



Rage of a Demon King

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The eagerly awaited installment in this immensely popular saga offers a thrilling tale of danger, adventure, suspense, and magic, continuing the exploits of Erick von Darkmoor and Rupert Avery as they are caught in a war for the survival of their world. Feist's newest saga has a freshness of vision.--Publishers Weekly.

Rage of a Demon King Details

Date : Published April 1st 1997 by Avon Books

ISBN : 9780380974733

Author : Raymond E. Feist

Format : Hardcover 436 pages

Genre : Fantasy, Fiction, Epic Fantasy, High Fantasy

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From Reader Review Rage of a Demon King for online ebook

Dark-Draco says

This third book in the series gets back to the all out action that I just loved in the first.

War has come to Midkemia. The Demon Queen's hordes have landed and the plans for the defence of the kingdom move swiftly. But Pug the magician and his friends begin to realise that something doesn't quite add up. Why is the Demon Queen so intent on reaching the fabled Sethanon? A sinister presence lurks behind her beautiful face. And while they struggle with the big picture, Eric struggles with falling in love and being raised high in the military ranks, a whole kingdom to defend with the bodies of his men. And Roo, a trading Empire crumbling around him, realises that maybe its his family that are more important after all.

Another great story. Fast paced and a fantastic read. Really had me racing through it just to find out what the next page brought. I haven't got the fourth and last volume yet, but must track it down to find out how it all ends.

irvin r russell says

Well worth getting read.

You are left on edge as you read it and wonder what happens next, but you think you know but you are wrong. He always finds a way to leads in a different direction, the book is well worth it.

Jack says

I enjoyed this book, thinking it one of the better of the most recent few of the series. However the ending was a big disappointment. In order to set up for the next book the the most powerful heroes of the book had to suddenly and incomprehensibly become nearly useless, weaklings with no imagination. It's pretty frustrating to see an author dull and twist characters in order to manhandle the story to set up for the next book. It just felt unnatural and unauthentic.

Vera Maslow says

This one had a better pacing than 1 & 2 and for me was more interesting. I find Roo and Eric boring so far, though at this point it is through their backgrounds and on to their parts in the war which are more interesting. There is also more about all the previous characters and descendants. It was great to finally see more Pug and Tomas.

This series is a part of a much bigger series and so far has been a very long and winding road. New characters over every turn with a few recurring. Everything connects and winds together. Though some events that are mentioned in this book happened only a few books ago it is written in a way that it feels long ago like the passage of time that is the books reality.

Tom Clare says

The third instalment in the Serpentwar Saga is something of an amalgam of the previous two books. Rage of a Demon King's chief focus is on the war effort between the Kingdom and the vast, invading army of the Emerald Queen. Feist handles the drawn-out conflict effectively, with soldier wunderkind Erik von Darkmoor appearing a more rounded protagonist than he was in *Shadow of a Dark Queen*. His merchant friend Roo Avery, whose wiley opportunism made for a superb, imaginative and different kind of read in *Rise of a Merchant Prince*, is relegated to more of a bit-part role, which is a shame. Riftwar alumni Pug and Tomas have doubtless faced more inventive perils than those on show here, but their sections remain compelling, even if at times the debates as to the forces at play on Midkemia and the universe in general hint at greater conclusions than they reach.

At almost 650 pages, it can feel a protracted read. The exhaustive preparation behind battling back an army inevitably results in some lengthy and overly-similar sequences. Despite the emphasis on action, Rage of a Demon King at times struggles for impetus, and for its own identity within the series as a whole. Feist's characters are always easy to get behind though, with a plethora of likable protagonists and Midkemia's always-evocative locations making for an enjoyable read that thankfully avoids the hyperbole of many modern fantasy titles.

Matthew says

Wow! This book has it all! Magicians, demons, serpent-people, elves, Dragon Lords, dwarves, alternate dimensions, magical portals, romance, deception, revenge, sea battles, mountain battles, battles of wit, fire oil, catapults, flaming moats, political intrigue, and even evil cannibals!

Sometimes I have seen where people say that Feist's series starts losing some steam around this point, but this was an action packed climax for the Serpentwar Saga. And, I say climax as it was so intense, but there is still one book in the series left, so who knows what further excitement is ahead of me.

One thing that I loved about this book is that it has the most ties back to the original Riftwar Saga that I have seen in awhile. In fact, a lot of that plot that seemed finished comes back for further resolution in this book.

Also, I have seen reviews complaining that some of this series does not have as much magic as they would like, but this one is magic packed!

Fantasy fans should check this out, but be sure to start at the beginning!

David Montgomery says

A fun book, but nothing transcendent about it. This is basically the climax of two books of buildup in the Serpentwar series: the long-feared massive army finally arrives for a colossal invasion.

Though the army in question includes hundreds of thousands of people, almost none of them are actual characters. The plot in this book is not so much "man vs. man" but "man vs. nature", with the invading army as a faceless, implacable horde against which the heroes must simply resist. Feist justifies this approach by literally removing agency from the invaders: they're thralls to a demon, either literally through magic or indirectly through coercion.

The struggle against overwhelming force is fun enough to read: the heroes have prepared for this for two and a half books before it arrives, and use both cleverness and determination to hold the day. But I can't help but feel that a massive war like this would have been more interesting portrayed as a struggle between two different groups of people, with their own motivations, even if one was more evil than the other. Feist did this in his initial book(s), "Magician", where the Tsurani were first introduced as faceless enemies but then humanized as rational people responding to real social, economic and political incentives. As it is, "Rage of a Demon King" is merely enjoyable, not transcendent.

Complicating things further is that the bulk of the book — the months-long last stand — is ultimately trivial. The battle is settled in an epic clash between the demon and a group of wizards and warriors; the outcome of this fight determines the physical war we've spent so much time following. It's something of an anticlimax, and in this is a precursor to the far more disappointing sequel.

Cherryonion says

I enjoyed this one more than the last, not because the war begins and it has more action, but because it no longer focuses on Roo. This one flicks between Erik and the battle and the magicians Pug, Macros (he's back!), Miranda and Nakor who are attempting to work out what's going on. We lose a few significant characters from previous books and once again the Kingdom gets its butt kicked, but we also find out more about the Gods and Lifestone from earlier stories to further the over-arching plot of the series. I'm looking forward to seeing what happens in the final book of this saga.

Simon Barron says

I'm probably going to go slightly off the range with this, so please keep with me.

I've ticked the 'hide spoilers' button for this review, but I'm not sure why I have done so really. The plot development and dramatic conclusion on this novel were screamingly predictable; but I want to make something clear: I don't necessarily consider that a negative. There was something familiar in the way the plot panned out, and while I don't disparage the lack of exciting twists, I do strongly dislike the taste of re-fried beans the book leaves in the mouth. In short, Feist has done this book to death before. Not only does he seem reticent to let old characters melt away with time, he can't let the plots that underpin them go either. It's so similar to the original trilogy, with a few extra bodies, that it's almost offensive. And yet, that's not this book's biggest issue.

In review the second book in this series, I ended by suggesting that it felt like a half-told story. I get the idea of foreshadowing in a series of books, and that's good - I do it too much myself, but when you're confronted (as an author, editor or reader) with a pair of books like this and *Rise of a Merchant Prince*, that so clearly would operate infinitely better as one, it's maddening. *RoaMP* provides little or no satisfaction in it's

culmination. You get to the end of it and it just feels like one of the worst LOST episodes. And in keeping with that, Rage of a Demon King really does just pick straight up. The invasion of Krondor is much anticipated, and finally arrives in this novel. An event that has been looked toward for two novels forms the central fulcrum of both this third novel and the four-book series as a whole. Had I accidentally turned over two pages at once, I'd perhaps have missed it. I get that the invading army is impressively large, but Krondor doesn't half collapse easily. I know, the idea is to hold the enemy at Nightmare Ridge; but it just feels like the person writing the account of one of the most important events in Midkemian history was perhaps looking the other way when it happened.

And this is where I'm going to go slightly off range. I really enjoy the battle passages after the fall of Krondor, detailing the retreat to Nightmare Ridge. The defence of Darkmoor isn't bad either. But the dealings with Roo's family and their flight behind the defensive line are just confusing. Here you have two parties: Roo and his family, and Erik and his army. Both are retreating ahead of a massive army pouring across the land. There is almost complete confusion, as is to be anticipated, but in a strange and seemingly-unintended metaphysical blending of literature and reality, it seems Feist gets just as confused. It's like Feist was actually there, writing this book on the back of one of Roo's wagons, as the enemy chased them. In portions the time-framing is completely bollixed. Chopping from character to another, what takes place in the space of three days for Roo, skulking through the woods with his group, at the same time covers a month in the field for Erik! Literally, in one passage Erik talks of the month that has just passed, and yet Roo is still hiding in the forest! It's confused and incoherent for the most part, and the snippets of warfare - that are enjoyable to read - need almost to be read our of context.

And Roo's odd segue to go and deal with Sylvia and Duncan - to utter miscreants from RoaMP - is so weird. It's almost jabbed in amongst the rest of the narrative as an afterthought. "Oh, I'd better deal with those people..." Instead of having their fall be the result of some crescendo of intrigue and subterfuge, Roo just stumbles upon them while he's trying to flee the fallen Krondor. It's almost absurd, and certainly is very far away from the satisfied feeling one should get when horrid characters like Sylvia and her father get their comeuppance.

And as for Calis and the Lifestone; that's just a little...crap. In recent books, Feist has taken the piss with convenience characters like Nakor, who once again here produces a codex that handily explains everything for everyone. And the way virtual-godlike Pug lets himself be talked into a suicidal mission against the Demon King is equally stupid. And Miranda...yeah, I don't like her. Struggled in the last book, just flat out dislike in this. Prince Patrick? Don't really get to know him, overly much. Macros is ace, as is Nakor when he's not wearing the, "I'm Ray's Deus ex Machina" T-Shirt. But once again, the big plan of the enemy is to get to a green cube in Sethanon. And who is the enemy this time? Deliberate confusion reigns supreme, but suffice to say, it's always bigger bigger bigger. Is it a Moredhel Prophet; a necromancer; or even a Demon King? No! Now Pug et al face a mad god. Not an angry one, mind you: an apparently schizophrenic one. We end up - via Nakor's Codex of Convenience - spinning concepts that are so removed from the gritty reality down the road in Darkmoor that it comes to feel like two separate books without much relation.

And then it ends. Calis...does something. I'm still not sure what. You have your a-typical end of level baddie battle, oh and a cheesy moment when Tomas inexplicably lets out some completely inappropriate battle cry because he pulled his sword out of the lifestone... Miranda strumpets around with Calis, confusing the poor...poor...what IS Calis again? Anyway, there are mixed signals, definitely! bah!

Look, there's lots to enjoy in fits and starts through Rage, but it's far from Feist's best work. In returning to his complete works, I worry that I am coming to realise that his earlier books just weren't as good as I remember. The middle two books here could have been combined to one, a lot of the needless guff edited

out, and a very strong book may just have been the result. Instead what we get is the literary equivalent of trying to arrange four food items on a dinner plate: there's nothing wrong with the sum of the parts, but it's just never going to be right. (Seriously, try it. You can't make even numbered food items look good on a plate!)

For all of that, is this a bad book? No, not really. I rattled through it fast enough, and the characters I like (quick mention for Kitty and Owen Greylock here) are good. But it's just frustrating that the negatives seem to slightly outweigh the positives somewhat. And the last in the series now deals with trying to get Krondor back...on to Shards of a Broken Crown.

Paca Sad says

Too much happening to too many un-charismatic characters whom I could only muster some empathy towards one or two and whos deaths only touched me a little, and still I continue to explore

Lucinda says

There is a reason why Raymond E Feist is one of the most popular fantasy authors and that is because he is just so brilliant and that his work is uniquely original & captivating. Rage of a demon king is the third book in the 'Serpentwar Saga' and it takes the reader on a thrilling & exciting journey to Midkemia. I love another author called 'Janny Wurts' so the fact that Janny has written books with Raymond Feist is so ironic, such as Daughter of the empire, servant of the empire and also mistress of the empire which are three fantastic novels. This is by far one of my favourite books by Raymond, as it is full of compelling drama, non-stop exciting action & brilliant iconic characters that bring this story to life. When I read Rage of a Demon king I felt as if I were a part of the story, as if I was standing there in the middle of all the commotion & action and watching it unfold before my very eyes it was such a captivating read. The sequels to this book 'shadow of a dark queen' and 'rise of a merchant prince' are also both equally fantastic and I was thrilled to read part three and jump back into the fantasy world that Raymond had created. The plot is utterly gripping from beginning to end, it contains witty & humorous characterization and epic battle scenes that are completely realistic & authentic. Raymond E Feist has such a vivid imagination that is truly breathtaking and thanks to the 'Serpentwar Saga' he has contributed to the growth & development of the fantasy genre. One only has to utter the words that "Macros the Black is back" and I cannot help but smile in delight and anticipation, as this book is one that will always be taken from the shelf innumerable times to read again and again. If you enjoy compelling and exciting fantasy fiction then Raymond E Feist is masterful & completely brilliant in this genre, so I urge that you take a look.

Samantha says

These books aren't without faults and/or minor annoyances, but I still enjoy them and seem to have become invested in making my way through all of these linked series'eventually. Of the serpentwar saga, so far I've enjoyed this one the most. But Silverthorn is still at the top of my list overall.

Paul Allard says

Third volume of a four-book series, this novel is basically one long battle with some progress with Roo's and Erik's individual stories. Revelations and intrigue abound with some further character development.

It's worth reading the previous two volumes to fully comprehend what this book is about and, although not a great fan of books about battles and fighting, I found it important to see it through to the end (640 pages plus). The fourth part awaits.

Barbara says

What a come-back! After book 2 I had no hope for the rest of this quartet. I really don't like Roo's character and considering book 2 was all about him I guess that played a part. This being the 11th book I've read by Feist, I can say he still has major issues with characters that don't have any depth or purpose in the plot but there was a large improvement in this novel.

I was so relieved that Roo had his comeuppance with Sylvia, even though his emotional reaction to it was nonexistent. I love Eric's character development – finally! character development in a Feist novel! My favourite was the invasion and battle scenes, they were nicely staged and I was able to imagine them easily. I enjoyed that Feist brought the story back around to Mathilda and Manfred, that's a first! Feist is usually the king of loose ends and deus-ex-machina endings.

Obvious flaws were the demise of James and Pug's children. The only point I could see in it was the melodrama, which I dislike in any book. And of course the demon boss battle. Really? All it took was a bit of sea water? That could have been done so much sooner – plot hole alert!

Overall, a solid instalment, and much better than I expected!

Duffy Pratt says

Finished this almost a month ago, and I've started the next one in the series now (though that's going rather slowly at this point).

In theory, this should have been the most exciting of the four books. It had big battles, showdowns between wizards and demons, the destruction by fire of an entire city, and the deaths of a lot of loved characters. And yet, in execution, it wasn't that great. I liked it less than either the first or second books. Everything went pretty much the way its supposed to in this sort of thing. And for an odd sort of contradiction, or paradox, things aren't supposed to go the way they are supposed to.

So it was worth reading, but a pedestrian effort even for Feist, who writes a very decent, workmanlike, fantasy book, but rarely comes up with anything inspired.

Elar says

Third book in Serpentwar series combines everything you need from fantasy - good story with twists, magic, epic battles and romance. Best in the series so far :)

David Meiklejohn says

War is coming. The serpent priests and various demons from another dimension are heading to the kingdom and so they need to prepare. We follow some of our favourite characters, who all seem to have remarkable aging properties, as they prepare for an invasion, and our disloyal friend Rupert as he continues to make great wads of money but then has to give it up for the war effort.

Really good fun, and the descriptions of the invasion as it progresses are good stuff.

Nigel says

Book 3 in the Serpent War Saga sees battle joined between the army of the Emerald Queen the forces of Krondor. In this instalment much of the political threads of the previous two books are put aside for battle after battle as the inferior numbers of the defenders attempt to hold back the large hoard of attackers. In parallel to this the wizard Pug and Miranda are joined by Marcos (who wasn't dead after all) and try to find out what is really behind the struggle and to deal with it.

The two different strands face many trials and battles but none will prove as tough as Erik's as he returns home and comes face to face with the Von Markmoor matriarch who has already sent assassins after him. As the battles rage many fall by the wayside including some well-loved characters.

This was a real page turner with the tide of the battles turning first one way and then the other. Interested to see how Feist concludes this four book storyline of the wider Rift War Saga.

TinaMarie says

Another great epic tale of heros and villians, as Krondar prepares for the coming invasion. Almost everyone plays a part in this story. I read the e-book version and there were a few editing issues, but overall a great read.

Adrielle says

This is an epic series so you expect characters to die and family members, grand children, to carry the mantle. In saying that, there are a few deaths here that are so hard to take that I actually had serious tears. They were so artfully done that I can forgive and understand but ouch, they hurt.

I adore this series and have to say that you aren't fully a lover of the fantasy genre if you haven't read Feist.

