

Exiles Return Conclave Of Shadows 3 Raymond E Feist

From the New York Times bestselling creator of the Iron Druid Chronicles comes the highly anticipated sequel to *A Plague of Giants*: A world-breaking war—an invasion of giant warriors—inspires a movement to fight back. **SOLDIER AND AVENGER** Daryck is from a city that was devastated by the war with the Bone Giants, and now he and a band of warriors seek revenge against the giants for the loved ones they've lost. But will vengeance be enough to salve their grief? **DREAMER AND LEADER** Hanima is part of a new generation with extraordinary magical talents: She can speak to fantastical animals. But when this gift becomes a threat to the powers-that-be, Hanima becomes the leader of a movement to use this magic to bring power to the people. **SISTER AND SEEKER** Koesha is the captain of an all-female crew on a perilous voyage to explore unknown waters. Though her crew is seeking a path around the globe, Koesha is also looking for her sister, lost at sea two years ago. But what lies beyond the edges of the map is far more dangerous than storms and sea monsters. . . . In this sequel to *A Plague of Giants*, these characters and more will become the voices of a new generation bringing hope and revolution to a war-torn world. Don't miss any of Kevin Hearne's action-packed Seven Kennings series **A PLAGUE OF GIANTS • A BLIGHT OF BLACKWINGS • A CURSE OF KRAKENS (Coming Later!)**

"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. 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*.

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.

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

The 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*. 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.

Exile's Return, is the concluding volume in the *Conclave of Shadows* from worldwide bestselling author Raymond E Feist. Featuring one of the most fascinating characters and scenarios ever created in the genre, this promises to become one of the great all-time classics in the field. Once absolute ruler of his nation Kaspar, former Duke of Olasko, has been cast into exile. Abandoned in the wilds of a continent on the other side of the world and left with nothing but his wits and determination, he must fight merely to survive. Armed with guile, cunning and an iron will, he starts his odyssey with a single goal: to return to his home and revenge himself upon the man who cast him down, Talwin Hawkins. But fate has other plans for Kaspar, and as he struggles against adversity, he encounters dangers greater than any he had imagined. More is at stake than he realised and Kaspar is but a single player in a far greater game than he imagined, for pitted against the *Conclave of Shadows* are the agents of the Dark Empire, a looming menace that threatens not only Kaspar's homeland, but the entire world of *Midkemia*.

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.

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

Having continued his magical education in exile, young mage Rahl struggles to adapt to the culture of his new home, where an increase in his powers attracts more trouble. By the author of *Ordermaster*. 50,000 first printing.

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. . . .

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.

Following "Talon of the Silver Hawk" and "King of Foxes" comes the third volume in the Conclave of Shadows saga from the acclaimed author "in the forefront of contemporary fantasy adventure" (*Library Journal*).

"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.

Return to a world of magic and adventure from best selling author Raymond E. Feist. This bundle includes the complete *Serpentwar Saga*. The bundle includes: *Shadow of a Dark Queen* (1), *Rise of a Merchant Prince* (2), *Rage of a Demon King* (3), and *Shards of a Broken Crown* (4).

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.

Return to a world of magic and adventure from best selling author Raymond E. Feist. This bundle includes the complete *Conclave of Shadows*. The bundle includes: *Talon of the Silver Hawk* (1), *King of Foxes* (2), *Exile's Return*(3).

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.

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.

"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*.

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?

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.

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.

This fascinating drama, staged to acclaim in London and New York, has in its cast of characters Lord Byron, Percy Bysshe Shelley, Mary Shelley and Claire Goodwin. The play is about radicalism artistic, political and more. Taking place in Italy, it concerns the characters' various ideas about radical politics and free love. Along the way, a number of serious questions are raised, not the least of which is why fervent radicals seem so often to be done in by their reprehensible characters. At the end of the play Byron attends the cremation of Shelley on the beach at Viareggio and delivers a stunning ovation over the pyre: "Burn him. Burn us all. A great big bloody beautiful fire."

In this masterful sword-and-sorcery epic, "Duncan has created strong and moving characters . . . and a world as rich and layered as our own" (Iceberg Ink). For fifteen years, the truce has held. Swordsmen of the Tryst of Casr have kept the peace and extended the rule of law over half the world, but now sorcerers have started killing swordsmen again, and swordsmen traitors are aiding them. Shonsu—who was Wallie Smith before he became a swordsman of the seventh rank and liege lord of the Tryst—must once more gird on the seventh sword of Chioxin, and this time he rides out to fight the war that he hoped would never come. As he leads his army forth, its two most junior members are Vixini, son of Shonsu, and Addis, son of Nnanji, who has an oath of vengeance to fulfill. Their failure or success will determine the fate of the world for the next thousand years.

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..

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

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 Hartraft'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?"

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.

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.

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

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

The critically acclaimed and bestselling Empire Trilogy by Raymond E. Feist and Janny Wurts, is now available in this ebook bundle. The bundle includes Daughter of the Empire (1), Servant of the Empire (2), and Mistress of the Empire (3).

A powerful new laser being built on the far side of the moon is intended for scientific use only, but it soon becomes the focus of a diplomatic storm that threatens the solar system

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 dread plot to destroy the Empire of Great Kesh has failed. The Conclave of Shadows has ended the murderous Nighthawk brotherhood's horrific reign of terror and death. But the mad sorcerer, Leso Varen, has fled, taking refuge among the most powerful men and women on Kelewan—a world now threatened, along with Midkemia, by hordes of the most vicious warriors in the known universe. The great sorcerer Pug knows of no power that will vanquish these invaders. And now he, brave Magnus and Nakor, and a disturbing young stranger named Bek must venture into the poisonous heart of the Dasati realm—the most terrible place they have ever encountered—in a valiant, impossible attempt to turn the tides against the encroaching doom that would swallow their world.

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.

Exile's Return Conclave of Shadows: Book Three Harper Collins

From the endlessly inventive mind of one of fantasy's all-time greats, comes a spellbinding new adventure featuring old favourites Jimmy, Locklear and Pug. It's nine years on from the aftermath of Sethanon and peace has settled over the land. But news of deadly forces stirring on the horizon, brought by the moredhel Gorath, threatens danger once more for the Kingdom of the Isles. Nighthawks are murdering again. Politics becomes a dangerous, cut-throat game. And at the root of it all lies a mysterious group of magicians known only as The Six. Surrounded on all sides by gangs, criminal masterminds and traitors to the crown, it's only a matter of time before the Kingdom of the Isles is brought down to its knees ...

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