

## Magician Apprentice The Riftwar Saga 1 Raymond E Feist

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.

"A great telling of an adventure, filled with wizardry, suspense, and good humour. . . Readers, young or old, who love an adventurous tale set in a mythical country, will enjoy delving into the world of The Wizard's Apprentice." ~ Elita Daniels author of The Darkening of Deacon (Tree of Life series). Book One of the Apprentice series. Brock is an elf who enjoys the good things in life, rarely looking for anything beyond the next good meal. But when he steals food off the wizard Zebulon's plate, he rudely finds himself magically bound to the wizard. Brock is whisked away on an adventure of magic, love, and discovery of his own noble destiny. Now his choices could save---or destroy---the chances of protecting the powerful pendant from Mustafa, an evil and very dangerous wizard.

The New York Times bestselling author revisits his signature world of Midkemia in this first book in a new trilogy that ushers in the third, and most dramatic, Riftwar yet: the Darkwar Flight of Nighthawks picks up two years after Exile's Return as Pug, the powerful sorcerer, awakens from a nightmare that portends destruction for all of Midkemia. Disturbed by his dream, Pug calls for a convening of the Conclave of Shadows. Meanwhile, in a small town on the other side of Midkemia, two young brothers are coming of age. As they travel away from home, towards apprenticeships and adulthood, the boys are attacked by bandits and mistakenly transported to Sorcerer's Isle, the home of the Conclave of Shadows. Though they are untrained and unready, the brothers will join the powerful, mysterious Conclave to confront Midkemia's most looming evil yet—the Nighthawks, assassins feared throughout the centuries. And Pug will face his old nemesis, the evil wizard formerly known as Sidi, now Leso Varen, in a confrontation with everything at stake: his honor, his life, and the future of Midkemia. It has been three years since the siege of Crydee. The three boys who once were the closest of friends, are now worlds apart: Pug, a slave of the Tsurani, on the verge of becoming a full-blown magician; Tomas, a warrior amongst the elves, losing his humanity to the enchanted armour he wears and Arutha, the Price of Crydee, struggling to keep his kingdom together against the tide of invasion. Don't miss a moment of the legendary battle as it reaches its fever pitch. Adapted by Harvey-award winner Bryan J Glass.

"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.

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.

"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.

"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. They are not good people. Some practitioners, however, use the Words and a swipe of the blade to cast simpler spells, such as Charms and Cantrips to gas up one dollar bills so they appear to be twenty dollar bills. 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 encounters 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 nominates 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."--Amazon.com

To save the world, first you have to survive it. The second book in the epic and critically-acclaimed Scalussen Chronicles is a blistering story of survival and the highest stakes yet for Farden, Mithrid, and Scalussen.

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

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.

"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.

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.

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.

Garion the farm boy did not believe in magic dooms, but then he did not know that soon he would be on a quest of unparalleled magic and danger when the dread evil God Torak was reawakened.

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.

Taking place hundreds of years before the events of The Magicians' Guild, The Magician's Apprentice is the new novel set in the world of Trudi Canavan's Black Magician trilogy. In the remote village of Mandryn, Tessia serves as assistant to her father, the village Healer. Her mother would rather she found a husband. But her life is about to take a very unexpected turn. When the advances of a visiting Sachakan mage get violent, Tessia unconsciously taps unknown reserves of magic to defend herself. Lord Dakon, the local magician, takes Tessia under his wing as an apprentice. The hours are long and the work arduous, but soon an exciting new world opens up to her. There are fine clothes and servants and - to Tessia's delight - regular trips to the great city of Imardin. However, Tessia is about to discover that her magical gifts bring with them a great deal of responsibility. For a storm is approaching that threatens to tear her world apart.

"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.

THE GRIPPING NEW ADVENTURE FROM THE AUTHOR OF THE LEFT HAND OF GOD SERIES Welcome those of you from the Old World. Welcome to the New. Mankind's most reluctant hero - Thomas Cale - is back. \_\_\_\_\_ Thomas Cale has been running from his enemies. Believing him to be the incarnation of God's rage, the world's most violent religious sect trained him to destroy His greatest mistake. Mankind itself. But Cale has other ideas. Cale is a paradox: arrogant and innocent, generous and pitiless. Feared and revered by those that created him, he has already used his terrifying talent for violence and destruction to bring down the most powerful civilization in the world. But having fled to America, Thomas Cale has been caught. He has been given a choice. Murder the American president - the father of that fragile democracy and the the best hope for ending slavery - or be handed over for execution himself. The survival of rule by the people, and the right of millions not to be owned by others, rests on Cale's decision . . . \_\_\_\_\_ Praise for Paul Hoffman: 'Fiction on a grand and ambitious scale' Daily Telegraph 'Brooding and magnificent' Eoin Colfer 'Exhilaratingly engaging writing' Spectator 'Gripped me from the first chapter' Conn Iggulden 'A riveting, powerful tale' Publishers Weekly

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

It should have been so simple . . . Durine, Kethol, and Pirojil are three mercenaries who have spent twenty years fighting other people's battles, defeating the Tsurani and the Bugs and the goblins. Yet now it seems there are no more enemies to vanquish, leaving them with a few months of welcomed garrison duty as the Riftwar rages on in the west. When the trio is ordered to accompany a lady and her husband safely to the city of LaMut, it looks like an easy—even cushy—assignment. But in Midkemia, nothing is that straightforward, and the men find themselves trapped by a vicious winter storm in a castle with scheming lords and ladies, an unsolved murder, and nothing less than the political future of Midkemia at stake. . . .

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. Fantasy-roman.

In a strange realm of princes, priests, soldiers, and soothsayers, young orphan Pug, apprenticed to Master Magician Kulgan, becomes embroiled in a war with another galaxy and strives to save his world.

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 unimaginable powers that lay within him. And he took his place in an ancient struggle against an evil Enemy older than time itself.

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.

The fourth book in the bestselling Serpentwar series.

The always debonair Ryuuichi the Magician has left America and returned East, only to be assaulted by his adoring fans and mysteries so deep that they will squeeze the living brain juices out of you. In "When the Pale Moon Shines" Ryuuichi must steal away a ballerina from the oppressive country she lives in. But will he be able to stay so graceful when ordered to kill or lose the person he cares about? In "Picture Scrolls of the March Burglar", Ryuuichi is visiting Japan! He sees the sights, does the whole tourist thing, and tries to steal a priceless Bodhisattva statue. Once he finds out the truth behind it, however, can he steal it without losing his life? And why is there blood on the floor?

To the forest on the shore of the Kingdom of the Isles, the orphan called Pug came to study with the master magician Kulgan. But though his courage won him a place at court and the heart of a lovely Princess, he was ill at ease with the normal ways of wizardry. Yet Pug's strange sort of magic would one day change forever the fates of two worlds. For dark beings from another world had opened a rift in the fabric of spacetime to begin again the age-old battle between the forces of Order and Chaos. Copyright © Libri GmbH. All rights reserved.

"Feist has a natural talent for keeping the reader turning pages." Chicago Sun-Times New York Times bestselling master fantasist Raymond E. Feist returns to beleaguered Midkemia and its capital, Krondor, in *At the Gates of Darkness*, the second volume in his enthralling *DemonWar Saga* of magic, war, and peril. An author the *Science Fiction Chronicle* proclaims, "Without question one of the very best writers of fantasy adventure practicing today," Feist graces eager readers with his most astonishing adventure yet. Feist fans, readers of Terry Goodkind, George R. R. Martin, and Terry Brooks, and everyone, in fact, who loves superior epic fantasy will not want to miss *At the Gates of Darkness*.

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.

"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.

Provides two coming of age tales that are adapted from short stories.

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..

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. Afterall, 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.

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.

From a premier fantasist and author of the Riftwar Legacy comes the first installment in an much-anticipated new series. . . . "Feist has a natural talent for keeping the reader turning the pages."—Chicago Sun-Times From the New York Times bestselling author comes a thrilling new epic of adventure and deceit set in his signature world of Midkemia. In a distant land, high among the snow-capped mountains, a peaceful nation is mercilessly put to the sword . . . yet one will survive. Little more than a boy, Talon of the Silver Hawk must carry on until, someday, he can take vengeance. Leaving the icy fastness of his ancient home, Talon descends into the dangerous land of his adversary. Treading a perilous path, he must survive battlefields, court intrigues, treacherous enemies, backstabbing friends, and beautiful yet deadly women to discover the evil responsible for the annihilation of his people.

[Copyright: 8aca8c4a53258176833def4d8d598f20](http://8aca8c4a53258176833def4d8d598f20)