscent of something you've read before: a thief trying to save his own skin through thievery.

The characters themselves often come across as tropes. Sir Croy, the honorable knight, refuses to believe in treachery and considers the word 'faithless' to be an insult worthy of a fight to the death. Malden is a scrappy thief who steals to get himself both into and out of tight binds. The villain wants power for power's sake, and so on.

While this novel won't revolutionize the fantasy genre, it is an enjoyable read nonetheless -- provided you enter with lowered expectations.

Brian says

David Chandler offered me the chance to read the first novel in his upcoming fantasy trilogy, "The Ancient Blades." *Den of Thieves* is Mr. Chandler's first fantasy novel, but not his first professionally published novel, having written horror novels previously.

Den of Thieves is an interesting book. Firstly, it is the most medieval fantasy novel I have ever read. By this I mean that Mr. Chandler has done his homework and his Free City of Ness looks and feels like a medieval city, and not a Ren-fair city. You see this a lot in the little details: the tanners shops reek, magic swords weep "vitriol," and children drink small beer. This gives the book a very different flavor from most fantasy novels. The closest comparison I can make is maybe to David Drake's "Thieves World" stories (you know, like the one where the protagonist finds a secret door by peeing on the floor). There are a few spots where certain details feel off (Ness is one of those cities that somehow thrive even though they actively work to keep a lot of people from entering) but for the most part just reading about the city was fun, and it really feels like a place the protagonists live in.

The story looks like heist fiction but is really a mystery spanning two capers. It even wraps up with a standard full explanation/confession from the villain. Other than that, the book is full of little surprises. Similar to "Babylon 5" and the stories of Joss Whedon, certain familiar tropes are set up to confound your expectations. If you pick this book up and read the prologue, you're likely to think you've read this story before and that the characters feel a little flat. Some of them are a touch pat, and there's at least one relationship in the book that doesn't work for me (two characters never get around to killing one another as

the situation they find themselves in would seem to dictate; instead they develop an almost friendly business relationship). I also have a few nitpicky issues with the book, like the map not being entirely accurate in a few important details, but these are easy to ignore and won't spoil the fun.

And there is a lot to like here. If you're a fan of the Middle Ages, you'll enjoy the historical touches. If you like your fantasy dark and gritty, you'll enjoy the down-in-the-gutters focus. And if you are a big fan of thieves, you'll really enjoy both the glimpse we get of Ness' thieves guild and the two heists.

If you do enjoy *Den of Thieves*, you'll be happy to hear that the two following books of the trilogy are slated to be released this October and December. Thankfully, while Mr. Chandler's books follow the current fantasy trend of being a touch on the thick side, he hasn't embraced the notion that readers should have to wait years between installments.

James Singh says

I thought this was a very likeable book. Written in a very simple, minimalist style, I was instantly hooked. It ain't certainly no haute litterature, but I'd rather read this than bullshit spun out by Brian Staveley or Neil Gaiman

Wise_owl says

I have a soft spot in my heart for the venerable 'thieves in fantasy capers' sub-genre of fantasy. A sort of sub-set of the 'low fantasy' genre that has taken its ups and down in the field, from *Fafryd and Grey Mouser*, to the wonderful *Gentlemen Bastards* series.

Thus it was that I found *Den of Thieves* a welcome entry to the genre, if not a spectacular one. In essence, it's a very classic sort of book, the sort of thing I love in the late 80's and early 90's. The story of the thieves of a city, one in particular, and how he comes to be involved in plans beyond his ken, and plots well beyond his pay-grade. It reminds me of elements of the *Thieves World* anthology, with that sort of urban grit. Here is a city in all its naked glory, with the rich on one side, the poor on the other, and the churn that keeps such a city afloat. Plus of course with various fantasy elements.

If the book was just that it might not have raised to the truly enjoyable read it was. Cliche to say it was a 'fun romp' but that's really what it is. The book adds characters that don't seem like they belong in this sort of story(most notably the Upstanding, Morally unimpeachable Knight) and makes it work. Both the main thief character and the reader sort of react to the overblown honour of this character in a 'You can't be serious!' sort of way, but in the end all the characters come across as having both their motivations and in having those motivations move forward in a believable way.

All in all I found this book a lot of fun. Fun enough I'll probably read its sequel. There was a single element in the end, where a character confronts the Thief with a bit about how he buys into stories as much as his seemingly delusional knight-ally that I thought particularly poignant. So to fantasy fans, and those who like that sort of low-fantasy feel, I would recommend this.

Astrid Morgan - de Haan says

Easy to read mideval fantasy novel with a decent storyline and interesting developments.

Justin says

<http://staffersmusings.blogspot.com/2011/07/review-of-the-king-in-the-hill.html>...

Rewrote this after re-reading it a few weeks later. It's such a pain to write negative reviews that I realized how chopped up I made it. Hopefully it reads better now.

Kosjenka says

I couldn't really get into this book. Primarily because internal monologue and emotional life of most characters were missing. I don't like books in which things are reduced to external action and conversations, and this book was one of those.

I want characters in a book to have some emotional depth and complexity. The characters in this book were so bland and cliched, it felt like the book was written decades ago. Some of the characters were more like cartoons than people.

The female protagonist is stunningly beautiful (yawn), in need of salvation (yawn) and falls in love with pretty much everyone who wants her to (huge yawn). There is so much emphasis on her physical looks, it becomes downright irritating after a while.

The story had potential, the writing style was good enough to make me read most of the book, but after I stopped reading it for a week or two, I didn't even remember it when I had time to read again. Once I finally remembered it, I wasn't really interested to see how it ended.

Brandt Anderson says

Honestly the book is 2.5 stars overall. There are some interesting aspects but the book itself is not very memorable. I usually reread a book that I own at least 2 - 3 times but I haven't even touched it since I finished it. Still, it is an okay light read if you have a couple of hours to kill.
