



Reaper's Eye

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Daryus Gaunt used to be a crusader, before a questionable battlefield decision forced him to desert his unit. Pathfinder Shiera Tristane is an adventuring scholar obsessed with gaining the recognition she feels was stolen from her. When both are contacted by a sinister talking weasel and warned of a witch about to release a magical threat long trapped beneath an ancient temple, the two have no choice but to venture into the demon-haunted Worldwound in order to stop the disaster. Yet there's more to the situation than either realizes, and neither fame nor redemption will matter unless they can first survive.

Based on the award-winning world of the Pathfinder Roleplaying Game. With more than a million players worldwide, Pathfinder is the world's most popular tabletop RPG.

Reaper's Eye Details

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Author : Richard A. Knaak

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From Reader Review Reaper's Eye for online ebook

Brannigan says

Published at TheQwillery.com

Richard A. Knaak's *Reaper's Eye* is pure action candy. It gives you a high while reading and you go from page to page, but in the end there's just not a lot there. Is this a bad thing? I'm in the camp that not all books need to leave you weeping and staring off into the evening wondering if you'll ever be the same again. Sometimes you just want to be entertained, laugh and forget the boring aspects of daily life, and this is where *Reaper's Eye* lands perfectly.

I've read Knaak many times before and he knows what he's doing in crafting a story with plenty of opportunities for action. In this one, we have Daryus Gaunt, a crusader on the run with his talking weasel Toy, and Shiera Tristane, an archaeologist who finds an old mysterious artifact that leads them on a adventure to stop a witch from unleashing the ultimate evil. The villain is a very standard villain in that he has an ego and wants to watch the world burn. Like I said, nothing new here plot-wise and frankly the characters don't stand out as anything new either.

However, this small band of adventurers find themselves in plenty of entertaining and funny situations as they go about saving the world. Toy, the talking weasel, was by far the most fun part of the story, and frankly, I'd love to see him star in his own novel. I'd read that any day of the week.

Now, if you want to read something new, or experience something you've never read before, this is not for you. In fact, if you want characters with depth and multiple motivations, to help you learn something new about yourself, you won't find it here. What you will find, if you allow it to and don't expect an award nominee, is fun entertainment. There is minor violence and little to no language and adult situations, so it's appropriate for teens and adults. *Reaper's Eye* is your perfect go to escapism fantasy fiction.

Jen says

I heard about this book thanks to the weekly B&N Sci-Fi & Fantasy mailbag thing Joel Cunningham does on YouTube. He said it has a talking weasel in it! And I was all, "talking weasel?! Must...add...to...TBR. ... Wait, what was the title again?"

So I watched this week's video again and found out that this is the book!

:-)

Shannon Clark says

I'm a big fan of Paizo's world and game and have enjoyed most of their *Pathfinder Tales* novels for the color they give to Paizo's shared world. This read very much as the beginning of a series with these characters so while I enjoyed it as some light entertainment I reserve judgement until the series (I assume) is finished. It is good but many characters aren't explored in great depth and are fairly simple. But the setting is rich and the characters interesting if ultimately not fully finished.

Dave says

A great story. After some of the more annoying books I've been reading, the reaper's eye comes off the pages like magic. The characters make sense, the story stays busy and interesting throughout, and it was fast to get through.

The book made me late several times as I needed to get through just the next piece of it.

Mogsy (MMOGC) says

3 of 5 stars at The BiblioSanctum <https://bibliosanctum.com/2017/01/06/...>

Over the years I've had a bit of a love/hate relationship with Richard A. Knaak. No stranger to his tie-in fiction, I have tried most of his novels for the World of Warcraft franchise, a couple of which were pretty solid, but just as many have been utter disappointments. But still, I was intrigued when I first learned about Reaper's Eye. While the Pathfinder Tales series comprises the official stories based on the Pathfinder RPG, I also think authors might be less restricted when it comes to exploring their own characters, settings, and aspects of the various peoples and cultures in this world—which often leads to more interesting storytelling compared to other books based on a media property.

Reaper's Eye follows a team of adventurers on a quest to a lost temple to stop an ancient threat from being released. One of our main characters is Daryus Gaunt, a former crusader who deserted his unit after disagreeing with a battlefield decision. He has been on the run ever since, constantly keeping an eye over his shoulder lest his past catch up with him. However, old habits die hard, and one night he finds himself charging into the thick of battle in response to a cry for help, only to discover later that the victim he rescued is a strange talking weasel named Toy. Taking the little animal at face value, Daryus takes it home and listens to Toy's disturbing tale of an evil witch with a scheme to unleash disaster upon the world.

Meanwhile, our other protagonist Shiera Tristane is an ambitious archaeologist working on a plan to win herself the glory she feels she deserves. Her hopes are finally answered when she uncovers a mysterious artifact marked with some curious symbols, but translating them only brings more questions. She is soon commissioned to go on an expedition to find out more, and one of her first tasks is to find a bodyguard for the journey, which is how Shiera ends up hiring Daryus. Desperate to get out of the city, Daryus isn't too interested in the specifics of the mission, happy enough to collect his fee and take himself and Toy onto the road.

Perhaps having several Pathfinder Tales novels under my belt now has made me a lot pickier about them, but Reaper's Eye was probably one of the weaker ones I've read. It also didn't help that this one followed the incredible Shy Knives by Sam Sykes, which is bar none the best Pathfinder book I've read thus far. Knaak's characters simply didn't capture my attention the same way. Daryus and Shiera were decent characters, but neither of them achieved greatness as both their backstories and personalities were relatively uninspired. The protagonists' motivations were also hardly explored, so we only get the surface-level understanding of why they're doing the things they claim are important to them. Ditto for the villain. In fact, the only one that really interested me was Toy, and let's just say there's something seriously wrong when your most engaging character is a talking weasel.

To Knaak's credit though, he's incredibly skilled when it comes to writing action scenes, which are good

enough to carry the story. The plot itself isn't overly complex, but it works for providing simple popcorn entertainment. Now also might be a good time for me to clarify that I don't think this is a bad book—it is fun and it delivers what I think the audience expects—but it's clear that the newer, better, and more inspiring crop of tie-in novels that have been released in recent years are leaving books like Reaper's Eye behind. The bar has been raised, and readers like me are expecting a lot more now.

Simply put, if you've never read anything in the Pathfinder Tales sequence, this isn't bad, but compared to some of the other really good ones I've read, it falls only in the mediocre range. In sum, I would recommend reading Reaper's Eye if you're a fan of the series or the author, but probably not if you're new to the world of Pathfinder fiction and are curious to pick up your first Pathfinder Tales novel. Since most of the books are written as standalones, you aren't going to be limited to any kind of strict reading order, and in my opinion there are better ones out there that will make a better and more enjoyable starting point.

Jay says

one of the weaker pathfinder novels i've read. the characters were not engaging at all. would've been two stars, except 1) talking weasel and 2) last few pages pleased me. (grrr, shy knives! why? why couldn't they have ridden off to adventures together?)

Timothy McNeil says

Ah, paycheck fiction.

Knaak, perhaps best known for his work in the Dragonlance and Dragonrealm settings, produces a story that doesn't really fit in with how Paizo developed Golarion. This reads as something more akin to the setting of The Janus Mak or if Dragonrealm were more like a D&D setting.

I had a problem with Knaak not being able to describe the "pitborn" as anything other than pitborn. There was also 'the swords coming down' which evoked nothing as an image or explained anything. This clearly was not a work of passion, but it could have used a better investment from the author.

Sadie says

Maybe it's because I haven't read any of the others.. but it lacked in a lot of places but it was still a semi good read.

Bart Vervaet says

run-of-the-mill pathfinder story, not bad, but nothing to set it apart from the other stories in this series

Brandon says

Another journey into the Worldwound. The story had some interesting twists and was a decent read.

Steve says

I dug (see what I did there) the archaeological theme this book took on. Reminded me of an Indiana Jones adventure. I also like Harrika staying true to her mission to bring in her former comrade for justice. I felt that the ploy of not killing Toy because of reason x got a little redundant after a while. And the final battle got a little confusing with the action and where the characters were. Still a great read.

Erik Dewey says

A good fantasy adventure. The main characters are compelling and you constantly want to know what happens next.

Matthew says

Solid but not particularly noteworthy. Well one very unique and cool idea that gets you hooked early on, but then it was "just" a fairly straightforward sword and sorcery tale. I did enjoy it (3 stars means "like") but it never got my imagination blazing or heart pounding. Again, a solid addition to the Pathfinder collection. Not the best, not the worst, and yes, it is worth your time to read. Grade: B-

Richard Berrigan says

It's weird, this book does everything those how-to-write-fantasy books say you should do, but it falls kinda flat. The finale was pretty exciting, but a large piece in the middle was a check-your-watch affair. Maybe it was the three points of view. That got tiresome after a while. Once you start to really get into a character's situation, you have to go to another character's, and then a third. It's like twenty pages before you get back to the first protagonist.

Jes Jones says

[Summary from Amazon]: Daryus Gaunt used to be a crusader, before a questionable battlefield decision forced him to desert his unit. Pathfinder Shiera Tristane is an adventuring scholar obsessed with gaining the recognition she feels was stolen from her. When both are contacted by a sinister talking weasel and warned of a witch about to release a magical threat long trapped beneath an ancient temple, the two have no choice but to venture into the demon-haunted Worldwound in order to stop the disaster. Yet there's more to the situation than either realizes, and neither fame nor redemption will matter unless they can first survive.

Likes:

- Interesting plot line that offers the reader action & adventure and takes them on a unique journey through text.
- The novel includes a smart, and strong female lead character (or co-lead character) that proves she can accomplish whatever she sets her mind to.
- Daryus's code of honor, no matter the situation and no matter who is being unfairly punished.
- Grigor Dolch is a villain that the reader knows from the beginning is going to be a "bad guy". He is so egotistical, and self-absorbed with accomplishing his own ventures that it's hard not to admire a character like that being created.
- Even after reading the novel, I am still not sure what to make of Toy, the weasel that befriends Daryus in order to accomplish his own goals. I feel like the reader builds a love/hate relationship with the weasel because he's helpful throughout the novel, but also flees during horrible times and manipulates the characters in order to move closer to his own goals.
- The reader meets easily one of the *LEAST* demonic demons I think I've ever read about.

Dislikes:

- Meeting the *LEAST* demonic demon I have ever read about! The novel kind of builds up 'the Reaper' to be something terrible and horrendous but once he is actually uncovered he's a bit less than impressive in the sense of scary and demonic.
- I don't really understand some of the travelers' or the crusaders' motivation for venturing into the Worldwound. They know that it's a demon-blighted land and there are gruesome creatures that survive there so why explore it in order to try to destroy some of the beings that live there? I would just put more effort into maintaining the border so that little to none of them can make it into the city.
- Harricka's tunnel vision about capturing Daryus when there were other, bigger fish to fry throughout the novel.
- Toy the weasel ... is an ABSOLUTE WEASEL!
- Grigor Dolch is such an egotistical, and self-absorbed villain that it's difficult not to dislike him for everything he stands for.
- The ending was a bit of a disappointment after the 300 page build-up throughout the novel of the unveiling of the Reaper's Eye.

The Pathfinder Tales series is a worthwhile series to explore as a reader because the authors provide unique plot lines with characters that have some thought behind them and the Reaper's Eye is no different! Definitely recommend the novel for those that are looking for a novel that breaks away from sappy romances and pointless, actionless plot lines.
