

Raymond Feist Magician

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.

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.

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. . . .

"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

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.

Beloved and bestselling author Sir Terry Pratchett's *Dodger*, a Printz Honor Book, combines high comedy with deep wisdom in a tale of one remarkable boy's rise in a fantasy-infused Victorian London. Seventeen-year-old Dodger is content as a sewer scavenger. But he enters a new world when he rescues a young girl from a beating, and her fate impacts some of the most powerful people in England. From Dodger's encounter with the mad barber Sweeney Todd, to his meetings with the great writer Charles Dickens and the calculating politician Benjamin Disraeli, history and fantasy intertwine in a breathtaking account of adventure and mystery.

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.

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*.

"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 inspiring, hilarious memoir of a "Bridget Jones-like writer" (*The Washington Post*) who transforms her life by learning to run, with stories of miserable defeat, complete victory, and learning to choose the right shoes. When Alexandra Heminsley decided to take up running, she had hopes for a blissful runner's high and immediate physical transformation. After eating three slices of toast with honey and spending ninety minutes creating the perfect playlist, she hit the streets—and failed spectacularly. The stories of her first runs turn on its head the common notion that we are all "born to run"—and exposes the truth about starting to run: it can be brutal. *Running Like a Girl* tells the story of getting beyond the brutal part, how Alexandra makes running a part of her life, and reaps the rewards: not just the obvious things, like weight loss, health, and glowing skin; but self-confidence and immeasurable daily pleasure, along with a new closeness to her father—a marathon runner—and her brother, with whom she ultimately runs her first marathon. But before her first marathon, she has to figure out the logistics of running: the intimidating questions from a young and arrogant sales assistant when she goes

to buy her first running shoes, where to get decent bras for the larger bust, how not to freeze or get sunstroke, and what (and when) to eat before a run. She's figured out what's important (pockets) and what isn't (appearance), and more. For any woman who has ever run, wanted to run, tried to run, or failed to run (even if just around the block), Heminsley's funny, warm, and motivational personal journey from nonathlete extraordinaire to someone who has completed five marathons is inspiring, entertaining, practical, and fun.

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.

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

As it began, so shall it end—in magic, mystery, and majesty . . . An uneasy quiet has settled upon Midkemia in the wake of a surprise invasion. But the land is far from peaceful. Leaderless, the Kingdom is on the brink of anarchy and civil war, unless Hal conDoin, Duke of Crydee, and his brothers can rally their allies to crown a new king. Yet the bravery of determined warriors—brothers in blood and arms—is not enough to ensure the Kingdom's preservation without the magic of the Master Sorcerer Pug. But to save Midkemia—and everything he has fought for and all he cherishes—Pug will have to pay the ultimate price. A breathtaking tale of elves and men, love and hate, ambition and sacrifice, intrigue and brotherhood, war and peace, *Magician's End* is the final volume in Raymond E. Feist's epic *Riftwar Cycle*, and brilliantly captures the essence of life and the eternal struggle for survival. 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.

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 worthy pupil . . . A dangerous quest To the forest on the shore of the Kingdom of the Isles, the orphan 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 being again the age-old battle between the forces of Order and Chaos. Praise for Magician: Apprentice "Totally gripping . . . A fantasy of epic scope, fast-moving action and vivid imagination."—The Washington Post Book World "Most exciting . . . A very worthy and absorbing addition to the fantasy field."—Andre Norton "The best new fantasy in years . . . has a chance of putting its author firmly on the throne next to Tolkien—and keeping him there."—The Dragon Magazine

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. Magician, available in ebook for the first time, is a masterwork of magic and adventure. The whole of the magnificent Riftwar Cycle, by bestselling author Raymond E. Feist, is now available in ebook

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.

Here starts an adventure that will span lifetimes and worlds. Discover where the story begins. Raymond E. Feist is an internationally best-selling author. My name is Pug. I was once an orphaned kitchen boy, with no family and no prospects, but I am destined to become a master magician...War is coming to the Kingdom of the Isles from another world, bringing with it chaos and destruction. Pug yearns to train as a warrior and fight for his kingdom alongside his foster-brother, Tomas, but instead he is forced to follow a different path: a path that will lead him right into the heart of the enemy. And one that will change the course of the war - and two worlds - forever. So begins the most epic series in fantasy fiction, a tale that will cross worlds and generations. Magician is the first book in the Riftwar Saga. The trilogy continues with book two, Silverthorn.

"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.

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

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.

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.

The entire #1 New York Times bestselling *Magicians* trilogy, including *The Magicians*, *The Magician King*, and *The Magician's Land*, now available in one ebook bundle *The Magicians* Quentin Coldwater is brilliant but miserable. A high school math genius, he's secretly fascinated with a series of children's fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams may have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined . . . *The Magicians* is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into

the worlds of Narnia and Harry Potter should miss this breathtaking return to the landscape of the imagination. The Magician King Quentin Coldwater should be happy. He escaped a miserable Brooklyn childhood, matriculated at a secret college for magic, and graduated to discover that Fillory—a fictional utopia—was actually real. But even as a Fillorian king, Quentin finds little peace. His old restlessness returns, and he longs for the thrills a heroic quest can bring. Accompanied by his oldest friend, Julia, Quentin sets off—only to somehow wind up back in the real-world and not in Fillory, as they'd hoped. As the pair struggle to find their way back to their lost kingdom, Quentin is forced to rely on Julia's illicitly learned sorcery as they face a sinister threat in a world very far from the beloved fantasy novels of their youth. The Magician's Land Quentin Coldwater has lost everything. He has been cast out of Fillory, the secret magical world of his childhood dreams that he once ruled. With nothing left to lose he returns to where his story began, the Brakebills Preparatory College of Magic. But he can't hide from his past, and it's not long before it comes looking for him. Meanwhile, the magical barriers that keep Fillory safe are failing, and barbarians from the north have invaded. Eliot and Janet, the rulers of Fillory, embark on a final quest to save their beloved world, only to discover a situation far more complex—and far more dire—than anyone had envisioned. Along with Plum, a brilliant young magician with a dark secret of her own, Quentin sets out on a crooked path through a magical demimonde of gray magic and desperate characters. His new life takes him back to old haunts, like Antarctica and the Netherlands, and old friends he thought were lost forever. The Magician's Land is an intricate and fantastical thriller, and an epic of love and redemption that brings the Magicians trilogy to a magnificent conclusion, confirming it as one of the great achievements in modern fantasy.

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.

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.

The always debonair Ryuichi 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" Ryuichi 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", Ryuichi 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?

Book two in the magnificent Empire Trilogy by bestselling authors Raymond E. Feist and Janny Wurts, now available in ebook

"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 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.

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..

“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.

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.

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.

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.

Discover the fate of the original black Magician, Pug, as prophecy becomes truth in the last book of the Riftwar Cycle.

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