

Magician Master The Riftwar Saga 2 Raymond E Feist

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

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 he learned the secrets of magic, and he became a powerful wizard. He was 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.

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 wizard who saved the world, returns to his home. This time, 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, they 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 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.

As it began, so shall it end—in magic, mystery, and majesty . . . An uneasy quiet has settled upon Midkemia in the wake of a surprise invasion. But the land is far from peaceful. Leaderless, the Kingdom is on the brink of anarchy and civil war, unless Hal conDor can rally his allies to crown a new king. Yet the bravery of determined warriors—brothers in blood and arms—is not enough to ensure the Kingdom's preservation without the magic of the Master Sorcerer Pug. But to save Midkemia—and everything he has fought for—Pug must pay an ultimate price. A breathtaking tale of elves and men, love and hate, ambition and sacrifice, intrigue and brotherhood, war and peace, Magician's End is the final volume in Raymond E. Feist's epic Riftwar Cycle, and brilliantly captures the essence of life and death in a world of magic.

Rides a Dread Legion

Shards of a Broken Crown (The Serpentwar Saga, Book 4)

Midkemia: The Chronicles of Pug

Krondor: Tear of the Gods

Flight of the Nighthawks

King of Foxes

A worthy pupil . . . A dangerous quest To the forest on the shore of the Kingdom of the Isles, the orphan Pug came to study with the master magician Kulgan. But though his courage won him a place at court and the heart of a lovely Princess, he was ill at ease with the normal ways of wizardry. Yet Pug's strange sort of magic would one day change forever the fates of two worlds. For dark beings from another world had opened a rift in the fabric of spacetime to being again the age-old battle between the forces of Order and Chaos. Praise for Magician: Apprentice "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

Magician: MasterSpectra

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 first volume in legendary master and New York Times bestselling author Raymond E. Feist's epic heroic fantasy series, The Firemane Saga is 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 Stevener 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 Stevener. 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.

Silverthorn

Silverthorn (The Riftwar Saga, Book 2)

Conclave of Shadows: Book One

Mistress of the Empire

The Great One

Daughter of the Empire

“A contemporary novel of masterful horror replete with magic, fantasy, and more than a little stylish sensuality.”—The Washington Post Phil Hastings was a lucky man—he had money, a growing reputation as a screenwriter, a happy, loving family with three kids, and he'd just moved into the house of his dreams in rural of magic—and about to be altered irrevocably by a magic more real than any he dared imagine. For with the Magic came the Bad Thing, and the Faerie, and then the Fool . . . and the resurrection of a primordial war with a forgotten People—a war that not only the Hastings but the whole human race could lose. “Absorbing, thought-provoking, and thoroughly magical. Feist's skillfully crafted prose illuminates many of the darker sides of fairy stories. . . . Try it as a bedtime story . . . but only on nights when you can take some time getting to sleep.”—The West Coast Review of Books

“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 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 Marquenas. 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?

This classic fantasy adventure from the acclaimed author of the Wars of Light and Shadow series “is storytelling at its best” (Raymond E. Feist, #1 New York Times–bestselling author). Chained at the oar on a Mhurgai galley, a sullen slave who never speaks is considered a madman by his fellow captives—until the hour Korendir announces a plan, which is certainly doomed to failure, for no one ever escapes the merciless Mhurgai alive . . . Korendir's silence hides a devious intellect. And his benchmate, Haldeth, is desperate to end his cruel captivity, even if mercy comes to him under the murderous knives of the Mhurgai. When Korendir's daring plan frees them both, Haldeth is compelled to follow his determined companion on an even more impossible quest: to lift a curse that despoils the kingdom of Torresdyr by recovering a legendary wardstone from a witch. His prize if he succeeds? A wizard's treasure. If he fails? A grave with the legion of defeated champions before him. Far from content to retire from danger, Korendir's restless nature will not embrace peace, his insatiable taste for impossible odds skating the thin edge toward insanity . . . “Powerful . . . Epic grandeur . . . Magnificent.” –Anne McCaffrey, New York Times–bestselling author “Feeling like an old-fashioned episodic adventure fantasy, the novel gradually reveals an underlying thread that explains the main character's personality. Think Lethal Weapon in a complex fantasy setting.” –Tor.com “A large, varied, and original fantasy world, a unique magic concept, and a beautiful romance.” –Fantasy Literature

Raymond E. Feist Riftwar Trilogy

Magician

A Novel

Master

Faerie Tale

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.

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 Inardin. 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.

Here starts an adventure that will span lifetimes and worlds. Discover where the story begins. Raymond E. Feist is an internationally best-selling author. My name is Pug. I was once an orphaned kitchen boy, with no family and no prospects, but I am destined to become a master magician...War is coming to the Kingdom of the Isles from another world, bringing with it chaos and destruction. Pug yearns to train as a warrior and fight for his kingdom alongside his foster-brother, Tomas, but instead he is forced to follow a different path: a path that will lead him right into the heart of the enemy. And one that will change the course of the war - and two worlds - forever. So begins the most epic series in fantasy fiction, a tale that will cross worlds and generations. Magician is the first book in the Riftwar Saga. The trilogy continues with book two, Silverthorn.

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.

Jimmy and the Crawler

Shadow of a Dark Queen

Servant of the Empire

Legends of the Riftwar, Book 3

Book Two of the Darkwar Saga

Books 1, 2 and 3

The fourth book in the bestselling Serpentwar series.

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.

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.

The acclaimed master fantasist is back with more adventure, danger, magic, and intrigue in this second thrilling installment in The Darkwar Saga The Conclave of Shadows has foiled the Nighthawks ' attempt to plunge the Empire of Great Kesh into civil war and now has undertaken to stamp out the Guild of Assassins, root and branch. But as the brotherhood of murder is being obliterated, Pug and his allies are confronted with an even more dire question: where is Leso Varen? They discover that the mad sorcerer has taken refuge on the world of Kelewan, among the most powerful men and women of that empire, the Magicians of the Assembly. Pug also learns that the massive hordes of the Dasati—the most vicious group of assassins he has ever known—is poised to make a joint invasion of both Kelewan and Midkemia. To save the future of both empires, Pug and the Conclave of Shadows must journey into another realm of reality, into the darkest realm they have ever encountered: the Dasati home world!

Legends of the Riftwar, Book 1

Book One of The Firemane Saga

The Magician's Apprentice

Jimmy the Hand

Conclave of Shadows: Book Two

King of Ashes

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 is 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 Kulgan in the world of Midkemia. Though ill at ease with 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 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. Pr 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 ex 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

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 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. 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 danger 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 by remaining 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 Sandra, 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 ensue. 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, a human joined 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 Pekar and Bryan J Glass.

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 a new 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 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 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?

Magician (The Riftwar Saga, Book 1)

Raymond E. Feist's Magician Master

Into a Dark Realm

Book Three of the Firemane Saga

The Forgetting Moon

Rage of a Demon King

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

The vile sorcerer Sidi plans to strike the kingdom a fatal blow, setting the murderous pirate Bear upon the high seas in pursuit of the vessel that is transporting Midkemia's most holy object; the Tear of the Gods. From this miraculous stone all magic power is believed to flow. And if the Tear becomes the mage's trinket, the future will hold only terror, death and unending night. For Squire James, Lieutenant William, and the able magician Jazhara, the race is on to rescue the remarkable artifact. For all manner of dark creatures are gathering with one unspeakable purpose: to breed the chaos that will hasten the destruction of Squire James and his brave companions . . . and bring about the total corruption of the Tear of the Gods.

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.

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 King's Buccaneer

Honored Enemy

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

The Complete Riftwar Saga Trilogy: Magician, Silverthorn, A Darkness at Sethanon

Book One of the Darkwar Saga

Talon of the Silver Hawk

For nearly a year peace reigned in the enchanted kingdom of Rillanon. But new challenges awaited Arutha, the Prince of Krondor, when Jimmy the Hand -- the youngest thief in the Guild of Mockers -- came upon a sinister Nighthawk poised to assassinate him. What evil power raises the dead and makes corpses do battle with the living at the behest of the Guild of Death? And what high magic can defeat it?

Magician, available in ebook for the first time, is a masterwork of magic and adventure. The whole of the magnificent Riftwar Cycle, by bestselling author Raymond E. Feist, is now available in ebook

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

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.

Magician's End

The Master of Whitestorm

Magician: Master

Book Three of the Chaoswar Saga

Magician: Apprentice

Riftwar Saga, 2. Magician

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 of the Riftwar Saga, Feist's new series is a masterpiece of magic and 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 the legacy of his father, 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 truth about the annihilation of his people.

"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. 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. Feist's new series is a masterpiece of magic and 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 the legacy of his father, 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 truth about the annihilation of his people. 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 is a totally immersive look into the world of Midkemia as never experienced before.

"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 to 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 "one of 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.

Master of Furies

A Crown Imperiled

Book Two of the Chaoswar Saga

The Science-history of the Universe

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 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.