

# **A Darkness at Sethanon Study Guide**

**A Darkness at Sethanon by Raymond E. Feist**

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# Plot Summary

A Darkness At Sethanon is the final book in the Riftwar Saga. Pug and Thomas must stop Marmandamus from resurrecting the long-gone Valheru who will destroy Midkemia as they know it.

Prince Arutha has faked his own assassination in an attempt to get closer to Murmandamus to kill the leader of those that threaten the existence of Midkemia. While in route they find themselves captured by a group of people that are controlled by Arutha's foe, his cousin Guy du Bas-Trya. He doesn't trust Guy but they must overcome their differences to survive the attacks of Murmandamus. After several days of battling and thousands of the men and women in the city dead, they burn the city to the ground and make their way to Sethanon.

Pug and Thomas meanwhile are on a quest to find an Oracle, who when they find the Oracle, tells them in order to defeat the Enemy they will need to find Marcos the Black. They had thought that the sorcerer was dead and set out on a quest to find what has happened to him. Once at Marcos' home Island they find a piece of paper that he hid for Pug, telling Pug to look for Marcos in the Hall of the Dead. When they get to the Hall of the Dead Marcos isn't there, so they must go to the outermost edges of time and space to find Marcos. Once they find him they realize that his powers have been stripped, but he still holds the information that Pug will need to save his home. They escape the traps the Enemy left, and Thomas is led to memories of his Valheru past that explain what the Enemy is and what they will need to destroy it. They are able to send word to the other Magicians telling them to get to Sethanon with an army.

When they arrive they find the city being overtaken and quickly go below the city to the Lifestone. The Lifestone has the power to bring back the Valheru, which were banished and became the Enemy. Thomas defeats the Valheru; Pug and Macros weave spells to protect them all while Arutha battles Murmandamus. Each plays a specific part of saving their world. When it is done they have kept the rift from being reopened and saved countless lives in the universe. They are able to drive what is left of the army back away from the city. Macros wanders off, fading into nothingness, leaving Pug and Thomas to wonder what will become of him. They have succeeded, and their world is safe once again.



# Prologue- Chapter 2

## Prologue- Chapter 2 Summary

A strong wind blows across Midkemia and encounters each of the people that will play a part in the ending of the Riftwar. For the most part, the wind and the unnerving chill it brings is soon forgotten, except by those that know Marmandamus is not done with his attacks.

Jimmy is Senior Squire and is trusted by Prince Arutha. Jimmy and his friend Squire Locklear are the two chosen to be at the side of the Prince and Princess at the Festival of Presentation for the Prince's twin sons. While the festival takes place that evening, Jimmy sees Alvany the Quick. They know each other from when Jimmy was called Jimmy the Hand and was a member of the Mockers. Alvany is Daymaster of the Mocker, the Guild of Thieves. He tells Jimmy that the Upright Man, the leader of the Mockers, knows that assassins are in the city to kill Prince Arutha. The Assassins are called the Nighthawks and are commanded by Marmandamus. They have tried before to kill Arutha only to injure Princess Anita. Arutha fears for his family's safety and sends his wife and their two children to her mother's. He has guards accompany them so they can be guarded closely. While Princess Anita makes ready for the journey Jimmy is sent to find Trevor Hull. Trevor and his pirates, who were pardoned for past crimes, are now in the Royal Customs Service. Trevor and his right hand man, Aaron Cook, come to the castle to discuss the location of the Nighthawks.

Jimmy is sent to look in the sewers. He is able to locate their hideout and sees one that could pass for the exact duplicate of Prince Arutha. He has a fight with one of the assassins and kills the man but the other escapes. He cuts the heart out of the one that he killed because they come back to life as an animated corpse that kills anyone. He makes his way back to the castle to tell the Prince, but the double makes it there before he does. Jimmy is able to decipher which is the real Prince only by the Mud on his boots.

The Prince's double is wounded, and they try to revive him so that they can find out what the Nighthawks have planned. The Prince leaves word with the Priest in charge to cut out the heart and burn it should the assassin die. Prince Arutha's sister, Caroline, and her husband, Laurie, are visiting, and Arutha gives word to keep Laurie occupied so he won't volunteer to help with the dangerous tasks at hand.

## Prologue- Chapter 2 Analysis

The wind that comes across the land visiting the people that will take a part in the upcoming battle warns of what is to come. It visits Prince Arutha and Princess Anita's children and the nurse with them notices its chilling effect. It travels to Squire Jimmy and signals danger, and he readies himself to fight even though no one is there. The



magicians that gather know that something is coming and that ready or unready it is time. They are unsure what Marmandamus has planned but know that it will be soon.

Senior Squire James of Krondor is the same troublesome kid called "Jimmy the hand" that helped Arutha when he had to escape from Krondor many years ago. Jimmy has become a trusted friend in the castle and thinks of the Prince and Princess as family. When they are warned that there are assassins in Krondor to kill Arutha, he is worried for his family and sends Anita and the babies to a safe place. Jimmy goes into the sewers to find the Nighthawks' hiding place, but it is clear from Arutha's actions that he is greatly worried about the boy. There is an unspoken family-type bond between the two.

Jimmy finds that the Nighthawk assassins have an exact look-alike to replace Arutha. The assassin manages to make it back to the castle before Jimmy, but they are able to stop him before the Prince is hurt. Jimmy notices the look that the Prince has at the thought that his family is in danger again. He worries because the Prince has uncontrolled anger in his eyes.



# Chapter 3-4

## Chapter 3-4 Summary

The Prince announces that the festivities will continue, and an attempt will be made to kill the Nighthawks before they realize that their plan failed. They raid the building the Nighthawks occupy but several of them escape. The Prince's men take the hearts and burn them before they can reanimate. Prince Arutha is uncontrollably angry that some of them got away and proclaims immediate marshal law. The city is closed down and after a couple of weeks the town begins to complain. Arutha decides that anyone that doesn't have proof of their identity and loyalties will be locked up and questioned. Jimmy and Laurie talk to Father Nathan, the Prince's spiritual advisor. They devise a plan to find out who is a Nighthawk. They take the most likely prisoners to the temple of Lims-Kragma, the Goddess of Death. She refuses to give eternal rest to the Nighthawks because of their loyalty to the dark powers. The dark powers is the reason they reanimate. The Prince hides several men in the crowd loyal to the crown and have them answer questions first. They stand upon the alter of stone in Lims-Kragma's temple; and if a man lies, he is struck dead. Two men in the line attempt to flee and one manages to throw a dagger at Prince Arutha. Jimmy attempts to shove him out of the way but is too late. Several hours later Prince Arutha is declared dead.

In the Elevation Kingdom, Thomas awakes to a familiar voice and puts on his golden armor. The armor gave him his Valheru powers, but he still feels a need for the armor. Pug calls to him from a dreamlike state so they may talk in private. Pug tells his childhood friend that Mumandamus is in service of the thing known as the Enemy. He needs Thomas' help to find the Oracle of Aal. Thomas is told not to tell Queen Aglaranna because it will put everyone that knows in great danger.

Thomas calls on his Valheru powers to summon a dragon named Ryath. She is the daughter of the dragon that gave Thomas his armor. They dragons can no longer be commanded but she agrees to help them. They travel to the oracle. When they find her, she is a young girl who is naked, dirty and has a madness over her. The people that watch her wear robes, have no names, and hide their faces. They talk to the oracle and she asks a price for her advice. The price she asks is for Pug to save her. Pug thinks he understands and goes in her mind. The girl is not an oracle, but an oracle possesses the young girl. The oracle makes the person crazy but it is the only way an oracle can work. The oracle is the last female of her kind. Pug offers her a sanctuary on his world since the oracle's world is about to end. She says she will accept once he has finished his quest. She tells him that he must find Macros the Black. Pug and Thomas thought that Macros was destroyed when they had destroyed the rift many years ago.



## Chapter 3-4 Analysis

Prince Arutha is determined to stop the Nighthawks that have gotten into the city. After a raid on the hideout that Jimmy had previously found, many of the Nighthawks escape with no way of knowing where they went. Arutha goes into a mad frenzy and puts the city under marshal law. The city begins to run low on supplies after a couple of weeks and the people try to riot. Arutha had seemed so sensible, but faced with the fact that he cannot control what is going on and is seemingly helpless, he makes desperate moves in an attempt to find the line of attack of the Nighthawks. Soon the king passes a law to have thousands put in the jails and questioned. While a group of prisoners are being questioned, two of them make an escape attempt and one manages to throw a dagger into Arutha's chest. Jimmy feels much guilt over not being able to save Arutha. Jimmy isn't incredibly worried about Arutha at first. He has seen a lot of injuries and this one seems not life threatening, but in a few hours the news is declared that the Prince has died. Jimmy feels so much like Arutha was family he seems determined to believe it is somehow his fault. Even Caroline tells him that he is not to blame and knows how much he cares for her family.

Thomas sleeps in his bed when a familiar voice awakens him. It is Pug. He tells Thomas he can't tell Aglaranna anything. Thomas loves his wife and doesn't want her to worry. He has more trust for Pug than he would have for a brother. It is the trust of realizing what Pug holds in him that makes Thomas agree not to tell his wife where he is going more than anything else. Thomas knows that the Valheru powers are in him and no longer in the suit of armor but he still feels as if he needs it. They fly to the oracle and she reveals to Pug they must find Macros. Pug has been studying to be a great magician and knows that Macros may be the only magician he will ever meet that has power greater than his own. Thomas and Pug will face challenges that force them to the edge of their powers.



# Chapter 5-6

## Chapter 5-6 Summary

Martin is entertaining company from Lord Miguel and his two daughters. Fannon is Duke's second in command as he was to Martin's father. Lord Miguel wants Martin to think about marrying one of the young girls, but Martin is certain that the girls will do nothing more than limit his freedom. After the Lord arrives Martin receives word from carrier pigeons that his brother has died. He makes plans to go to the funeral. Fannon tells Martin he (Fannon) needs to retire, and Charles the former Tsurani slave takes Fannon's place. Martin receives a letter later on but tells no one what it says. Fannon tells Martin that it is certain that Lyam will begin to have trouble since he has no heir and Arutha is dead. He tells Martin that for his brother's sake as well as the kingdom he may have to marry to provide an alliance and produce an heir.

Martin starts his journey on a ship, but has a guard about his size take his place and sneaks off the ship and swims ashore to meet Baru. They head north together and stop to talk to Thomas and the Queen on the way there. The Queen tells them that Thomas disappeared nights ago and they don't know where he went. They are not worried about Thomas, but are worried about the reasons he left. They know Murmandamus has something planned, and they are once again not safe. Martin cannot give them much information about where they are going but he tells what he can—that they plan to kill Murmandamus.

Jimmy hasn't slept well since the Prince was assassinated. When the funeral instructions are laid out Jimmy is left at the palace with his friend Locklear. Jimmy thinks something must be going on and notices several things out of the ordinary. He and Locklear sneak out of the castle and go to the docks. On board Trevor Hull's ship Jimmy whispers to the captain for a moment and he takes them where they wish to go.

After they get off the ship they buy horses and go a ways north and sit and wait. Jimmy hasn't told Locklear what they are doing yet. After a time they find three riders heading for them. One of them curses them, Arutha. Jimmy knew he wasn't dead because of the horse used in the funeral, the shoes on the corpse, and several other things that just didn't add up. Arutha told Jimmy it was because he didn't want the young boy along that he hid the secret from him and now he has both Jimmy and Locklear to protect. He is upset at Jimmy for telling Trevor Hull but can do little about it at this point.

The wound that Arutha sustained wasn't serious, but the knife was real. Once they were taking care of the wound, they decided this would be their chance. Since Arutha is believed to be dead they are hoping Murmandamus will rush things and make a vital mistake.





## Chapter 5-6 Analysis

Martin loved his father and wants to honor the family name but detests the lack of time he feels he has for himself. When he receives word that his brother has been killed, Fannon tells him he will have to marry to make an alliance to help Lyam further secure the throne. Martin feels that marrying will do nothing but take away more of his freedom. He remembers his sister Caroline and how she was much like one of the boys and didn't mind getting into men's clothes to ride a horse if need be. He doesn't want to be tied down. He loves his family but the necessities that go with being a duke feel confining to him. The constant reference to the woods and him being a former woodsman, paint a picture of someone that has lost a lot of the freedoms he held dear. He hates the thought of marrying any woman.

When he rides north and talks to Queen Aglaranna it is obvious that she is taking the reasons for Thomas' departure very serious. The elves remember the Velheru and the ancient magic they possessed. She knows the reasons for his leaving with a magician are very urgent and possibly dangerous. The wind that blows has been a strong warning to her people.

Jimmy's love for Prince Arutha and Princess Anita keeps him from feeling any peace about the death of the prince. When he realizes things are not as they should be, he figures things out quickly, showing his intuitive mind and ability to reason. He is also very determined to be a help to the people he considers family. Arutha pretends to be upset, but while he is mainly worried about the boy, his actions seem to suggest he is happy the boy is along.



## Chapter 7-8

### Chapter 7-8 Summary

Ryath takes Thomas and Pug to the Sorcerer's Isle to look for Macros. When they get there they find the Island is grown up with trees and no one is there. The castle looks as if it hasn't been cared for in years. Pug attempts a spell to find what happened to Gathis, who watches over the grounds and finds that the things are simply an illusion. Pug is able to undo the illusion and sees several of the creatures Macros brought to the island. Gathis is unhappy that they were able to undo the illusion because Macros had left it for Gathis to employ in case something should happen to Macros. Gathis woke up one morning and found that he could no longer feel Macros presence and is certain that either Macros is dead or that he is gone from their realm and time.

Gathis takes them to Macros' study where Pug finds a small scroll that had been hidden. It was written in the Tsurani language. It tells Pug that he has two options. Macros is either in the Halls of the Dead or is a captive in a place difficult to find. Or Pug must find as much information about the Enemy on his own. Gathis gives them directions to the Hall of the Dead. Ryath flies them there quickly. They get an escort to the burial grounds of the gods from Tuan, a half tiger being that Thomas freed when he was a Valheru. Once there they manage to talk to the goddess of death but she doesn't have Macros and can't tell them where he is. She warns Thomas and Pug not to stay because there are those there that will distress them. On the way out they find Squire Roland and realize the ones that will distress them are those that they have lost. They must go to the City Forever to find Macros, so Thomas calls Ryath again.

Laurie, Roald, Arutha, Jimmie and Locklear wait at an Inn for Martin to arrive. They continue on to an Inn where a man sits listening to their conversation. Jimmy finds that the man is giving information to a Black Slayer and four other moredhel. Jimmy listens, and they are able to set a trap and kill the Black Slayer and the moredhel. They get very little information from the man and are forced to kill him to save the information that Arutha was not killed in the assassination attempt. They come upon a Beasthound, a large dog that is trying to kill three trolls. They help the dog kill the trolls and bury his master. Baru speaks the language the dog knows and he commands the dog to take them home. They run after the dog hoping that it will take them to a camp of allies.

### Chapter 7-8 Analysis

Ryath takes them to the Island to look for Macros. As they fly Thomas notes that many of the creatures that were great when he was a Valheru are no more. He tells Pug that there is no difference between Ashen-Shugar and Thomas. The memories are powerfully painful to him. When Gathis tells them that Marcos is dead, Pug feels pained. He is taken to a room that contains information they need and Pug realizes that the home he had built on Tsurani is exactly the same as the place where he now stands.



The wizard had a hand in it all. He is almost saddened by the fact that Macros had so much to do with what is going on and now is gone. When faced with the decision to find Macros or find information about the Enemy without him, Pug doesn't even consider the possibility of not finding Macros. Thomas and Pug talk of their younger days and Pug notes that when they were boys Thomas always got to play a fallen hero of some tragic battle. There is something in the story that Pug is not telling Thomas because he is afraid it might be true.

Arutha and his followers continue onward. When they are forced to kill the renegade that was giving information to the Black Slayer, Locklear is frightened. He has never been forced to live on the streets. Jimmy is the one that convinces him it must be done and Locklear realizes that Jimmy has lived through much more than he thought possible. Jimmy at this point knows that Locklear has lost a part of his childhood.



# Chapter 9-10

## Chapter 9-10 Summary

Arutha and his companions follow the beasthound for more than a week. They encounter the Hadati where the beasthound calls home but are arrested and must wait to talk to the Protector. They give their names to the leader of the men that captured them. A man comes to talk to them, and to their surprise it is Amos Trask, a former Pirate and friend of Arutha. The Protector is Arutha and Martin's cousin, Guy du Bas-Tyra. Arutha has a hard time believing that Guy is trustworthy. After a time in the City Arutha learns the reasons Guy tried to take the crown by force in Krondor before Lyam had the crown was for reasons that Arutha understands. Arutha has to admit to himself that he had been willing to kill his own brother to try and keep the kingdom from civil war when he thought that Martin might try and take the crown from Lyam.

Guy also explains that Arutha's father hated Guy because he loved Arutha's mother, whose father forced her to marry Arutha's father because of matters of state. Guy was so angry when he learned that she had been stolen away that they dueled. Guy left a scar on Arutha's father but Guy almost died. He was sure that Arutha's mother loved her husband, but he knew that it was a love that had grown over time. Guy had no doubts that she loved him first. They discuss that the city of Armengar is dying and that Murmandamus has an army to destroy the city rather than leave it at his back to attack their flank once they start on their warpath. People can get to the city but they can't get word out. That's what the beasthound's master was trying to do when the trolls overtook him.

Martin finds a woman for whom he develops feelings. She is a commander in the city's small army and her name is Briana. Her mother and Guy were more or less husband and wife. Briana takes Martin to her bedchamber. She doesn't want to speak of tomorrows or promises because as commander she knows that the outlook for the war is bleak. Guy takes Arutha and shows him that they have enough explosives under the city to level everything rather than to let it be taken by Murmandamus. The explosives are made from a substance found underground called naphtha. Naphtha is a flaky wax substance and can be made into a composite called Quegan fire. Quegan fire can be thrown from a catapult and even water won't put it out. The city has over twenty-five thousand barrels stored for the upcoming battle.

## Chapter 9-10 Analysis

When Arutha is taken to the city he is leery of Guy. They are cousins, but Guy took Krondor captive just a few short years ago and threw Princess Anita's father in the dungeon. Being in those damp conditions is what killed him. He feels that Guy was power mad and is completely untrustworthy, but Arutha knows he is going to have to do anything necessary to keep Murmandamus from destroying the things he hold dear. The



two thoughts here that tear his feelings about trusting Guy are contradictory. He loves Anita and wants her safe so must trust Guy. At the same time, he is responsible for the death of Anita's father. Guy explains his actions to Arutha, and Arutha finds that he is seeing many of the same qualities within himself that Guy has. This makes him feel awful. He recalls that he was willing to kill his own brother to stave off a civil war.

Martin had hated the thought of being tied down but finds a woman, a commander named Briana, for whom he begins to have feelings. Martin helps Briana to believe there may be some happiness to be had. They need to get a message out but have no way to do so. They refuse to give up. The fighting spirit in these people mirrors the Tsurani. They have prepared bombs in case the city should be taken so that it can all be destroyed.



# Chapter 11-12

## Chapter 11-12 Summary

Pug and Thomas try to get a message to Kulgan and Hochopepa, who are at Pug's home with Pug's wife and children. The adopted daughter has a powerful mind. She awakens from a dream saying that her daddy told them to wait for a message. Thomas then tells Ryath to head to the City Forever where they hope to find Macros. They encounter many different types of tests trying to slow them down. They enter a mountain and descend many levels until they reach a castle. Once inside the castle they fight a monster called a Dreadmaster, one of the Unliving that is second in power only to the Dreadlords. Thomas is able to trick the creature into telling them where Macros is, and then Pug is able to capture the Dreadmaster into a cage. They leave the creature in his new prison and head to a place called the Garden. Thomas describes the Garden as a part of the city, but apart from it. When they find the Garden Macros is waving to them. They land and he yells at Pug for being stupid. They are captured in a time trap that the Enemy created when Pug came to rescue Macros. Macros' powers have been stripped away and he is unsure how to get out of the trap. Time moves backwards while they continue to age.

Since they have been unable to get a message out of Armengar, Baru volunteers to try. They have little other options. Arutha is unsure but believes it may be his destiny to stay and meet Murmandamus. Martin says he will go with Baru and find the Dwarf king. Roald and Laurie agree that they must go as well, but Arutha refuses to let Jimmy and Locklear go. He believes it will be safer in the city that is about to be attacked than it will on the mountains with no protection. The men were able to kill their foes the first couple of time and remain unnoticed but one of their prey manages to escape and take word back of their whereabouts. They find themselves bottled in and try to take a route around one troop while outrunning another. Roald falls and breaks his leg. The break is bad and he tells the others to go on without him and he will hold them off for a moment. Laurie does not want to leave Roald, but he tells Laurie to write a good song about him. Laurie, Martin and Baru go. As the men run into the night they hear the sounds of trolls and moredhels in unison with sounds of pain. They know that Roald fought fiercely as he died.

## Chapter 11-12 Analysis

Those waiting at home for Pug are genuinely concerned. He was an orphan his whole life but those that have come to know and love him are many. He wife worries about Pug but the magicians that taught him, both from Midkemia and Kelewan, are with his wife. They are calm in front of the family but are more worried and curious than they appear.



Thomas and Pug are challenged but know that they will not find Macros yet. They encounter a Dreadmaster who Thomas is able to trick into telling them the location of Macros. They are angry when they find Macros because he never lost the ability to see; he had simply lied. He knew they would be coming to get him. They want to know why he didn't tell them where he was if he knew where he was going to be since he wrote them a letter before it happened. You get a picture of Macros here as someone who is willing to sacrifice quite a lot. He knew that Thomas needed to further his acceptance of the Valheru side of him and that Pug needed to continue his learning of the arts. The thing that seems to make Macros sad is that it is possible that he may not be able to die.

The prophecy says that Arutha is the one who will defeat Murmandamus, although Arutha isn't sure he believes it. Laurie, Martin, Baru and Roald say their goodbye's as they start out to find reinforcements for the city. Roald says he is going along just in case and ends up giving his life to ensure the others make it through. Martin has a hard time saying goodbye to Briana. He has fallen in love with her. He promises to take her back to Crydee.



# Chapter 13-14

## Chapter 13-14 Summary

The people at Armengarian stand ready for the attack that Murmandamus is readying. Guy's forces are able to hold the attackers back the first four days. Martin and the other have been gone only ten days. That evening the enemy brings out a golden throne with a moredhel in a short white robe. It is Murmandamus and he begins to speak to the city. He calls them his children and offers to let them join him instead of fighting. He has a seductive tone in his voice that gives a feeling of warmth and peace. Arutha is able to convince Guy to tell Murmandamus that the city needs to vote on it after a day. They are trying to stall for time in the hopes that reinforcements will come. Murmandamus warns that there will be total destruction for any that do not comply. The town meets with their Lawkeeper. He warns that a moredhel is treacherous, and they should be leery of listening to him. Arutha is able to convince them that Murmandamus is evil and the city votes a unanimous no. The next day they are still trying to stall for time. Finally Guy decides five minutes won't matter that much and lets the catapults fly.

The battle continues for days with no sign of Martin or the others. The advancing enemy gains a little more ground everyday. Murmandamus is using magic on them but not using it all the time. They are confused why he doesn't just take them over. They have been under attack for many days and it has been two weeks since Martin and the others left the city. The group have had just enough time to make it to Stone Mountain.

Martin has been separated from Laurie and Baru. They are to be heading to Yabon Hills. Martin is surrounded by dark elves with no way to escape when a patrol of dwarves comes along and helps him. They are able to kill the dark elves. Martin tells them who he is and that he needs to talk to Dolgan. They agree to take him to the king. Martin is worried about Arutha and the others and they quickly head to talk to King Dolgan.

It has been twenty-seven days since Martin left and Arutha, Guy and the others know that even if help is on the way, it is now too late. Guy readies the word to prepare for evacuation. Guy puts forth an order that should something happen to him, Amos and Arutha are to be obeyed as his next in command. He sends different groups in different directions in the hope that some of them will make it past the enemy. They prepare to burn the city after the wall is overtaken. Guy, Amos and Arutha are the last one's out of the city through the underground tunnel. When they get out. Guy sets off a trap that begins massive explosions. They watch the city burn, but much to their dismay Murmandamus is able to get out alive with aid of his magic. Once out, they meet up with Briana and a group of children. They have been attacked but managed to get away. They head off trying to stay out of sight of the goblins.





## Chapter 13-14 Analysis

The ensuing battle leaves many questions unanswered. They know that Murmandamus can use magic but he doesn't use it very often. He lets his troops die instead of overtaking the city with his powers. Arutha knows that there is a reason they have yet to understand. Arutha knows that he is the one that should stop Murmandamus according to prophesy. He is beginning to feel that whatever he is supposed to do is going to happen soon. Despite his inner feelings he still is unsure the prophecy is even true. The fact that he stays and continues to think about it shows that Arutha has more hope than he lets himself believe.

A troll slaughters Locklear's girlfriend and he suddenly isn't the same boy that came with them to the city. He looks for a fight even when he is ordered to do other things. He seems to be enjoying killing the attackers. Jimmy worries for his friend and the fact that Locklear won't talk about anything. Guy has the city emptied and tells everyone that it is every man for himself after they get out of the city. Guy shows worry and age on him by this point that the others can't help seeing. He makes sure that the groups of children that escape have a single guard with them. The guard has orders to kill the children rather than let the moredhel have them.



# Chapter 15-16

## Chapter 15-16 Summary

Arutha and the other make their way through the night and past enemy forces. They are able to sneak past some of the enemy but are forced to fight others. They are slowed because of the children with them but find a cave to hide in when morning light begins to show. While they are struggling to hide the children they see moredhel fighting with dwarves and two elves. Arutha recognized Galin who makes his way to them. He tells Arutha that Martin is making his way to Yabon but didn't see Laurie or Baru. Arutha, Amos, Guy, Galin, Jimmie and Locklear get cut off from the dwarves and are forced to find another way out of enemy lands. They make their way to a dark forest that the moredhel fear called the Edder. Once in the Edder forest they are attacked by an ancient race of elves that count everyone an enemy. They agree to let the men go on their way but do not agree to help fight. Arutha and the others make their way to Cutter's Gap. They try to convince Brian, Lord Highcastle to empty the city because of the coming enemy but he refuses. He says that there can't be that many coming and believes they can hold them off. Arutha doesn't know why but he knows that Murmandamus is heading to Sethanon.

Macros figures out that the way to get out of the trap left by the enemy is to go backwards in time to the point that time doesn't exist. They are already going backwards in time but they need to speed it up tremendously. He gives Pug the knowledge needed to work the spell and they begin to trek backwards. When they get to the creation of time, the time trap is dissolved. They manage to fly away on Ryath but the space they land on is too small for her. Macros tells her that she must show her ancient lore, and she shape shifts into human form so that she can come with them.

Macros tells Thomas that it is time for him to know his full past and he lets Thomas have all of his memories from when he was a Valheru. The Valheru made a pact to stop the gods that had come into the space. Ashen-Shugar is the only one that refused to stand with them. When they were destroying things Ashen-Shugar killed the leader of the Valheru. The Valheru were banished by the gods, and the city that the Valheru had built was sunk by Ashen-Shugar and no one was permitted to set foot on it again. From his memories Thomas realizes that Murmandamus is heading to Sethanon to take that city because it sits above the ancient Valheru city that was sunk. There is a stone there that is able to bring back the Valheru. The enemy they face are a collective of the banished Valheru.

## Chapter 15-16 Analysis

When Arutha and the others find that dwarves have come to help, Arutha is relieved that Martin made it to Stone Mountain but is worried that no one knows what has happened to his brother-in-law Laurie. They don't have much time to worry about that as they



continue on. The enemy's armies aren't taking the route Arutha and the others thought and there is no clue that they are looking for the sunken city below Sethanon. The ancient elves that they meet in the Edder forest are not likely to help humans. When the group leaves the elfin council they don't count on any help from them, though the elves have a deep hatred for Murmadamus. There is hope they will show up to help tip the scales.

You see how much Jimmy is worried that he feels no concern for the girl he left at the city and how he worries about his friend Locklear, who feels as if it is his fault that his girl died. The difference in the two boys shows a rift appearing between them. One is calloused to the things that are going on, while the other is feeling perhaps too deeply. None of the men at this point can imagine what Murmandamus is up to or what lies at Sethanon that will be their undoing. The city is not being protected because they do not find it to be a concern yet. Macros talks with Pug and Thomas about his concern that he will never die, just his father was cursed. They now know what the Enemy is and it is more unsettling than helpful.



# Chapter 17-18

## Chapter 17-18 Summary

Arutha tries to convince Highcastle that they should leave the city but he refuses to go. They are quickly outnumbered and Highcastle and all those directly behind him are killed in a raid. Arutha quickly takes over and they make their way to Sethanon. Arutha talks to Jimmy and Locklear and decide that whatever is at Sethanon must be magical and very powerful for Murmandamus to make his way there with the moredhel army. As they make their way to Sethanon, they find Murmandamus' agents all along the path with food and other items for the coming army. Arutha's group kills all that they find and burns everything on the way. They realize at this point that Murmandamus has been planting supplies along the route for more than a year. They make it safely to Sethanon and get everyone inside the city. Everyone outside the city is brought inside and crops and herds are scattered and burned so as to cause as much irritation to the advancing hoards as possible. Arutha knows they must wait and hope for reinforcements.

Macros, Pug, Thomas and Ryath walk the Hall of Worlds. They must get close to their own time. If they are not close it can cause problems with two sets of Pug and Thomas, but if they are too late they may not be able to help the city of Sethanon. Agents of the Evil ambush them on the way to the door leading to Midkemia. Macros feels certain that they must be posing a threat to have something like that waiting for them. Pug is able to send a message to his daughter Gamina. He tells her to have the magicians and the army go to Sethanon now. The girl instructs Hochopepa and Kulgan to get other magicians and the army. They aren't sure which army the girl refers to but they realize the Enemy's attack is imminent. When they enter the door to Midkemia Pug is angry when he realizes it took them to the fortress city of Sar-Sargoth, the capital of the original Murmandamus. The city is empty however because they are already attacking the kingdom. They mount Ryath and begin the flight toward Sethanon. They get a look at the city Armengar on the way and discuss its destruction not realizing Arutha and the others took part in that battle.

## Chapter 17-18 Analysis

The encounter with Highcastle leaves Arutha feeling angry. The Baron almost seems to have something personal against the Prince and continually tells him that he has sworn fealty to the King but not to Arutha. The source of the Baron's anger seems to stem from the fact that he was given a post to guard that was contrary to what he believed he deserves. Despite that fact, his honor refuses to let him abandon that post. This type of honor resembles the Tsurani culture in many ways. Once the Baron is dead, the others in the city agree it is futile to stay and they start to Sethanon. Arutha has to be decisive and quick and shows his ability to rule on the trip. When a farmer refuses to leave his grain behind, Arutha offers to pay the man for the grain that he has his men take and then burns the rest. The fact that Murmandamus has hidden storage units in the woods



between the two cities worries Arutha. He still has no idea what is at Sethanon but knows that they will have to battle till one of the armies falters. Arutha tells them at Sethanon that after they are ready they need to rest and pray.

Macros shows signs of weariness. He seems almost happy at the thought that there may be a chance he could die. Thomas is still coming to terms with his Valheru side. Macros notes that Thomas has doubts and that worries him. The need for certainty in the battle is obvious to Macros. Macros notes that the people who lived in Armenger hurt the Enemy's armies more than he thought possible. Pug and Thomas don't realize there were loved ones in that battle.



# Chapter 19-20

## Chapter 19-20 Summary

For the first week at Sethanon nothing occurs, but on the eighth day Murmandamus' army begins to surround the city. Before they begin the battle Murmandamus makes the offer to let anyone that would join his army come forward. Arutha answers for the city, and Murmandamus realizes that the assassination attempt on Arutha was not successful, as he had previously thought. The battle ensues for a long time with the armies evenly matched, but the invaders begin to overtake the city. The moredhel, trolls and goblins are overtaking Sethanon when a dragon appears out of the sky and momentarily are pushed back. Macros takes Pug, Arutha, Thomas and Ryath to the Lifestone. Pug and Macros begin incantations to prevent the rift from opening. Murmandamus makes it to the Lifestone area and Arutha kills him only to discover he was not a moredhel. Guy was left in charge of the forces when Arutha left and they believe they have lost.

The magicians show up, many from Kelewan, and several thousand Tsurani soldiers. More are coming with Lyam, and soon they are able to drive the forces back. Ryath is mortally wounded defending Thomas who destroys the Lifestone and kills a Valheru. A rift is opened but the magicians are able to close it. With Murmandamus dead, the invading army flees.

When it was finally over Martin finds Briana and makes the announcement that they are to be wed. Since the rift was opened to Kelewan the Tsurani soldiers have an option of returning home, but since they have been there for four years they decide to stay with their families. King Lyam hands out awards to those that have served and makes Guy First Adviser to the King. Macros walks off, fading as he goes.

The oracle had been promised a body and a home. She is given Ryath's body because Ryath's mind had been utterly destroyed. She is made a watcher over the Lifestone. King Lyam swears to her to protect her and those that serve her. At the end, Caroline and Anita show up and tell Laurie that he will be a father and it will be a boy.

## Chapter 19-20 Analysis

The toll of the war seems to not affect Jimmy, yet the reader begins to have hints that it is harder on him than he realizes. When the battle is finally over he begins to weep and laugh at the same time. When Arutha asks him what he wants for a reward for his service, he can think of nothing but sleep. The reader sees a definite change in his motives and thoughts at this point.

Ryath eludes to things she knows, but the reader isn't let on to any of these things. You learn that she knows when her time of death will be and that she is destined to die



helping Thomas. After she is dead, her body is the most logical place for the oracle because she will not do any harm to Ryath.

Murmandamus is not a moredhel. He had simply taken that body to use the moredhel army. He had continually said that things are not what they seem. You realize that he was hinting to his own appearance but the reader doesn't know this at the time. Thomas has to fight the Valheru from his past and when it is over he has lost some of his power. Since he had been connected to them in so many ways there were glimpses that the destruction of them might actually kill Thomas though that was not the case. Macros ends by simply walking off into a nothingness but Thomas says he knows his fate. It doesn't specify what that fate is.



# Characters

## Pug

Pug, also called Milamber in Kelewan, is a wizard that has mastered the magical paths of both Midkemia and Kelewan. He sets out to find Macros so they can defeat the Enemy. He has been adopted into the family of Arutha, Lyam and Martin by their father who loved Pug. He has a wife and son and an adopted daughter who has the ability to hear Pug no matter where he is. He is able to get a message to Kulgan and Hochopepa, his magic teachers that are watching over his family, by talking to the girl.

Pug knows when he goes to Thomas that the Enemy is more horrible than they can imagine but until he has reason to tell Thomas, he keeps these things to himself. Macros has lost most of his magical ability but has the knowledge that they will need to stop the Enemy from taking over their world and ending life as they know it. Macros intervened in both Pug's and Thomas' lives in order to stop the Riftwars and save the planet. Pug has been thoroughly trained by the Tsurani and many times he has to call upon his training to keep a steady mind when weaving his spells.

## Arutha

Arutha has become a different man since his wife was nearly killed by assassins. When he finds that the assassins are back in Krondor, he fears for his family but feels helpless since they are unable to capture those responsible or to kill them all. He gets the chance to fake his own death and is able to slip out of the kingdom realizing that the only way to stop the attacks is to kill Murmandamus. There is a prophecy stating that Arutha is the one that is supposed to kill the moreldhel leader but Arutha is unsure of the prophecy.

On his journey he finds allies with his former adversary, Guy du Bas-Trya. He is skeptical of Guy and wants him dead. As they fight together and Arutha learns of the reasons for Guy's actions he becomes aware that he is very much like Guy and has to deal with the fact that they are men cut from the same cloth. He thinks that Guy's actions were wrong even if the intents were pure, but Arutha must admit there have been times when he was willing to do things he finds awful in the name of what he thought to be good. He plays a critical role in the fighting of Murmandamus' forces and giving Pug, Thomas and Macros time to stop the Valheru. He cares for the men around him, and his squire, Jimmy is someone that he watches over like family.

## Thomas

Married to the queen of the elves, Thomas is Pug's childhood friend who goes with Pug to find Macros. He is part Valheru because of the ancient armor he put on that belonged to Ashen-Shugar. He is no longer Thomas or Ashen-Shugar but the two together. He





wants to tell his wife where he is going when he and Pug leave to find Macros, but Pug tells him if he says anything to anyone he will put their lives in danger. He trusts Pug and doesn't say anything as he leaves.

Thomas has lost some of his memories from his Valheru past. Macros helps Thomas recover them. The recovery of his lost dreams explains what the Enemy is and gets them closer to understanding what it is they are going to have to face. Thomas has to rely on more than just his strength and several times they have to out think the foes they face. When the battle is over and Thomas has destroyed the Valheru, he finds that many of his powers have gone. He is worried that he will grow old and die and leave his wife because she is a long-lived elf, but Macros assures him that he is still more than human and will live a life as long as his wife.

## **Jimmy**

Senior Squire, formerly Jimmy the hand of the Thieves Guild. He is the Prince's personal squire.

## **Murmandamus**

The leader of the moredhel. He is killed by Arutha while he is trying to activate the Lifestone.

## **Locklear**

A young squire in Prince Arutha's court. He is Jimmy's best friend.

## **Martin**

Duke of Crydee. He is brother to Arutha and Lyam.

## **Ryath**

She is the dragon that takes Thomas and Pug to find Macros. She helps Thomas kill the Valheru and her body is used to house the oracle after Ryath is killed.

## **Macros**

Wizard who helps orchestrate the things that bring Thomas and Pug to power. He helps them finish the battle to stop the Enemy.



## **Briana**

One of the army commanders in Armengar. Martin falls in love with her and they marry.

## **Guy**

Cousin of Arutha, Martin and Lyam. Had tried for the crown before Lyam was named king. Protector of the Armengar.



# Objects/Places

## Sethanon

City that is the destination of Murmandamus and his army. Under it lies the Lifestone and the former home of the Valheru.

## Liferock

Made by the Valheru. It is the magical item that can bring back the Valheru to Midkemia and destroy all life on the planet.

## Naphtha

An explosive that Guy uses in Armengar to blow up the city once it is taken. It is in the mines under the city.

## Talisman

Given to Arutha by an Abbot at Sarth. It enables him to destroy Murmandamus.

## Armengar

City of which Guy du Bas-Trya is Protector. The first battle with Murmandamus is held here.

## Krondor

Home of Prince Arutha and Princess Anita. The Nighthawks attempt the assassination here.

## Oracle of Aal

A being long since dead that must reside in the body of a person to survive. Whoever the Oracle possesses is driven mad.

## Armor of Ashen-Shugar

The armor that belonged to the ancient Valheru. It is what gave Thomas his inhuman powers.



## **Crydee**

Home of Duke Martin. Pug and the other's original home was in Crydee.

## **Kelewan**

Where the Tsurani live. Originally the rift between these two worlds is what attracted the Enemy.

## **Halls of the Dead**

The first place they look for Macros. They find friends there that died in the war but not Macros.

## **Isle of the Sorcerer**

Home of Macros. He left it in care of Gathis and the other animals to whom he gave refuge.



# Themes

## Good Versus Evil

You find a very pronounced good versus evil theme. Murmandamus is the evil, as well as the Enemy. While Murmandamus is speaking to the people he is about to go to war with, he has a sweet sound to his voice as if he is offering something good. It leads the reader to believe that he is trying to seduce the enemy with magic. When they refuse to become part of his army he begins the battle. He is willing to sacrifice his own men. At one point he causes an explosion that kills many of his own men but does very little to the opposing side. He even offers to give up part of his men as a sign of trust at one point. He cares for nothing and no one. The whole planet will be drained of life if he is able to activate the Lifestone. He doesn't care that everything will be destroyed including himself. The good is shown in the men and women that fight to keep everything alive. They fight often sacrificing their own lives to try and help those around them. Locklear is willing to sacrifice his life and his grief at the loss of Bronwynn to save the girl and the children left behind by their mother when the invaders were attacking.

## The Quest for Understanding

There is much the "good" guys don't know about the Enemy that is going to attack. They must first find the Oracle of Aal, who tells them they must find Macros the Black. Once they find Macros, they must find a way back to Midkemia. Macros could have left them a note telling them where he was since he could see the future but he told them that the extra time was needed for Thomas to come to an understanding of his Valheru heritage and for Pug to further understand Magic. He reveals much to Thomas about his Valheru heritage that helps them understand who the Enemy is. Even after they are given answers about Macros and the Enemy they are unsure of what is to happen to Macros the Black after the battle is over. Macros has lost many of his powers but is able to give his knowledge to Pug so they can withstand the Enemy.

You find that Arutha spends much of his time trying to understand the battle decisions being made by Murmandamus. Arutha goes to Sethanon but doesn't know why. He is able to deduct that there must be some magical item there of great value and they have to solve that puzzle. Arutha also has to understand his part in the story and the prophecy that scared Murmandamus so much he sent assassins to kill Arutha.

## Faith

There are items, both tangible and intangible, given to the characters in the story. Regardless of what they are, they have to believe in themselves or the items are useless. The reader sees that Arutha is given a prophecy that he doesn't really believe. When it comes time for him to use the talisman, he is somewhat skeptical until Macros takes the sword and the talisman and fuses them together. The catch with this "magical"



weapon is that it is only as good as Arutha's faith in himself. Pug also has magical knowledge and power which are different from the other magicians. The other magicians follow one path. The ability they have is limited by the path they choose. He has magic and power that are limited only by his ability. The faith the characters need is in themselves and in those who are there to support them. The people have to have a faith in order to stand and fight. They are a people that do not know what fate is going to be handed to them but have the faith and hope they need to fight for something better.

# Style

## Point of View

The story is written in third person. Sometimes you know what the characters are thinking and feeling but other times the writer leaves you to wonder at what is going on with the people in the story. You never get a point of view from the moredhels or others that oppose the main characters. This creates much more drama and mystery in the story, since it hides knowledge about Enemy. There are several main characters that the writer gives insight to throughout the story. Occasionally these will switch from person to person so that the readers know things from a previous character of which the current character is unaware.

Thomas, Pug and Macros know long before Arutha that the moredhels army is going to Sethanon because of the Lifestone. It is easily understood why the other characters are confused about the enemy's route but it gives the reader some apprehension wondering if they will realize the necessity to defend the city.

## Setting

The setting is a fictional planet named Midkemia. The planet is much like earth but the writer creates fictional ceatures and landscape that are part of this world. There are many cities that they travel to such as Krondor, Crydee and Sethanon. Reading about the different places gives the reader a realistic layout enabling a sense of the battle plans and gives a very realistic feel to the fictional world. The exception to this is when Pug and Thomas travel to find Macros.

They fly upon the wings of a dragon past unusual scenery. When they get to the halls of the dead to search for Macros, they find many people and things they cannot explain. While there is much to find entertaining in the story the detailed exposition of setting also sets the background for the battle that goes on for a good portion of the book. It details the things that the reader will need to know in order to understand the battle defenses. You know what the wall of the cities look like, the outside, the number of men that stand on the wall, the number of houses and hiding spots within the city.

## Language and Meaning

Overall the language doesn't have a formal tone, though it does tend to take one when the nobles are speaking. It is easily understood and would be understandable to the layman but keeps in step with the setting and feel of the book. When the kings, queens, dukes and the such are speaking, you realize that they are taught to be proper with their speaking. There are other elements in the book that have language specifically designed to fit them.



Amos Trask is a pirate and speaks like a pirate throughout the story referring to Murmandamus as "Magnificent Bastard" and "Nose-picker" while he is talking to the Prince. When Squire Jimmy speaks you get the feeling that he still has a lot of his Thieves Guild ways about him despite his recent training to the otherwise. Even the monsters that Thomas and Pug face have a way of talking that distinguishes them. There is a difference in tone and the feeling that the language gives depending on what character is speaking. It forces you to use your imagination, but the writer makes it rather clear what is being said, despite occasional slang. The different style and obvious thought that went into the language makes the story very enjoyable.

## Structure

The book is divided in 20 chapters with 230 pages. There is a prologue at the front and also a brief history as to the story so far since this is the final installment in the Riftwar Saga. The chapters are divided up both by what set of characters are involved and what situation is taking place. There will be several chapters with the same characters involved and those are divided up by climatic and explanatory points. If you have to pause your book at the end of the chapter you are able to come back and pick it up easily. It makes the transition through the story fluid as you follow what is happening to the different people simultaneously. Since it is a story of how these characters are involved in the same conflict, there are times when you learn something about one set of characters while you are reading about a different set. This technique often foreshadows what is to happen to one character through the story of the another. Even when you know what is going to happen with a group of characters, it doesn't reveal a lot because the writer is able to leave you unsure of how the different characters will act when faced with their choices.

There are times when things can seem a little slow because the author chooses to describe the scenery in vivid detail and sometimes you read things that seem important and prove to be inconsequential. Overall the book is easily read and is most enjoyable.





## Quotes

"That's why Bas-Tyra is still without a duke. It's too powerful a duchy for Lyam to hand over to just anyone." Chapter 1: page 19

"And from that seat far to the north he was reaching down again to touch the life of the Prince of Krondor, the Lord of the West, the man fated by prophecy to be his undoing, the Bane of Darkness. Should he live." Chapter 2: page 35

"The man in the sewer was Arutha-or at least resembled him enough to fool any but his closest intimates." Chapter 2: page 37

"They are men who are lost to the face of death, to the final rest granted by Lims-Kragma." Chapter 3: page 62

"Instead of being reassured by the source of that call, Thomas felt a strange sense of fate." Chapter 4: page 66

"Calmly she said, 'You must find Macros the Black.'" Chapter 4: page 82

"If you keep your mouth closed, you might pass as me all the way to Rillanon." Chapter 5: page 96

"He ended by saying, 'To end it, we've come to kill Murmandamus.'" Chapter 9: page 187

"Now I have faint hope. Tell me about tomorrow and the day after and the day after that." Chapter 12: page 242

"Behind they could hear the shouts of the trolls and moredhel, accompanied by cries of pain, and they knew Roald was giving a good account of himself. Then the sounds of struggle ceased." Chapter 12: page 249

"We can now be certain that Sethanon has always been Murmandamus's objective." Chapter 17: page 361

"Something joyous had died in his friend, something young and innocent, and Jimmy mourned its loss." Chapter 19: page 379

"Macros spoke in a hoarse croak. 'It's finally over.'" Chapter 20: page 416



## Topics for Discussion

Do you think Guy and Arutha were able to fully put their differences aside? Why?

What do you think happened to Macros when he left and faded?

Do you think the elves in the Edder forest traveled to Elvandar?

Was Guy truthful in his story about what occurred between Arutha's father and himself? Why?

Do you think that Thomas' sword that is lodged into the Lifestone is keeping something trapped?

Macros was unsure what had helped them at the last. What do you think was the thing that helped to close the rift?

The moredhel were used by the Pantathian. Do you have any sympathy for the creatures? Why?

If Macros was still alive after he left Pug and Thomas what do you think he did?