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**Exile's Return Conclave of Shadows: Book Three Harper Collins 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. Talon of the Silver Hawk Conclave of Shadows: Book One Harper Voyager 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. **King of Foxes Conclave of Shadows: Book Two Harper Collins** 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. **Shadow of a Dark Queen Harper Collins** "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. **Servant of the Empire Spectra** "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 **A Darkness at Sethanon (The Riftwar Saga, Book 3) HarperCollins UK** The whole of the magnificent **Riftwar Cycle** by bestselling author Raymond E. Feist, master of magic and adventure, now available in ebook **Rise of a Merchant Prince Book Two of the Serpentwar Saga Harper Voyager** Surviving the wrath of the fearsome Sauur—a hideous race of invading serpents—noble Erik and cunning Roo have delivered a timely warning to the rulers of the Midkemian Empire, and are now free to pursue their separate destinies. Erik chooses the army—and the continuing war against Midkemia's dread enemies. Roo lusts for wealth and power—rising high and fast in the world of trade. But with luxury comes carelessness

and a vulnerability to the desires of the flesh. And a beautiful seductress with her ruthless machinations threatens to destroy everything Roo has built and become—summoning catastrophe into his future . . . and terror into his world.

**Midkemia: The Chronicles of Pug Harper Collins** 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.

**Rides a Dread Legion Harper Collins** 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.**

**Rage of a Demon King Harper Collins** “A massive, entertaining tale.” —Ft. Lauderdale Sun-Sentinel

**The Serpentwar rages on! In *Rage of a Demon King*—the spellbinding third installment in Raymond E. Feist’s masterful epic fantasy, *The Serpentwar Saga*—the imperiled realm of Midkemia confronts its most devastating horror, as a nightmare beyond imagining descends upon the war-torn land determined to devour and destroy. A terrible conflict reaches a breathtaking climax—a world-annihilating conflagration that pits serpent against man and magician against**

demon. **Rage of a Demon King** is Feist at his best, solidifying his standing along with Terry Goodkind, George R. R. Martin, and Terry Brooks, as the elite creators of epic sword and sorcery fantasy. Jimmy and the Crawler Voyager In the crime-ridden back alleys of Krondor a rival gang has sprung up to threaten the Upright Man's Mockers. Does the Crawler control the rival gang? Where does his power come from? And does it threaten the peace of the Kingdom? James, personal squire to Prince Arutha of Krondor, but in the underworld known as the thief and trickster Jimmy the Hand, must travel to Kesh in disguise. There, working with William, lieutenant of the prince's household guard, and Jazhara, niece to the Keshian lord Hazara-Khan, he must attempt to unmask the mysterious Crawler and rid Krondor of his influence. **Queen of Storms Book Two of The Firemane Saga** HarperCollins 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. **Spent Sex, Evolution, and Consumer Behavior** Penguin Explores how evolutionary psychology has begun to identify the prehistoric origins of human behavior and discusses how those discoveries have influenced the way consumer spending is viewed and controlled by companies, retailers, and marketers. **Into a Dark Realm (Darkwar, Book 2)** HarperCollins UK The whole of the magnificent Riftwar Cycle by bestselling author Raymond E. Feist, master of magic and adventure, now available in ebook **The Serpentwar Saga: The Complete 4-Book Collection** HarperCollins UK 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). Shards of a Broken Crown (The Serpentwar Saga, Book 4) HarperCollins UK The fourth book in the bestselling Serpentwar series. The Emperor Series Books 1-5 HarperCollins UK Conn Iggulden's bestselling Emperor series, now in one complete eBook for the first time. King of Ashes Book One of The Firemane Saga Harper Collins 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. Master of Furies Book Three of the Firemane Saga HarperCollins 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? The Talon of the Hawk Twelve Kingdoms A HEAVY CROWN Three daughters were born to High King Uorsin, in place of the son he wanted. The youngest, lovely and sweet. The middle, pretty and subtle, with an air of magic. And the eldest, the Heir. A girl grudgingly honed to leadership, not beauty, to bear the sword and honor of the king. Ursula's loyalty is as ingrained as her straight warrior's spine. She protects the peace of the Twelve Kingdoms with sweat and blood, her sisters from threats far and near. And she protects her father to prove her worth. But she never imagined her loyalty would become an open question on palace grounds. That her father would receive her with a foreign witch at one side and a hireling captain at the other—that soldiers would look on her as a woman, not as a warrior. She also never expected to decide the destiny of her sisters, of her people, of the Twelve Kingdoms and the Thirteenth. Not with her father still on the throne and war in the air. But the choice is before her. And the Heir must lead... Krondor: Tear of the Gods Harper Collins 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 Elder Gods -The Dreamers B In this major publishing event, two of the most important names in epic fantasy offer the first of a four-book series. At the Gates of Darkness Book Two of the Demonwar Saga Harper Collins "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. Honored Enemy Legends of the Riftwar, Book 1 Harper Collins New York Times Bestselling Author In the frozen Northlands of Midkemia, Captain Dennis Hartraft's Marauders have just had a disastrous encounter with their sworn enemy, the Tsurani. Wounded and disheartened, the Mauraders set out for the shelter of a frontier garrison. They don't know that a Tsurani patrol is sent to support an assault on that same

**garrison. Arriving simultaneously, the Marauders and Tsurani find the outpost already overrun by a dark enemy whose ferocity is legendary in Midkemia. In order to survive, the foes must band together and fight as one. As they make their way across the inhospitable climate, the two battalions struggle not only with the elements and their enemy, but also their consciences. Can their hatred for their mutual enemy overcome their distrust of each other? And, with both sides carrying painful scars from past wars, what is more important: one's life or one's honor? The Complete Empire Trilogy: Daughter of the Empire, Mistress of the Empire, Servant of the Empire HarperCollins UK 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). Domes of Fire Random House Digital, Inc. Years after Sparhawk triumphed over the evil god Azash, Sparhawk and his queen must journey east with a handful of trusted companions, escorted by the giant Atan warriors. Daughter of the Empire Spectra 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. The King's Buccaneer Spectra 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. The First Book of Swords JSS Literary Productions, LLC Vulcan the god has a hard task to perform for his bored and restless colleagues — forge 12 magic Swords, quenched with human blood, and scatter them across the world. Each Sword possesses a different power. With them the gods will play a new, grand, and glorious Game. Mere humans foolishly striving for dominion, wealth and glory, are invited to risk their puny lives by joining in. (Later, the gods realize with horror that something has gone wrong in the forging, and with the Game. The Swords are much too powerful, controlling chance, enhancing fortune, changing destiny. And lethal even to their divine creators.) Jord the Smith, drafted to help Vulcan in his task,**

loses his right arm in the process (receiving the Sword Townsaver as pay). He is too weak to claim Mala, his bride-to-be, who joins a traditional fertility rite, where her partner might be the enigmatic Emperor, his face hidden by a leather mask. Nine months later, she gives birth to Mark. Thirteen years pass, then Townsaver wipes out a raiding party on orange-furred warbeasts, sent to Mark's village. It falls to Mark to carry the blade away to hide or destroy it.

**Magician: Master Spectra** 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.

**Napalm** Harvard University Press Napalm was invented on Valentine's Day 1942 at a secret Harvard war research laboratory. It created an inferno that killed over 87,500 people in Tokyo—more than died in the atomic explosions at Hiroshima or Nagasaki—and went on to incinerate 64 Japanese cities. The Bomb got the press, but napalm did the work. Robert Neer offers the first history.

**Flight of the Nighthawks** Book One of the Darkwar Saga Harper Collins 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 Annoyomancer - A parody of Brandon Sanderson's Mistborn Series** Children's / LDS Version Gatekeeper Press Krondor: the Betrayal Voyager 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 ... **The Black Elfstone** **The Fall of Shannara Del Rey** The first book of the triumphant and epic four-part conclusion to the Shannara series, from one of the all-time masters of fantasy. Across the Four Lands, peace has reigned for generations. But now, in the far north, an unknown enemy is massing. More troubling than the carnage is the strange and wondrous power wielded by the attackers—a breed of magic unfamiliar even to the Druid order. Fearing the worst, the High Druid dispatches a diplomatic party under the protection of the order’s sworn guardian, Dar Leah, to confront the mysterious, encroaching force and discover its purpose. But another crucial journey is being undertaken. Exiled onetime High Druid Drisker Arc has been living in quiet seclusion, far from the politics and power struggles of his former life, until two brutal attacks by would-be assassins force him to seek out an infamous murder-for-hire guild—and find the hidden enemy who has marked him for death. At his side is Tarsha Kaynin, a young woman gifted with the wishsong and eager to be schooled in its formidable power by a master. She, too, is pursuing a mission: to locate her wayward brother, whose own magic has driven him to deadly madness and kindled his rage for vengeance . . . against his sister. In their darkest hours, facing dangerous adversaries, the lives and quests of Dar Leah, Drisker Arc, and Tarsha Kaynin will be inextricably drawn together. And the challenges each confronts will have resounding consequences for the future of the Four Lands. Praise for **The Black Elfstone** “Epic scope, heroic characters, and so much heart . . . proof that the Shannara series can still reach new heights.”—Tordotcom “A strong opening book . . . The Four Lands face a new threat.”—Fantasy Book Review “Fantastic . . . one of the best books in this saga.”—SFRevu

**Flatbreads & Flavors** A Baker's Atlas Harper Collins As they have pursued their passions for travel and exploring culture through food, Jeffrey Alford and Naomi Duguid have found an internationally shared and nourishing element of culture and cuisine: flatbreads, humankind's simplest, oldest, and most remarkably varied form of bread. In their James Beard Award-winning cookbook **Flatbreads and Flavors** Alford and Duguid share more than sixty recipes for flatbreads of every origin and description: tortillas from Mexico, pita from the Middle East, naan from Afghanistan, chapatti from India, pizza from Italy, and French fougasse. In addition, they provide 150 recipes for traditional accompaniments to the flatbreads, from chutneys and curries, salsas and stews, to such delectable pairings as Chinese Spicy Cumin Kebabs wrapped in Uighur nan or Lentils with Garlic, Onion, and Tomato spooned onto chapatti. Redolent with the tastes and aromas of the world's hearths, **Flatbreads and Flavors** maps a course through cultures old and intriguing, and, with clear and patient recipes, makes accessible to the novice and experienced baker alike the simple and satisfying bread baker's art.

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