

A Kingdom Besieged The Chaoswar Saga 1 Raymond E Feist

“GRIPPING . . . the kind of book you simply don’t want to stop reading.”—Neil Gaiman
He calls himself Halloween. He is a unique student attending a most prestigious boarding school—the Idlewild Immersive Virtual Reality Academy. While his body sleeps, his mind interacts with those of his fellow students under the tutelage of the enigmatic artificial intelligence known as Maestro. An inexplicable energy surge has damaged the IVR and fragmented Halloween’s mind. Convinced this anomaly was deliberately triggered to kill him, Halloween is desperate to recover his memories—only to discover a devastating revelation about his true existence. “Idlewild builds, not just in tension but in what it demands from the reader, ending up as a dark exploration of hidden realities.”—The Guardian “Sagan provides plenty of suspense and perfectly captures the angry adolescent solipsism that makes kids into hackers and superheroes.”—Entertainment Weekly

Five sisters, many kingdoms, one battle that will define them all. Thrilling, dazzling historical fantasy from a multi award-winning author. The writing is elegant and lucid, and the story unspools swiftly and strongly... one of the best fantasy series I've read in a long while.' Kate Forsyth
The unthinkable has happened. Warrior queen Bluebell has lost her kingdom to the Crow King, Hakon, and her demented Trimartyr sister, Willow. While Bluebell would like nothing more than to storm the city with her army and crush Willow underfoot, the enemy's threat to burn its inhabitants alive prevents her. Worse, Willow seems to have the terrifying god Maava on her side. Bluebell's niece Rowan has otherworldly power and can help her unite the warring tribes, but her third sister Rose is in hiding with her son, and her fourth sister Ivy, Queen of Sæcaster is fleeing abuse with her children. Ash, under-magician, is the only sister who might be able to help Bluebell solve the conundrum. Together they must cross the sea to the land of giants, and try to recover Ash's power and save the kingdom and those they love. As the sisters' journeys converge, and the terrifying power of Maava threatens all they hold dear, matters come to a head. To survive they must fight the last battle together, but even with the gods and giants on their side, can they overcome the might of Maava and the unending malice of their errant sister Willow?

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.

“That is Brooks’ way of casting spells—transporting his readers into plausible realms where sorcery is alive, whether those places are in other ages or right in the middle of our own. As a result, he's reaped more than a few magical moments . . .”—Seattle Times
As a Knight of the Word, John Ross has struggled against the dark forces of the Void and his minions for twenty-five years. The grim future he dreams each night—a

world reduced to blood and ashes—will come true, unless he can stop them now, in the present. The birth of a gypsy morph, a rare and dangerous creature that could be an invaluable weapon in his fight against the Void, brings John Ross and Nest Freemark together again. Twice before, with the fate of the world hanging in the balance, the lives of Ross and Nest have intersected. Together, they have prevailed. But now they will face an ancient evil beyond anything they have ever encountered, a demon of ruthless intelligence and feral cunning. As a firestorm of evil erupts, threatening to consume lives and shatter dreams, they have but a single chance to solve the mystery of the Gypsy morph—and their own profound connection. “Superior to most of the fantasy fiction being published today.”—Rocky Mountain News

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.

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 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.

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.

“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 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.

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..

The Darkwar rages, bringing bleak days of destruction and despair to Midkemia and Kelewan. To save both worlds, the powerful sorcerer Pug and select members of the mysterious Conclave of Shadows must journey deep into the dangerous realm of the bloodthirsty Dasati on an audacious mission that has little, if any, chance to succeed. In Midkemia, young warriors Tad and Zane and their fellow soldiers must protect the Kingdom from raiders. And Pug's beloved wife, Miranda, finds herself a prisoner of the Dasati and, even more ominously, of Pug's nemesis, the evil sorcerer Leso Varen. But salvation may come from a friend thought long dead—an unlikely ally whose remarkable powers will be sorely needed. For there is a momentous battle looming . . . a final, fevered onslaught against the most malevolent agents of evil ever known.

Hailed by David Attenborough, proclaimed a second Charles Darwin, John 'Charlie' Veron almost didn't become a scientist. Disheartened at school, by chance he won a scholarship to a university where he could indulge his passion for the natural world. It was scuba diving that returned him to his childhood love of marine life, and led to a career as a self-taught coral specialist, a field he revolutionised. His discoveries include an original concept of what a species is, and the mechanism that drives their evolution – matters that lie at the heart of conservation. He has named more coral species than anyone in history, becoming widely known as the Godfather of Coral. Charlie has dived most of the world's coral reefs, revelling in their beauty. Here he explains what they say about our planet's past and future, and why it's critical they be protected. And also why it's critical that scholarly independence be safeguarded, for it was the freedom Charlie had as a young scientist – to be wayward, to take risks – that allowed his astonishing breakthroughs. 'Charlie Veron isn't just a coral scientist, he's a pathfinder, a scout who's been sending back dispatches on the future of our planet for decades. If ever there was a moment for Australians to listen up and act on what he's learnt, it's now.' Tim Winton 'Charlie Veron is a ravishing writer. He shares Darwin's passionate love of nature, forensic brilliance, courage and compassion. His gritty, inspiring and thrilling life symbolises why we must all work to save our planet's most spectacular marine environment.' Iain McCalman 'This is the story of one of my heroes, not just a world expert but someone who has been fearless in trying to protect a natural wonder. And to think he became a marine scientist by chance. Charlie's story reads with flair, clarity and a sense of adventure. A compelling book for our turbulent times.' Robyn Williams

In Midkemia, there are no easy roads . . . For twenty years the mercenaries Durine, Kethol, and Pirojil have fought other people's battles. Having already defeated the Tsurani, the Bugs, and the goblins, it seems there are no more enemies for them to vanquish—even as the Riftwar rages on in the west. What lies ahead for the able trio are a few welcomed months of restful garrison duty. When ordered to accompany the promiscuous Lady Mondegreen, her aging husband, and her current lover to a summit in the city of LaMut, the Three Swords willingly comply, expecting an uncomplicated and undemanding assignment. But nothing is straightforward in this land of violence and treachery. And when the fury of a winter's storm traps them inside a castle teeming with ambitious, plotting lords and ladies, the mercenaries suddenly find themselves with a series of cold-blooded murders to solve . . . and the political future of Midkemia resting in their hands.

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.

"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.

A Kingdom Besieged Book One of the Chaoswar Saga Harper Collins

Evil has come to a distant land high among the snow-capped mountains of Midkemia, as an exterminating army wearing the colors of the Duke of Olasko razes village after village, slaughtering men, women, and children without mercy. And when the carnage is done, only one survivor remains: a young boy named Kieli. A youth no longer, there is now but one road for him to travel: the path of vengeance. And he will not be alone. Under the tutelage of the rescuers who discovered him, Kieli will be molded into a sure and pitiless weapon. And he will accept the destiny that has been chosen for him ... as Talon of the Silver Hawk.

But the prey he so earnestly stalks is hunting him as well. And Talon must swear allegiance to a shadowy cause that already binds his mysterious benefactors -- or his mission, his honor, and his life will be lost forever.

'The Sword of Truth series was my masterwork. Yet, life for these characters goes on after the conclusion of that series. For years readers have been asking about Richard and Kahlan's children. This is that story' TERRY GOODKIND. In 1994 Wizard's First Rule introduced Richard Cypher, a young woodsman seeking answers and vengeance in the aftermath of his father's murder, and Kahlan Amnell, a mysterious young woman pursued by a bloodthirsty tyrant's assassins. The Sword of Truth is one of the most ambitious fantasy series ever written. It was a decades-long masterwork that has been translated into 20 languages and sold 26 million copies. After 16 volumes and one novella, it concluded in 2016 with Warheart. The Children of D'Hara picks up immediately after the conclusion of the Sword of Truth series. The story will be told in instalments, as novella-length episodes published every three months. Hateful Things is the second novella.

As the Riftwar tears Midkemia apart, enemies trapped in the frozen Northlands must trust each other to stay alive. . . . In the sprawling, embattled land of Midkemia, fate can form strange alliances. Nine years into the bloody and ongoing Riftwar, Dennis Hartraft's Marauders are cold, hungry, and exhausted. Having only just survived a disastrous encounter with their sworn enemy, the Tsurani, the soldiers are headed for a frontier garrison, where they will be able to rest and recover. But Hartraft's company arrives at the same time as a Tsurani patrol, and both sides discover the stronghold overrun by a migrating horde of dark elves called moredhel, a foe so deadly and vicious the bitter enemies must band together and fight as one. But can their hatred for their mutual enemy overcome their distrust of each other? As the two groups, bound to each other by their common foe, make their way across the unknown Northlands to freedom, they have to struggle with not only the elements and the enemy, but also their consciences. For, with both sides carrying painful scars from past wars, each man must ask himself what is more important: one's life or one's honor?

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.

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.

“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 fourth book in the bestselling Serpentwar series.

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. . . .

“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.

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.

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.

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.

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.

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.

"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.

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.

Federal agent Nick Cooper draws on his supernatural ability to eliminate terrorists to hunt down a dangerous man who committed a horrific massacre on Wall Street that left hundreds dead and injured.

"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 whole of the magnificent Riftwar Cycle by bestselling author Raymond E.

Feist, master of magic and adventure, now available in ebook

A medieval kingdom is thrown into chaos by rumors of the death of its liege in the final volume of the Histories of King Kelson King Kelson Haldane of Gwnyeddd knows he owes much to the legendary Camber of Culdi, the most revered of the magical Deryni race. Having suppressed the rebellion that threatened to tear his realm to pieces, Kelson, himself a possessor of Deryni magic, is now dedicated to exploring the history and legacy of the man who returned the Haldane line to the throne two centuries before. But word reaches the royal court that, while on their noble quest to help restore Camber to the sainthood he was stripped of by a virulently anti-Deryni church, King Kelson and his blood brother, Dhugal, have perished. Now, for the lost king's ambitious rival a pathway exists to the throne—and to the bedchamber of Rothana, Kelson's intended queen. But there is more to the king's "accidental demise" than initially meets the eye, and a powerful unseen player in this drama that no one could have ever suspected. Katherine Kurtz brilliantly concludes her acclaimed fantasy trilogy of the reign of King Kelson with *The Quest for Saint Camber*—ending but one remarkable chapter in her breathtaking history of the Deryni in the Middle Ages of a magnificently imagined and brilliantly constructed alternate Britain.

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 Hartraff'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?"

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