

Silverthorn The Riftwar Saga 3 Raymond E Feist

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The Complete Riftwar Saga Trilogy: Magician, Silverthorn, A Darkness at Sethanon
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The Riftwar Saga Series Books 2 and 3: Silverthorn, A Darkness at Sethanon
Silverthorn
King of Foxes
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Rage of a Demon King
Flight of the Nighthawks
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Krondor: the Assassins

Learn the Words. Get the blood. Rule the world. The Ustari Cycle starts here. From the "exhilarating, powerful, and entertaining" (Guardian) storyteller of the Avery Cates series comes a gritty supernatural thriller featuring a pair of unlikely heroes caught up in the underground world of blood magic. Magicians: they are not good people. The ethics in a world of blood are gray—and an underground strata of blood magicians has been engineering disasters for centuries in order to acquire enough fuel for their spells. Although in the modern world these mages stay in the shadows, their exploits have become no less bloody. Still, some practitioners use the Words and a swipe of the blade to cast simpler spells, such as Charms and Cantrips to gas up \$1 bills so they appear to be \$20s. Lem Vonnegan and his sidekick Mags fall into this level of mage, hustlers and con men all. Lem tries to be ethical by using only his own blood, by not using Bleeders or "volunteers." But it makes life hard. Soon they might have to get honest work. When the pair encounter a girl who's been kidnapped and marked up with magic runes for a ritual spell, it's clear they're in over their heads. Turning to Lem's estranged Master for help, they are told that not only is the girl's life all but forfeit, but that the world's preeminent mage, Mika Renar, has earth-shattering plans for her—and Lem just got in the way. With the fate of the world on the line, and Lem both spooked and intrigued by the mysterious girl, the other nominate him to become the huckleberry who'll take down Renar. But even if he, Mags, and the simpletons who follow him prevail, they're dealing with the kind of power that doesn't understand defeat, or mercy. (The first portion of We Are Not Good People was originally published in an altered form as Trickster by Pocket Books).

A Crown Imperiled

A poisoned bolt has struck down the Princess Anita on the day of her wedding to Prince Arutha of Krondor. To save his beloved, Arutha sets out in search of the mytics herb called Silverthorn that only grows in the dark and forbidding land of the Spellweavers. Accompanied by a mercenary, a minstrel, and a clever young thief, he will confront an ancient evil and do battle with the dark powers that threaten the enchanted realm of Midkemia.

The Riftwar Legacy: The Complete 4-Book Collection

Three decades . . . Five Riftwars . . . One magnificent saga: From New York Times bestselling author Raymond E. Feist comes *Magician's End*, the final book in the epic Riftwar Cycle. Thirty years ago, Feist's first novel, *Magician*, introduced us to an orphan boy named Pug, who rises from slavery to become a Master Magician, and to Midkemia and the Riftwar, an epic series of battles between Good and Evil that have scarred Pug's world for generations. After twenty-nine books, Feist delivers the crowning achievement of his renowned bestselling career: *Magician's End*, the final chapter in *The Chaos Wars*, the climax of his extraordinary Riftwar Cycle. Pug, now the greatest magician of all time, must risk everything he has fought for and everything he cherishes in the hope of destroying an evil enemy once and for all. But to achieve peace and save untold millions of lives, he will have to pay the ultimate price.

Jimmy and the Crawler

"Feist has the universe firmly under his control." —*Contra Costa Times* "Feist has a natural talent for keeping the reader turning pages." —*Chicago-Sun Times* *Midkemia's* fifth and final Riftwar—the devastating *Chaoswar*—explodes in the opening volume of Raymond E. Feist's spectacular new epic fantasy trilogy of magic, conflict, and world-shattering peril. *A Kingdom Besieged* is a breathtaking adventure that brings back Pug—first introduced in Feist's classic debut novel, *Magician*, and now *Midkemia's* most powerful sorcerer—who faces a major magical cataclysm that forces him to question everything he's ever held as true and dear...including the loyalty of his beloved son Magnus. *The Chaoswar* promises to be the crowning achievement in the three decades-long career of a New York Times bestselling master fantasist who rules the sword and sorcery universe along with Terry Goodkind, George R. R. Martin, and Terry Brooks.

Midkemia: The Chronicles of Pug

Three twentysomething guys who transitioned from collegiate underachieving to corporate bottom feeding sketch out a plan to make a grab for some dignity. They will rob the publishing house that employs their only stable member and insults him on a daily basis. Being the bright, perceptive fellows they are, they all quickly realize it isn't about the money. For Phil "Dub" Dublen, it's a pissed off statement against a dull, meaningless job. For self-styled poet Trim, it's a chance to actually

be as outrageous and anarchic as he needs to be. For Trim's roommate Dan, it seems to be something he does for the same reason he does everything: to vent some anger, having nothing to do. By the time their master plan is all said and done, nothing has been solved, nothing is better, and nothing, really, has changed. And in the slightly fractured wisdom of the larcenous trio, this surprises none of them.

Servant of the Empire

"A sweeping drama unveiling a tale of love, hate and sacrifice against the panorama of an alien yet familiar society."--Publishers Weekly. "Uncommonly satisfying."--Locus

Krondor: the Betrayal

Long recovered from the ravages of the Riftwar, the land and people of the kingdom of the Isles thrive. Nicholas, the youngest son of Prince Arutha, is intelligent and gifted but vastly inexperienced. In hopes of hardening him, his father sends him and his irreverent squire, Harry, to live at Rustic Castle Crydee to learn of life beyond the halls of privilege. But within weeks of Nicholas and Harry's arrival, Crydee is viciously attacked by unknown assailants, resulting in murder, massive destruction, and the abduction of two young noblewomen. The raiders have come from a pirate haven and are no ordinary foe but an enemy connected to dark magical forces that threaten the lands Nicholas will someday rule -- if he survives.

We Are Not Good People

Dark and powerful forces threaten the world of Garn once more in this second novel in legendary New York Times bestselling author Raymond E. Feist's epic fantasy series, the Firemane Saga. Hatushaly and his young wife Hava have arrived in the prosperous trading town of Beran's Hill to restore and reopen the fire-damaged Inn of the Three Stars. They are also preparing for the popular midsummer festival, where their friends Declan and Gwen will be wed. But Hatu and Hava are not the ordinary loving couple they appear to be. They are assassins from the mysterious island of Coaltachin, home to the powerful and lethal Nocusara, the fearsome "Hidden Warriors." Posing as innkeepers, they are awaiting instructions from their masters in the Kingdom of Night. Hatu conceals an even more dangerous secret. He is the last remaining member of the legendary Firemanes, the ruling family of Ithrace. Known as the Kingdom of Flames, Ithrace was one of the five greatest realms of Tembria, ruled by Hatu's father, Stervern Langene, until he and his people were betrayed. His heir, Hatu—then a baby—was hidden among the Nocusara, who raised him to become a deadly spy. Hatu works hard to hide his true identity from all who would seek to use or to destroy him, as fate has other plans for the noble warrior. Unexpected calamity forces him to make choices he could not have dreamed awaited him. A series of horrific events shatters the peace

of Beran's Hill, bringing death and devastation and unleashing monstrous forces. Once more, the Greater Realms of Tembria are threatened—and nothing will ever be the same again.

Wrath of a Mad God

This Author's Preferred Edition of Raymond E. Feist's bestselling coming-of-age saga celebrates the fifteenth anniversary of its publication. Feist introduces a new generation of readers to his riveting novel of adventure and intrigue, revised and updated as he always meant it to be written. It is a work that explores strength and weakness, hope and fear, and what it means to be a man—in a kingdom where peace is the most precious commodity of all. If there were two more impetuous and carefree men in the Kingdom of the Isles, they had yet to be found. Twins Borric and Erland wore that mantle proudly, much to the chagrin of their father, Prince Arutha of Krondor. But their blissful youth has come to an end. Their uncle, the King, has produced no male children. Bypassing himself, Arutha names Borric, the eldest twin by seconds, the Royal Heir. As his brother, Erland will have his own great responsibilities to shoulder. To drive home their future roles, Arutha sends them as ambassadors to Kesh, the most feared nation in the world. Borric and Erland will be presented to the Queen of Kesh—the single most powerful ruler in the known world—at her Seventy-fifth Jubilee Anniversary. But they have not even left Krondor when an assassination attempt on Borric is thwarted. Aware that he is being provoked into war, Arutha does not rise to the bait. His sons' journey will not be deterred, for nothing less than peace is riding on it. Yet there is to be no peace for the young princes. When their traveling party is ambushed, Borric disappears and is presumed dead—sending Erland into spirals of rage and grief as he is forced to navigate alone the court intrigues at Kesh. But unbeknownst to anyone, Borric lives and has escaped his captors. In a strange land, with a price on his head, Borric must use all his wits and stamina to find his way back to his brother. On separate paths, the two men—one a fugitive and one a future king—make their journey toward maturity, honor, and duty. For every step they take could sway the fragile peace of the land, as those who crave war rally against them—and become ever more daring.

Exile's Return

The world on the other side of the rift: Kelewan, a land seething with political intrigue and deadly conspiracies. Following the opulent panoply of *Daughter Of The Empire* and the dazzling pageantry of *Servant Of The Empire* comes the resounding conclusion to the Empire trilogy. Besieged by spies and rival houses, stalked by a secret and merciless brotherhood of assassins, the brilliant Lady Mara of the Acoma faces the most deadly challenge she has ever known. The fearsome Black Robes see Mara as the ultimate threat to their ancient power. In search of allies who will join her against them, Mara must travel beyond civilization's borders and even into the hives of the alien cho-ja. As those near and dear to her fall victim to many enemies, Mara cries out for vengeance. Drawing on all of her courage and guile she prepares to fight her greatest

battle of all--for her life, her home, and the Empire itself.

Mistress of the Empire

In the crime-ridden back alleys of Krondor a rival gang has sprung up to threaten the Upright Man's Mockers. Does the Crawler control the rival gang? Where does his power come from? And does it threaten the peace of the Kingdom? James, personal squire to Prince Arutha of Krondor, but in the underworld known as the thief and trickster Jimmy the Hand, must travel to Kesh in disguise. There, working with William, lieutenant of the prince's household guard, and Jazhara, niece to the Keshian lord Hazara-Khan, he must attempt to unmask the mysterious Crawler and rid Krondor of his influence.

A Darkness at Sethanon (The Riftwar Saga, Book 3)

“Wouldn't it be heavenly to erase the mistakes of the past, eliminate confusion in your daily life, and feel safe about what tomorrow brings? In *Everyday Karma* I show you exactly how to do that. I demonstrate how day-to-day thoughts and actions can plant karmic seeds in your life that will either blossom like flowers or take over like weeds. This book will guide you into a deep understanding of your own karma and give you the tools to heal the past and discover a more joyful future.”

–CARMEN HARRA The author of *Everyday Karma* is one of the great psychics of our time, a veritable “karmic counselor” whose gifts have enabled her to help presidents, first ladies, Wall Street executives, royalty, and Hollywood celebrities achieve their true destinies. She predicted the collapse of the Soviet Union, John Kennedy Jr.'s death, President Clinton's impeachment, and major karmic events around the world with better than 90 percent accuracy. Now, in *Everyday Karma*, she invites you to embark upon a journey of healing and enlightenment—and to start living the life that is yours alone. Through her own spiritual biography (beginning with a near-death experience when she was young), true stories from many of her clients, and her predictions of coming events, you'll be inspired to initiate your own spiritual evolution. With powerful, specially created meditations, prayers, and visualizations, she helps you resolve your specific problems, even deeply ingrained and self-destructive ways of thinking and behaving. Unique among books about spiritual growth and healing, *Everyday Karma* emphasizes the great power of the karmic energy within you that is waiting to be tapped—and tells you exactly how to set it free, including how to Enter the invisible world of spirit and light Hear messages from your spirit guide Create karmic relationships Heal karmic wounds and improve your emotional and physical health Discover your karmic life purpose Bring fresh, positive, and balanced energy into your everyday world Most of us live our entire lives with, at best, a vague sense of dissatisfaction that even great fame and wealth seem unable to dispel. This book shows you another way. The lessons that Carmen Harra learned from the invisible world and shares with you here will light your path to a transformed and deeply fulfilled life in the visible world, starting here and now. From the Hardcover edition.

Lifers

“Feist constantly amazes.” —SF Site “Feist has a command of language and a natural talent for keeping the reader turning pages.” —Chicago Sun-Times The Chaoswar—the fifth and final Riftwar—is in full, explosive swing in Raymond E. Feist’s *A Crown Imperiled*, the second book in the acclaimed, New York Times bestselling fantasist’s monumental saga of courage, conflict, and bitter consequence. Once again, Midkemia, the author’s brilliantly conceived fantasy milieu, is in gravest danger from outside invaders—and from treacherous forces within—as the death of a powerful leader throws the world into chaos and threatens all hope of enduring peace. Returning in *A Crown Imperiled* are some of Feist’s most memorable characters—including the great sorcerer, Pug, who has been a fan favorite since his introduction in the author’s beloved classic, *Magician*—and the action, as always, comes fast and furious. The Chaoswar Saga is the master fantasist working at the peak of his powers, and further proof why Raymond E. Feist, like Terry Goodkind, George R. R. Martin, and Terry Brooks, is one of the true giants of epic fantasy fiction.

Krondor: Tear of the Gods

Jimmy the Hand, boy thief of Krondor, lived in the shadows of the city. The sewers were his byways and a flea-ridden, rat-infested cellar his home. Although gifted beyond his peers, he was still but a nimble street urchin, a pickpocket with potential. Until the day he met Prince Arutha. Aiding the Prince in his rescue of Princess Anita from imprisonment by Duke Guy du Bas-Tyra, Jimmy runs afoul of Black Guy's secret police. Given the choice of disappearing on his own or in a weighted barrel at the bottom of Krondor's harbor, Jimmy flees the only home he's ever known, venturing south to the relatively safe haven of Land's End. Suspecting that the rural villagers have never encountered a lad with his talent and nose for finding wealth—other people's wealth—he's fairly optimistic about his broadening horizons. But Jimmy is completely unprepared for what greets him. For Land's End is home to others who tread the crooked path, and more, to a much darker secret: a dangerous presence unknown even to the local thieves and smugglers. And Jimmy's youthful bravado and courage will plunge him deep into the maw of chaos and even—if he isn't careful—death.

Queen of Storms

The Darkwar rages, bringing bleak days of destruction and despair to Midkemia and Kelewan. To save both worlds, the powerful sorcerer Pug and select members of the mysterious Conclave of Shadows must journey deep into the dangerous realm of the bloodthirsty Dasati on an audacious mission that has little, if any, chance to succeed. In Midkemia, young warriors Tad and Zane and their fellow soldiers must protect the Kingdom from raiders. And Pug's beloved wife, Miranda, finds herself a prisoner of the Dasati and, even more ominously, of Pug's nemesis, the evil sorcerer Leso Varen. But

salvation may come from a friend thought long dead—an unlikely ally whose remarkable powers will be sorely needed. For there is a momentous battle looming . . . a final, fevered onslaught against the most malevolent agents of evil ever known.

Jimmy the Hand

Percy is incredibly accident-prone, and holds the dubious record of the most accidents. Percy has had a small rivalry with Harold, however, they are always willing to help each other when in trouble.

Raymond E. Feist Riftwar Trilogy

In the mountains of Midkemia, a boy came brutally of age in blood and in terror. And now he lives for one purpose alone revenge! An exceptionally skilled swordsman, young Tal Hawkins was the only survivor of the massacre of his village -- rescued, recruited, and trained by the mysterious order of magicians and spies, the Conclave of Shadows. Now one of the secret society's most valuable agents, he gains entrance into the court of Duke Olasko, the bloodthirsty and powerful despot whose armies put Tal's village to the sword, by posing as a nobleman from the distant Kingdom of the Isles. But the enemy is cunning and well protected -- in league with the foul necromancer Leso Varen, dark master of death-magic -- and to gain the Duke's trust and confidence, Tal Hawkins must first sell his soul.

King of Flames

The last remnants of an ancient advanced race, the Clan of the Seven Stars, are returning at long last to their lost homeworld, Midkemia-not as friends, but as would-be conquerors. Led by the conjurer Laromendis, they are fleeing the relentless demon hordes that are sweeping through their galaxy and destroying the elves' vast empire planet by planet. Only by escaping to Midkemia and brutally overtaking the war-weary world can the last remnants of a mighty civilization hope to survive . . . if the Dread Legion does not pursue them through the rift.The magician Pug, Midkemia's brave and constant defender, is all too familiar with the Demon King Maarg and his minions and their foul capacity for savagery and horror, and he recognizes the even graver threat that is following on the heels of the elven invasion. The onslaught to come will dwarf every dire catastrophe his imperiled world has previously withstood, and there is no magical champion in all of Midkemia powerful enough to prevent it. Only one path remains for Pug and Midkemia's clandestine protectors, the Conclave of Shadows: forging an alliance of formidable magical talents, from the demon-dealing warlock Amirantha, brother of Pug's hated foe, and the demon-taming cleric Sandreena, to the elven Queen Miranda, to the warrior Tomas. However, uniting enemies and bitter, vengeful former lovers will be no easy task, and even together they may ultimately be unable to turn the death tide. But a failure to do so will most certainly ensure Midkemia's doom.

King of Ashes

“An epic reading experience.” —San Diego Union-Tribune Acclaimed, New York Times bestselling fantasist Raymond E. Feist gets his masterful Serpentwar Saga off to a spectacular start with *Shadow of a Dark Queen*. Feist’s classic epic fantasy adventure returns readers to ever-imperiled Midkemia, a breathtaking, richly imagined realm of magic and intrigue, where two unlikely heroes must rally the forces of the land to stand firm against a malevolent race of monsters intent upon conquest and annihilation. Locus magazine calls *Shadow of a Dark Queen*, “the place to start for those yet to discover Feist’s fantasy worlds.” For fans of Terry Goodkind, George R. R. Martin, and Terry Brooks—and for anyone not already in the thrall of this astonishing author’s literary magic—that is excellent advice indeed.

Everyday Karma

The world of Raymond E. Feist is brought to stunning life in this illustrated deluxe compendium, complete with maps, character drawings, and first-person narrative text by the master of fantasy fiction. Part travel log/journal and part atlas, *Midkemia: The Chronicles of Pug* brings the fictional world of Midkemia to vivid, illustrative life, and gives readers a completely new look at the creative genius of Raymond E. Feist. Written in first-person—a first for veteran bestseller Raymond Feist—the book details the life and times of Pug of Stardock, the hero of Feist’s *The Chaoswar Trilogy*. Beautiful hand-drawn maps illustrate the changes in Midkemia’s geography as war ravages the land and physically alters the landscape; dedicated readers and fans can literally trace the changes made by each battle. Complete with thirty pieces of specially commissioned artwork, this book is a totally immersive look into the world of Midkemia as never experienced before.

Daughter of the Empire

Internationally best-selling author Raymond E. Feist's most loved trilogy.

Talon of the Silver Hawk

An epic tale of adventure and intrigue, *Daughter of the Empire* is fantasy of the highest order by two of the most talented writers in the field today. Magic and murder engulf the realm of Kelewan. Fierce warlords ignite a bitter blood feud to enslave the empire of Tsuranuanni. While in the opulent Imperial courts, assassins and spy-master plot cunning and devious intrigues against the rightful heir. Now Mara, a young, untested Ruling lady, is called upon to lead her people in a heroic struggle for survival. But first she must rally an army of rebel warriors, form a pact with the alien cho-ja, and marry the son

of a hated enemy. Only then can Mara face her most dangerous foe of all—in his own impregnable stronghold.

Rides a Dread Legion

Evil has come to a distant land high among the snow-capped mountains of Midkemia, as an exterminating army wearing the colors of the Duke of Olasko razes village after village, slaughtering men, women, and children without mercy. And when the carnage is done, only one survivor remains: a young boy named Kieli. A youth no longer, there is now but one road for him to travel: the path of vengeance. And he will not be alone. Under the tutelage of the rescuers who discovered him, Kieli will be molded into a sure and pitiless weapon. And he will accept the destiny that has been chosen for him as Talon of the Silver Hawk. But the prey he so earnestly stalks is hunting him as well. And Talon must swear allegiance to a shadowy cause that already binds his mysterious benefactors -- or his mission, his honor, and his life will be lost forever.

Magician: Master

This ebook contains the entire trilogy The Riftwar Saga by bestselling author Raymond E. Feist, master of magic and adventure. The ebook includes Magician, Silverthorn and A Darkness at Sethanon.

Shadow of a Dark Queen

Return to a world of magic and adventure from best selling author Raymond E. Feist. This bundle includes the complete Krondor Sons series. The bundle includes: Prince of the Blood (1), The King's Buccaneer (2).

The Complete Krondor's Sons 2-Book Collection: Prince of the Blood, The King's Buccaneer

Return to a world of magic and adventure from best selling author Raymond E. Feist. This bundle includes the complete Riftwar Legacy. The bundle includes: Krondor: The Betrayal (1), Krondor: The Assassins (2), Krondor: Tear of the Gods (3) and the new novella Jimmy and the Crawler.

Silverthorn

The whole of the magnificent Riftwar Cycle by bestselling author Raymond E. Feist, master of magic and adventure, now available in ebook

Magician's End

“A massive, entertaining tale.” —Ft. Lauderdale Sun-Sentinel The Serpentwar rages on! In *Rage of a Demon King*—the spellbinding third installment in Raymond E. Feist’s masterful epic fantasy, *The Serpentwar Saga*—the imperiled realm of Midkemia confronts its most devastating horror, as a nightmare beyond imagining descends upon the war-torn land determined to devour and destroy. A terrible conflict reaches a breathtaking climax—a world-annihilating conflagration that pits serpent against man and magician against demon. *Rage of a Demon King* is Feist at his best, solidifying his standing along with Terry Goodkind, George R. R. Martin, and Terry Brooks, as the elite creators of epic sword and sorcery fantasy.

Faerie Tale

The Conclave of Shadows has smashed the Nighthawks' dread plot to destroy the Empire of Great Kesh through civil war, putting an end to the murderous brotherhood's reign of terror. But there is no time for the victors to celebrate, for the mad sorcerer, Leso Varen, has taken refuge with the Magicians of the Assembly on the world of Kelewan, and is lost among the most powerful men and women of that empire. And a devastating new threat looms on the horizon: hordes of the Dasati—the most vicious warriors in the known universe—are massing to overrun both Kelewan and Midkemia. The great sorcerer Pug knows of no power that will vanquish the invaders. And he realizes he must now enter another realm of reality if his world is to survive—and make his way to the poisonous heart of the Dasati Empire to find the answers he needs to defeat the fearsome enemy. Joining him on his quest into the dark unknown will be the brave Magnus and Nakor . . . and a disturbing young stranger named Bek, whose terrifying bloodlust and uncanny strength attest to a host of sinister secrets waiting to be revealed. But the champions of Midkemia will need every ally they can muster if their mission is to succeed in the most terrible place they have ever ventured—as they and all Midkemians prepare for battle against the encroaching doom that would swallow their world.

A Kingdom Besieged

A portent of annihilation awakens the powerful sorcerer Pug in the dead of night—a dread vision warning of a vast and terrible army descending upon the exposed heart of Midkemia. Even the formidable might of the Tsurani Empire will not beat back the alien invaders. And in far Stardock town, two boys—untrained, unready, and barely come of age—will be called upon by the mysterious Conclave of Shadows to confront a sinister plot that implicates even the highest-ranking nobles in the land. For a nightmare of treason, intrigue, and murder is brewing among an ancient Brotherhood of Death—a clan of merciless assassins whose name is spoken only in fearful whispers . . .

The Complete Riftwar Saga Trilogy: Magician, Silverthorn, A Darkness at Sethanon

The second instalment of The Riftwar Legacy, Assassins reveals Feist at his storytelling best. There is intrigue, humour and breakneck action aplenty here from the undisputed master of epic fantasy. Fresh back from the front, another foe defeated, Prince Arutha arrives to find all is not well in Krondor. A series of apparently random murders has brought an eerie quiet to the city. Where normally the streets are bustling with merchants and tricksters, good life and night life, now there seems to be a self-imposed curfew at sundown. Mutilated bodies have been turning up in the sewers, the Mockers' demense. The Thieves' Guild has been decimated - men, women, children, it matters not. The head of the Mockers is missing, presumed dead. Those few who survived the terrible attacks are lying low. Very low. The Crawler, it seems, is back in town. And he's being helped by others, more ruthless than he. Can it be the Nighthawks again? The Prince enlists his loyal Squire James to find out. If anyone can unravel what's happening in the bowels of Krondor, he can. He knows the sewers like the back of his hand. After all, as Jimmy the Hand, he grew up there. Meanwhile, the retinue of the Duke of Olasko has arrived suddenly at the palace, a week ahead of schedule but with no apologies and many demands. They say they are here to hunt. But to hunt what. Pug's son William, on his first posting as a knight-lieutenant, must escort them into the wilds. It should have been a straightforward mission

Prince of the Blood

A new episode in Feist's massively successful Riftwar saga. From the endlessly inventive mind of one of fantasy's all-time greats, comes a spellbinding new adventure featuring old favourites Jimmy, Locklear and Pug. It is nine years on from the aftermath of Sethanon. There has been peace awhile and it's been needed. But news is feeding through to the people of the Kingdom of the Isles that deadly forces are stirring on the horizon. The bringer of the latest tidings is Gorath, a moredhel (dark elf). The bloodletting has started. Nighthawks are murdering again. Politics is a dangerous, cut-throat game once more. At the root of all this unrest lie the mysterious machinations of a group of magicians known as The Six. Meanwhile, renegade Tsurani gem smugglers, a rival criminal gang to the Mockers led by someone known only as The Crawler, and traitors to the crown are all conspiring to bring the Kingdom of the Isles to its knees.

The King's Buccaneer

The Riftwar Saga Series Books 2 and 3: Silverthorn, A Darkness at Sethanon

Silverthorn

The first volume in legendary master and New York Times bestselling author Raymond E. Feist's epic heroic fantasy series, *The Firemane Saga*—an electrifying tale of two young men whose choices will determine a world's destiny. For centuries, the five greatest kingdoms of North and South Tembria, twin continents on the world of Garn, have coexisted in peace. But the balance of power is destroyed when four of the kingdoms violate an ancient covenant and betray the fifth: Ithrace, the Kingdom of Flames, ruled by Steveren Langene, known as "the Firemane" for his brilliant red hair. As war engulfs the world, Ithrace is destroyed and the Greater Realms of Tembria are thrust into a dangerous struggle for supremacy. As a Free Lord, Baron Daylon Dumarch owes allegiance to no king. When an abandoned infant is found hidden in Daylon's pavilion, he realizes that the child must be the missing heir of the slain Steveren. The boy is valuable—and vulnerable. A cunning and patient man, Daylon decides to keep the baby's existence secret, and sends him to be raised on the Island of Coaltachin, home of the so-called Kingdom of Night, where the powerful and lethal Nocusara, the "Hidden Warriors," legendary assassins and spies, are trained. Years later, another orphan of mysterious provenance, a young man named Declan, earns his Masters rank as a weapons smith. Blessed with intelligence and skill, he unlocks the secret to forging King's Steel, the apex of a weapon maker's trade known by very few. Yet this precious knowledge is also deadly, and Declan is forced to leave his home to safeguard his life. Landing in Lord Daylon's provinces, he hopes to start anew. Soon, the two young men—an unknowing rightful heir to a throne and a brilliantly talented young swordsmith—will discover that their fates, and that of Garn, are entwined. The legendary, long-ago War of Betrayal has never truly ended . . . and they must discover the secret of who truly threatens their world.

King of Foxes

The vile sorcerer Sidi plans to strike the kingdom a fatal blow, setting the murderous pirate Bear upon the high seas in pursuit of the vessel that is transporting Midkemia's most holy object; the Tear of the Gods. From this miraculous stone all magic power is believed to flow. And if the Tear becomes the mage's trinket, the future will hold only terror, death and unending night. For Squire James, Lieutenant William, and the able magician Jazhara, the race is on to rescue the remarkable artifact. For all manner of dark creatures are gathering with one unspeakable purpose: to breed the chaos that will hasten the destruction of Squire James and his brave companions . . . and bring about the total corruption of the Tear of the Gods.

Into a Dark Realm

"Feist has a natural talent for keeping the reader turning pages." —Chicago Sun-Times *The Serpentwar Saga* continues! The

second book in master fantasist Raymond E. Feist's New York Times bestselling classic epic fantasy adventure of war, magic, betrayal, and heroism, *Rise of a Merchant Prince* chronicles the further exploits of the young protagonists of *Shadow of a Dark Queen* in the aftermath of the initial confrontation with the fearsome reptilian Sauur and the invading armies of the dreaded Emerald Queen. Return once more to Midkemia—and discover why *Science Fiction Chronicle* calls Raymond E. Feist, “Without question one of the very best writers of fantasy adventure practicing today.” Any reader addicted to the works of Terry Goodkind, George R. R. Martin, and Terry Brooks simply must add Feist's *Serpentwar Saga* to his fantasy bookshelf.

Rage of a Demon King

He held the fate of two worlds in his hands Once he was an orphan called Pug, apprenticed to a sorcerer of the enchanted land of Midkemia.. Then he was captured and enslaved by the Tsurani, a strange, warlike race of invaders from another world. There, in the exotic Empire of Kelewan, he earned a new name--Milamber. He learned to tame the unimagined powers that lay withing him. And he took his place in an ancient struggle against an evil Enemy older than time itself.

Flight of the Nighthawks

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Rise of a Merchant Prince

Saved by a mage's intervention from certain death, Kaspar, the evil Duke of Olasko, is lord no more -- reduced to an exile's existence and forced to wander the harshest realms of the world he once enslaved. Merciless deserts, forbidding mountains, and vast oceans now separate the once powerful despot from his former seat of power -- his dark dreams of vengeance overwhelmed by the daily struggle for survival. But there is a larger drama that will entangle the broken dictator. An evil devastating and deadly seeks entrance to the land -- the mystical tool of a dark empire hungry for conquest and destruction -- and Kaspar has inadvertently discovered the key. Suddenly, Midkemia's last hope is a disgraced and exiled duke whose history is written in blood, and who now must wield his sword as her champion . . . if he so chooses..

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