

Magician Apprentice The Riftwar Saga 1 By Raymond E Feist

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.

It has been three years since the siege of Crydee. The three boys who once were the closest of friends, are now worlds apart: Pug, a slave of the Tsurani, on the verge of becoming a full-blown magician; Tomas, a warrior amongst the elves, losing his humanity to the enchanted

armour he wears and Arutha, the Price of Crydee, struggling to keep his kingdom together against the tide of invasion. Don't miss a moment of the legendary battle as it reaches its fever pitch. Adapted by Harvey-award winner Bryan J Glass.

“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. 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. 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.

Queen of Sorcery

Apprentice

Book One of The Firemane Saga

Magician

Shadow of a Dark Queen

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.

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint, assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world--with over one million copies in print! Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White

When a routine hanging goes wrong and a murderer somehow survives the noose, the man announces he is an immortal. And not just any immortal, but

Cayal, the Immortal Prince, hero of legend, thought to be only a fictional character. To most he is a figure out of the Tide Lord Tarot, the only record left on Amyrantha of the mythical beings whom fable tells created the race of half-human, half-animal Crasii, a race of slaves. Arkady Desean is an expert on the legends of the Tide Lords so at the request of the King's Spymaster, she is sent to interrogate this would-be immortal, hoping to prove he is a spy, or at the very least, a madman. Though she is set the task of proving Cayal a liar, Arkady finds herself believing him, against her own good sense. And as she begins to truly believe in the Tide Lords, her own web of lies begins to unravel... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

“ 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.

From the New York Times bestselling author comes the third volume in the exceptional Legends of the Riftwar series that began with Honored Enemy and continued with Murder in LaMut. **SELLING POINTS** • All of Feist ' s books regularly appear on local lists as well as the New York Times, USA Today, Wall Street Journal, Publishers Weekly, and various chain bestseller lists.

More than 15 million copies of Feist ' s books have been sold worldwide. • The three Legends of the Riftwar titles return to Feist ' s bestselling kingdom of Midkemia. Set during the infamous Riftwar, each title, co-written with another well-respected fantasy author, tells a story tangential to the action of the Riftwar Saga, with cameo appearances from Feist ' s most beloved characters.

- Jimmy the Hand was a Featured Alternate Selection of the Science Fiction Book Club.
- The magic, youthful heroes, and epic battles make Feist ' s work a natural for crossover to a young adult audience.

Daughter of the Empire

Book Three of the Chaoswar Saga

The Tide Lords, Book One

Conclave of Shadows: Book Two

Krondor: Tear of the Gods

The Forgetting Moon

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

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. 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 Riftwar Saga--a classic of fantasy literature which no true fan should be without--opens with this tale of magic, might, and adventure. "One of the world's most successful fantasy fiction authors."--The Guardian Raymond E. Feist's Riftwar Saga--a classic of fantasy literature which no true fan should be without--opens with this tale of magic, might, and adventure. Orphaned boy Pug is apprenticed to a powerful court magician named Kulkan in the world of Midkemia. Though ill at ease with the normal ways of wizardry, Pug soon earns his place as a squire after saving the life of one of the royals at court. But his courage will be tested still further when dark beings from another world open a rift in the fabric of spacetime to rekindle the age-old battle between the forces of Order and Chaos. Now the lives of Pug and his friend Tomas are thrown into danger and disarray. Only Pug's strange brand of magic might yet turn the tide, in the struggle to repel the invaders and restore peace to Midkemia. Praise for Magician: Apprentice "Understandably, this is one of the highest-regarded books in the world."--Fantasy Book Review "Totally gripping . . . A

fantasy of epic scope, fast-moving action and vivid imagination."--The Washington Post Book World "Most exciting . . . A very worthy and absorbing addition to the fantasy field."--Andre Norton "The best new fantasy in years . . . has a chance of putting its aughor firmly on the trone next to Tolkien--and keeping him there."--The Dragon Magazine

BOOK ONE IN THE BROKEN EMPIRE TRILOGY "Prince of Thorns deserves attention as the work of an iconoclast who seems determined to turn that familiar thing, Medievaesque Fantasy Trilogy, entirely on its head."—Locus When he was nine, he watched as his mother and brother were killed before him. By the time he was thirteen, he was the leader of a band of bloodthirsty thugs. By fifteen, he intends to be king... It's time for Prince Honourous Jorg Ancrath to return to the castle he turned his back on, to take what's rightfully his. Since the day he hung pinned on the thorns of a briar patch and watched Count Renar's men slaughter his mother and young brother, Jorg has been driven to vent his rage. Life and death are no more than a game to him—and he has nothing left to lose. But treachery awaits him in his father's castle. Treachery and dark magic. No matter how fierce his will, can one young man conquer enemies with power beyond his imagining?

Servant of the Empire

Silverthorn

The Way of Shadows

Beyond

The Great One

Legends of the Riftwar: Book II

A poisoned bolt has struck down the Princess Anita on the day of her

wedding to Prince Arutha of Krondor. To save his beloved, Arutha sets out in search of the mytics herb called Silverthorn that only grows in the dark and forbidding land of the Spellweavers. Accompanied by a mercenary, a minstrel, and a clever young thief, he wil confront an ancient evil and do battle with the dark powers that threaten the enchanted realm of Midkemia. Paksenarrion Dorthansdotter may be the daughter of a humble sheep farmer in the far north end of the kingdom, but she dreams of so much more. After refusing her father's orders to do the sensible thing and marry the pig farmer down the road, Paks, runs away to join a band of mercenaries, dreaming of daring deeds and military glory. But life in the army is different than she imagined, and her daydreams at first seem to be turning to nightmares. But Paks refuses to let her dreams die—and does her duty with honor and integrity. Her path is an arduous one, but it will transform her into a hero remembered in songs, chosen by the gods to restore a lost ruler to his throne. The Compton Crook Award-winning first novel from Nebula-winning author Elizabeth Moon. The first in the Paksenarrion Trilogy—now with an all-new introduction by the author. At the publisher's request, this title is sold without DRM (Digital Rights Management).

The world on the other side of the rift: Kelewan, a land seething with political intrigue and deadly conspiracies. Following the opulent panoply of Daughter Of The Empire and the dazzling pageantry of Servant Of The Empire comes the resounding conclusion to the Empire trilogy. Besieged by spies and rival houses, stalked by a secret and merciless brotherhood of assassins, the brilliant Lady Mara of the Acoma faces the most deadly challenge she has ever known. The fearsome Black Robes see Mara as the ultimate threat to their ancient power. In search of allies who will join her against them, Mara must travel beyond civilization's borders and even into the hives of the alien cho-ja. As those near and dear to her fall victim to many enemies, Mara cries out for vengeance. Drawing on all of her courage and guile she prepares to fight her greatest battle of all--for her life, her home, and the Empire itself.

An unearthly adversary descends on an idyllic fantasy world, corrupting magic against good and slaughtering innocents, and only a single man can stop him.

MagicianApprenticeBallantine Books

Jimmy and the Crawler

Magician Apprentice

Magician's End
Pawn Of Prophecy
Magician: Master
Magician's Gambit

A royal family in chaos, a country under attack, a prophecy of lies. Magic, betrayal and epic battles War has come to the Five Isles. A merciless host driven by the Angel Prince, Aeros, has its sights on the unconquered kingdom of Gul Kana. Its ruling family are fractured. The newly crowned king reigns in paranoid isolation, and his two sisters have troubles of their own. Jondralyn wants to prove her worth as a warrior, while Tala has uncovered a secret that may destroy the entire kingdom. Hidden at the edge of Gul Kana, however, is Nail. An orphan taken by the enigmatic Shawcroft to a remote whaling village, he is now a young man who may be the salvation of the entire Five Isles... A dark and epic fantasy perfect for fans of Mark Lawrence, Brent Weeks and George R.R. Martin. 'This is an epic, EPIC fantasy' Rob Bedford, SFFWorld.com 'Durfee writes with genuine passion, bringing his world fully to life with abounding detail and brisk, gutsy action... an outstanding debut' John Marco, bestselling author of The Forever Knight and the Tyrants and Kings trilogy 'This is high fantasy in the vein of Stephen R. Donaldson or

David Eddings, with generous helpings from George R. R. Martin. Durfee's world building is exceptional' Booklist 'Plenty of well-crafted spectacle, thrills, suspense, blood, thunder and general sense of wonder' Locus magazine 'The battle scenes were, to say the least, epic and so immersive.' Reader reviewer The whole of the magnificent Riftwar Cycle by bestselling author Raymond E. Feist, master of magic and adventure, now available in ebook

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.

Princess Ce'Nedra joins the young farm boy, Garion, in the struggle to find the magical Orb and defeat the power of an evil sorcerer
"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.

At the Gates of Darkness

A Darkness at Sethanon (The Riftwar Saga, Book 3)

A Crown Imperiled

Book Two of the Chaoswar Saga

Raymond E. Feist's Magician Master

Queen of Storms

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.

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.

Internationally best-selling author Raymond E. Feist's most loved trilogy.

For use in schools and libraries only. As a captive slave of the Tsurani, warlike invaders from another world, Pug, an apprentice sorcerer, learns to control his

awesome magical powers in order to battle an ancient Evil.

The long-awaited founding of Valdemar comes to life in this new series from a New York Times bestselling author and beloved fantasist. Within the Eastern Empire, Duke Kordas Valdemar rules a tiny, bucolic Duchy that focuses mostly on horse breeding. Anticipating the day when the Empire's exploitative and militant leaders would not be content to leave them alone, Korda's father set out to gather magicians in the hopes of one day finding a way to escape and protect the people of the Duchy from tyranny. Kordas has lived his life looking over his shoulder. The signs in the Empire are increasingly dire. Under the direction of the Emperor, mages have begun to harness the power of dark magics, including blood magic, the powers of the Abyssal Planes, and the binding and "milking" of Elemental creatures. But then one of the Duchy's mages has a breakthrough. There is a way to place a Gate at a distance so far from the Empire that it is unlikely the Emperor can find or follow them as they evacuate everyone that is willing to leave. But time is running out, and Kordas has been summoned to the Emperor's Court. Can his reputation as a country bumpkin and his acting skills buy him and his people the time they need to flee? Or will the Emperor lose patience, invade to strip Valdemar of everything of worth, and send its conscripted people into the front lines of the Imperial wars?

Book Two of The Firemane Saga

Legends of the Riftwar, Book 3

Master of Furies

Mistress of the Empire

Midkemia: The Chronicles of Pug

Raymond E. Feist Riftwar Trilogy

Available in the U.S. for the first time, ehre is the second volume in the exceptional Legends of the Riftwar series from “a master storyteller who weaves exciting, sweeping epic tales” (SF Site) Durine, Kethold, and Pirojil are mercenaries who have spent 20 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 west in Crydee. When the trio are 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 simple. . . .

BOOK 1 OF THE BELGARIAD, the worldwide bestselling fantasy series by one of the godfathers of the tradition. Discover the epic stories that inspired generations of fantasy writers - from Raymond Feist's The Riftwar Cycle to George R. R. Martin's A Game of Thrones. A battle is coming... ..And in that battle shall be decided the fate of the world Myths tell of the ancient wars of Gods and men, and a powerful object – the Orb – that ended the bloodshed. As long as it was held by the line of Riva, it would assure the peace. But a dark force has stolen the Orb, and the prophecies tell of war. Young farm boy Garion knows nothing of myth or fate. But then the mysterious Old Storyteller visits his aunt, and they embark on a sudden journey. Pursued by evil forces, with only a small band of companions

they can trust, Garion begins to doubt all he thought he knew...

At Crydee, a frontier outpost in the tranquil Kingdom of the Isles, an orphan boy, Pug, is apprenticed to a master magician and the destinies of two worlds are changed forever.

“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 second volume in Raymond E. Feist’s first classic fantasy trilogy, the highly acclaimed Riftwar Saga.

Book Two of the Demonwar Saga

The Magician's Apprentice

Prince of the Blood

King of Foxes

Jimmy the Hand

The Immortal Prince

"A sweeping drama unveiling a tale of love, hate and sacrifice against the panorama of an alien yet familiar society."--Publishers Weekly.

"Uncommonly satisfying."--Locus

The 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.

"BELGARIAD is exactly the kind of fantasy I like. It has magic, adventure, humor, mystery, and a certain delightful human insight." PIERS ANTHONY
The master Sorcerer Belgarath and his daughter Polgara the arch-Sorceress

were on the trail of the Orb, seeking to regain its saving power before the final disaster prophesized by the legends. And with them went Garion, a simple farm boy only months before, but now the focus of the struggle. He had never believed in sorcery and wanted no part of it. Yet with every league they traveled, the power grew in him, forcing him to acts of wizardry he could not accept.

Fantasy-roman.

The Riftwar has started--but both Pug and Tomas will endure some surprising twists that will change them forever by this volumes conclusion. This deluxe hardcover edition collects "Magician Apprentice" issues #7-#12. Older teens.

Book Three of the Firemane Saga

Sheepfarmer's Daughter

Book One Of The Belgariad

Murder in LaMut

Wizard's First Rule

Books 1, 2 and 3

In the crime-ridden back alleys of Kronador 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.

Prince of Thorns

Rage of a Demon King

The King's Buccaneer

King of Ashes

Master