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A Kingdom Besieged The Chaoswar Saga: A Kingdom Besieged, A Crown Imperilled, Magician's End A Crown Imperilled Flight of the Nighthawks At the Gates of Darkness A Crown Imperilled Daughter of the Empire Rides a Dread Legion Magician's End Into a Dark Realm Master of Furies King of Ashes Wrath of a Mad God The Republic of Thieves Silverthorn Mistress of the Empire Midkemia: The Chronicles of Pug Magician: Master Servant of the Empire Faerie Tale Gallipoli Jimmy and the Crawler At the Gates of Darkness Queen of Storms A Darkness at Sethanon Shadow of a Dark Queen A Kingdom Besieged Exile's Return Wrath of a Mad God Talon of the Silver Hawk Honored Enemy Rides a Dread Legion Prince of the Blood Flight of the Nighthawks Krondor: the Assassins Krondor: Tear of the Gods The Complete Riftwar Saga Trilogy: Magician, Silverthorn, A Darkness at Sethanon Jimmy the Hand Murder in Lamut (Legends of the Riftwar, Book 2) Magician: Apprentice

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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. For years following the terrible *Serpentwar*, the Empire of Great Kesh remained peaceful, but now dark clouds of conflict gather once more. Rumors abound from the Kingdom's far western borders of spies missing, murdered, and turned. Powerful legions from the Keshian Confederacy are being mobilized, and an attack is all but certain. As his legendary ancestor Prince Arutha did, Martin conDoin, middle son of the Duke of Crydee, must defend the lands against the invaders. But Arutha commanded a mighty army. Martin has only old men and young boys. Pug, Midkemia's most powerful magician, fears what is in the wind, for he senses an encroaching darkness whose growing power surely spells his world's end. And soon the Kingdom's enchanted defender will find himself questioning everything he's ever held true and dear . . . including the loyalty and desires of his beloved son, Magnus. 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. 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. "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 Imperilled*, 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 Imperilled* 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. "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 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. The celebrated New York Times bestselling master of fantasy returns with the thrilling conclusion to his enthralling, explosive Darkwar Saga . . . Wrath of a Mad God Book three of The Darkwar Saga "At this very moment, a dome of black energy is being expanded in a vale in the far north. This is not merely an invasion, but the beginning of a colonization, a process that will end with the complete annihilation of every life-form on this world." The Darkwar rages upon Midkemia and Kelewan, bringing bleak days of destruction and despair. To save the future of both worlds, the powerful sorcerer Pug and select members of the secretive Conclave of Shadows must journey deep into the dangerous realm of the bloodthirsty Dasati, there to carry out an audacious mission that has little, if any, chance of succeeding. In Midkemia, young warriors Tad and Zane, and their fellow soldiers, 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. Salvation may come from a friend thought long dead, an unlikely ally whose remarkable powers will be sorely needed in the momentous battle to come . . . a final, fevered onslaught against the most malevolent agents of evil ever known. "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. Following Talon of the Silver Hawk and King of Foxes, here is the third exciting volume in the Conclave of Shadows trilogy from the acclaimed author "in the forefront of contemporary fantasy adventure" (Library Journal) Tal Hawkins has succeeded in wreaking revenge on Kaspar, the evil Duke of Olasko. Banished to a distant land, Kaspar begins a journey that will take him halfway around the world. Reduced to the role of farm-hand, then common laborer, the former ruler endures dangers and horrors beyond his imagination as he struggles to return home. But fate, or some dark agency, has more in store for the man who was once tyrant of Olasko. As he travels, he is chosen to play a part in a much larger drama, a struggle between good and evil ages in the making. Dark powers are again in motion, and Kaspar discovers the herald of a threat not seen across the land since the legendary Riftwar and Serpentwar: A dark empire in a distant realm seeks entrance to Midkemia and Kaspar has unwittingly discovered the key. Now it is up to this unlikely hero to save Midkemia from the threat of unconditional defeat—and utter destruction. 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. An evil wind blows through Midkemia. Dark legions have risen up to crush the Kingdom of the Isles and enslave it to dire magics. The final battle between Order and Chaos is about to begin in the ruins of the city called Sethanon. Now Pug, the master magician sometimes known as Milamber, must undertake an awesome and perilous quest to the dawn of time to grapple with an ancient and terrible Enemy for the fate of a thousand worlds. 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. The master fantasist's thrilling conclusion to The Darkwar Saga To save the future of both empires, the powerful sorcerer Pug and the Conclave of Shadows have journeyed into the darkest of terrain: the Dasati home world. There, traveling undercover among the bloodthirsty and ruthless Dasati, they have encountered Bek, a disturbing young stranger whose secrets may prove more important than Pug knows. And back in the realm of Midkemia, as the young warriors Tad, Zane, and their friends protect the Kingdom from raiders, Miranda finds herself a prisoner of the Dasati, and, even more ominously, of Pug's nemesis, the evil sorcerer Leso Varen. And Pug finds himself allied with a friend thought long dead, a friend whose remarkable powers will be sorely needed in the battle to come . . . a battle that will bring them all together in one great struggle for the future and very soul of Midkemia. The whole of the magnificent Riftwar Cycle by bestselling author Raymond E. Feist, master of magic and adventure, now available in ebook 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. 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. "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. 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. Jimmy the Hand, boy thief of Krondor, lived in the shadows of the city. Though gifted beyond his peers, Jimmy is merely a pickpocket with potential—until he aids Prince Arutha in the rescue of Princess Anita from Duke Guy du Bas-Tyra, and runs afoul of "Black Guy's" secret police. Facing a choice between disappearing on his own or in a weighted barrel at the bottom of Krondor's harbor, Jimmy chooses the former. Forced to flee the only home he's ever known, Jimmy finds himself among the unsuspecting rural villagers of Land's End, where he hopes to prosper with his talents for con and thievery. But Land's End is home to many who tread the crooked path—and to a dark, dangerous presence even the local smugglers don't recognize. And suddenly Jimmy's youthful bravado and courage are leading him into the maw of chaos . . . and, quite possibly, to his doom. "A contemporary novel of masterful horror replete with magic, fantasy, and more than a little stylish sensuality."—The Washington Post Phil Hastings was a lucky man—he had money, a growing reputation as a screenwriter, a happy, loving family with three kids, and he'd just moved into the house of his dreams in rural of magic—and about to be altered irrevocably by a magic more real than any he dared imagine. For with the Magic came the Bad Thing, and the Faerie, and then the Fool . . . and the resurrection of a primordial war with a forgotten People—a war that not only the Hastings but the whole human race could lose. "Absorbing, thought-provoking, and thoroughly magical. Feist's skillfully crafted prose illuminates many of the darker sides of fairy stories. . . . Try it as a bedtime story . . . but only on nights when you can take some time getting to sleep."—The West Coast Review of Books Return to a world of magic and adventure from bestselling author Raymond E. Feist. This bundle includes the complete Chaoswar Saga. The bundle includes: A Kingdom Besieged, A Crown Imperilled, Magician's End. With the Kingdom of the Isles at peace, Prince Arutha can at last look forward to marrying the Princess Anita. But the capital harbours many shadows. When Jimmy, a young thief, upsets an assassination attempt on Arutha, a sinister plot is uncovered. As the dead rise and assassins stalk the darkness, Arutha must rally the Kingdom if he is to save his beautiful princess, felled by a poisoned arrow on her wedding day. "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 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. NEW YORK TIMES BESTSELLER • "A bright new voice in the fantasy genre" (George R. R. Martin), acclaimed author Scott Lynch continues to astound and entertain with his thrillingly inventive, wickedly funny, suspense-filled adventures featuring con artist extraordinaire Locke Lamora. And *The Republic of Thieves* is his most captivating novel yet. NAMED ONE OF PASTE'S BEST FANTASY BOOKS OF THE DECADE With what should have been the greatest heist of their career gone spectacularly sour, Locke and his trusted partner, Jean, have barely escaped with their lives. Or at least Jean has. But Locke is slowly succumbing to a deadly poison that no alchemist or physiker can cure. Yet just as the end is near, a mysterious Bondsmage offers Locke an opportunity that will either save him or finish him off once and for all. Magi political elections are imminent, and the factions are in need of a pawn. If Locke agrees to play the role, sorcery will be used to purge the venom from his body—though the process will be so excruciating he may well wish for death. Locke is opposed, but two factors cause his will to crumble: Jean's imploring—and the Bondsmage's mention of a woman from Locke's past: Sabetha. She is the love of his life, his equal in skill and wit, and now, his greatest rival. Locke was smitten with Sabetha from his first glimpse of her as a young fellow orphan and thief-in-training. But after a tumultuous courtship, Sabetha broke away. Now they will reunite in yet another clash of wills. For faced with his one and only match in both love and trickery, Locke must choose whether to fight Sabetha—or to woo her. It is a decision on which both their lives may depend. Praise for *The Republic of Thieves* "Fast paced, fun, and impossible to put down . . . Locke and company remain among the most engaging protagonists in fantasy."—Publishers Weekly (starred review) "The Republic of Thieves has all the colorful action, witty repartee, and devious scheming that fans of the series have come to expect."—Wired "A fantasy world unique among its peers . . . If you're looking for a great new fantasy series this is one you won't want to miss. . . . In a word: AWESOME!"—SF Revu 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. This new book traces the disparities in the memory of Gallipoli that are evident in the countries that participated in the campaign. It explores the way in which history is written at the personal, local, professional, and national levels. This study tackles key questions about just how the history of any given event comes to be written in a certain way and how very different versions of an event can compete for attention. Often one particular version holds the field drowning out its rivals. The Gallipoli campaign of 1915 serves as an excellent case study through which the process of 'making history' can be observed. Among the case studies are Martin Gilbert on Churchill, Keith Jeffery on Gallipoli and Ireland, and David Dutton on the French view of a campaign in which they were more heavily involved than the Australians. Christopher Pugsley uncovers the reality behind the myths of Anzac, and Keith Grieves writes on the local commemoration of the campaign in Sussex. Other chapters consider the writing of unit histories, the professional study of the campaign in the development of amphibious warfare, the romance of the British cultural history of Gallipoli, and the shifts that are evident in the portrayal of Anzacs in Australian cinema. 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*. In the frozen northlands of the embattled realm of Midkemia, fate can form strange alliances. It is nine long, bloody years into the ongoing Riftwar that is tearing Midkemia asunder. Having survived a disastrous encounter with their sworn enemy, the Tsurani, Dennis Harcraft's cold, hungry, and exhausted Marauders arrive at a frontier garrison—at the same time as a Tsurani patrol. But a more devastating threat resides within the stronghold: *moredhel*, a migrating horde of dark elves so deadly and vicious that the only hope for survival is if bitter enemies band together and fight as one. Now two hostile groups must make their way to freedom, facing a common foe, braving the merciless elements, and haunted by the voice of conscience demanding, "what is more important, a man's life . . . or his honor?" "Feist is without question one of the very best writers of fantasy adventure practicing today." —Science Fiction Chronicle *The DemonWar Saga* begins with *Rides a Dread Legion!* Raymond E. Feist—the revered, New York Times bestselling fantasist who has been captivating readers for decades with his epic tales of courage and conflict set on besieged Midkemia—plunges his noble heroes and their world into almost unimaginable peril, as demon hordes approach from a different dimension. Replete with intrigue, mystery, betrayal, and conflict, *Rides a Dread Legion* is a must read for fans of Terry Goodkind, George R. R. Martin, and Terry Brooks. 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. Ten years beyond the Darkwar, the demon hordes are relentless in their quest to subjugate a realm of magic and wonder . . . The defeat of the Demon King Maarg hasn't stemmed the death tide, and an even graver danger now looms. The fearsome demon Dahun and the mad necromancer Belasco have joined forces—a union of black magics that no power on Midkemia may be strong enough to withstand. The conflict has already claimed the lives of nearly everyone dear to the Black Sorcerer Pug. In uneasy alliance with the Conclave of Shadows, Midkemia's clandestine protectors, the distraught champion must stand firm against the demonic plague that has overrun worlds. And at the gates of darkness—where shadows hide deeper shadows—Midkemia's most terrible battle will be joined . . . as a malevolence beyond anything that came before is unleashed upon the world. 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. The acclaimed master fantasist is back with more adventure, danger, magic, and intrigue in this second thrilling installment in The Darkwar Saga The Conclave of Shadows has foiled the Nighthawks' attempt to plunge the Empire of Great Kesh into civil war and now has undertaken to stamp out the Guild of Assassins, root and branch. But as the brotherhood of murder is being obliterated, Pug and his allies are confronted with an even more dire question: where is Leso Varen? They discover that the mad sorcerer has taken refuge on the world of Kelewan, among the most powerful men and women of that empire, the Magicians of the Assembly. Pug also learns that the massive hordes of the Dasati—the most vicious group of assassins he has ever known—is poised to make a joint invasion of both Kelewan and Midkemia. To save the future of both empires, Pug and the Conclave of Shadows must journey into another realm of reality, into the darkest realm they have ever encountered: the Dasati home world! Prince of the Blood 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 Kronдор. 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 Kronдор 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. A fantastic new novella from the master of magic and adventure. Best selling author Raymond E. Feist returns to the city of Kronдор and one of his most loved characters, Jimmy the Hand. A new evil threatens Midkemia, its web stretching from the deepest criminal underworld all the way up to the highest seats of power in ancient Kesh. And the Conclave of Shadows, charged unexpectedly with the training of two apprentices, must also best powerful agents of the darkest magic . . . for the fate of two worlds lies in the balance. The New York Times bestselling author and master of fantasy Raymond E. Feist returns to his signature world of Midkemia in this first book in a gripping new trilogy that ushers in the third, and most dramatic, Riftwar yet: the Darkwar. In the middle of the night on Sorcerer's Isle, the powerful sorcerer Pug is awakened from a nightmare that portends destruction for all of Midkemia. Disturbed by the dream, Pug calls for a convening of the Conclave of Shadows. Though Pug does not yet know it, his son Magnus has discovered the cause of Pug's prophetic dream: a beacon has been unleashed, directing a vast army of alien invaders to Midkemia, an army so formidable that even the might of the Tsurani Empire might fall before its fury. Meanwhile, in far Stardock town, two boys are coming of age. But on the dusty path that leads them from home they are thrust by fate into a life undreamed of, becoming enmeshed in intrigue, murder, and treason. Though untrained and unready, they are called upon by the mysterious Conclave to travel deep into the heart of the Empire of Great Kesh, to confront a plot so dark and twisted it will implicate even the highest-ranking nobles of the Empire, even members of the royal family itself. And behind this plot they discover the ancient Brotherhood of Death, the clan of assassins known as the Nighthawks. And Pug will find himself once again facing 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. From King of Ashes to Queen of Storms, it's all built up to this—the thrilling conclusion to legendary New York Times bestselling author Raymond E. Feist's epic Firemane saga. War has swept across Marquensas. Ruthless raiders have massacred the inhabitants of Beran's Hill, including Gwen, the beloved wife of Declan Smith. Hollow of heart, his hopes burned to ashes, Declan swears to track down and destroy the raiders, an ambition shared by Baron Daylon Dumarch, whose family was massacred as they fled the capital. Meanwhile Hava, whose gift for piracy has seen her acquire the treasure ship Borzon's Black Wake and the swift Azhante sailing vessel, Queen of Storms, and won her the name of "the Sea Demon," is closing in on the whereabouts of those who unleashed the murderous hordes. Her husband, Hatushaly, the last remaining member of the ruling family of Ithrace, the legendary Firemanes, seeks to control the magical powers he has inherited. He is able now to visualize and even travel among the filaments of energies that power all existence: the furies. But will he be able to channel his magic in time to combat the deepest, darkest threat the world of Garn has ever faced? "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.

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