

Silverthorn Study Guide

Silverthorn by Raymond E. Feist

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Plot Summary

Silverthorn, by Raymond E. Feist, is a classic quest story. A poisoned crossbow bolt strikes Prince Arutha's great love, Princess Anita, during their wedding. Anita is a victim of an assassination attempt on Arutha. She lies next to death and he undertakes a quest to find the antidote to the rare Silverthorn, the poison. He faces the "undead," who magically return to life and are determined to kill him. Silverthorn is a classic good versus evil science fiction novel about love and danger between two worlds.

Arutha and Anita plan to marry after being apart for a year. Princess Carline insists that Laurie, a troubadour, will marry her as well. Arutha and Laurie ride into Krondor, Arutha's capital city, narrowly missing an assassination attempt. Jimmy manages to avert the attempt on his life, and joins Arutha in the castle. Cast out of the thief's guild because he put Arutha's life ahead of his responsibilities to the guild, Jimmy becomes a squire in the service of Arutha. Jimmy and Laurie help to search out the assassin guild. They find the Nighthawks infiltrated by moredhel Black Slayers. Fire is the only method to kill these evil ones. They burn a brothel to kill the Slayers and Nighthawks.

At the wedding, Jimmy prevents the assassination of Arutha, but the poisoned bolt hits Anita. The captured assassin, filled with fear of the dark one, agrees to help if they can keep him out of the grips of this evil being. He reveals the poison is Silverthorn, and a priest of death helps him die. Arutha searches for the antidote, chased by Black Slayers. Fighting Slayers as they travel, the group faces magical beings, undead Slayers, and assassins. The abbot gives Arutha a talisman that prevents the Slayers from finding him. Laurie's friend and a Hadati Hillman who has made an oath to kill Murad join them.

At Stardock, Pug is building a school to teach magic. A seer sees a moredhel destroy cities. Then he sees the moredhel sit throne, set on a mound of bodies, with an evil being behind him. Pug's friends determine that the evil comes from Kelewar. Pug returns to Kelewar, creating a rift that will take him there. He finds that politics difficult, and the Warlord intends to take over the Empire. He gains support from two old friends, but the Warlord captures them. Pug learns to use a lesser magic, and frees himself in time to help in the battle against the Warlord's soldiers. The Emperor allows him to stay and search for information about the Enemy, the dark one.

Arutha's party arrives at Elvandar where the Elven Queen and her husband, Tomas, give them help. The moredhel are elves. Some have renounced mortality to kill for their master, Marmandamus, who seeks to kill Arutha as the Lord of the West. Silverthorn only grows next to the lake, Moraelin. Renegade moredhel and humans, led by Murad, guard Moraelin. They find a different route to the lake and search for Silverthorn. On the third night, they find Silverthorn in the lake.

They race back toward the elven forest, but the distance is great and Jimmy is hurt. One elf runs on for help while the rest make a stand Black Slayers. The Hadati kills Murad and cuts out his heart so he cannot return to life. As they are about to be overrun, the elves arrive and help the humans run back to the safety of their forest. There Tomas



destroys all the Slayers in the band as they cross the stream into Elven land. Arutha returns to Krondor with the antidote, saving Anita.

Pug travels far to the north where there is only ice. There he finds the legendary watchers, who are Elves from his world, come to another world. They have created a forest city under the ice and have waited for Pug to arrive. He will stay a year for training and teaching so he can be strong enough to defeat the Enemy.



Prologue: Twilight; and Chapter 1: Reunion

Prologue: Twilight; and Chapter 1: Reunion Summary

Silverthorn by Raymond E. Feist is a quest story. Prince Arutha of Krondor goes on a quest, with his young thief friend, Jimmy the Hand and others to find the remedy for the poison that is killing his new bride, Princess Anita. Arutha must face an enemy who has magical powers to regenerate life after death and come to understand that there is more to this quest than merely a search for the antidote. Silverthorn is a study of human behavior written as the second part of a multi-book saga.

Two moredhel, dark elven creatures, one with a dragon symbol on his chest and the other, a snake magician, visit a witch to receive a reading of signs. Learning that the time is right, they also discover an enemy. They order the snake to discover the enemy and then tell the mute general to take the Black Slayers to destroy him. The Black Slayers are moredhel who have given up mortality in order to serve and kill for their master. The leader then casts a spell, which quickly burns the witch, leaving only her form in ashes.

Prince Arutha of Kondor is the youngest of three royal brothers returning to Rillanon from a tour of the kingdom. His next older brother, Lyam, has been King for a year since the end of the Riftwar. Martin, revealed a half-brother during the war, is the oldest. The three are close, depending on one another. Arutha broods upon his upcoming meeting with Anita, the Princess of Kondor, with whom he fell in love earlier. Now he wonders if she returns his love.

Princess Carline has spent the year with the royal troubadour, Laurie, and is determined to marry him. Arutha finds Anita in the palace garden. The pair agrees to marry. During the return ceremonies, three things become evident. First is the news of goblin movement in the Western Realm, Arutha's part of the kingdom. Second is a request for a diplomatic conference to resolve differences over the disputed land. Lastly, King Lyam announces the betrothal of Arutha and Anita.

Prologue: Twilight; and Chapter 1: Reunion Analysis

The three major antagonists in this story are introduced in the prologue. Murmandamus, leader of the Black Slayers seeks to overthrow the human world. An evil elf, Murmandamus wears the mark of a dragon on his beautiful chest. The dragon is symbolic of evil. Moredhel chieftain, Murad, cut out his tongue as a sign of his devotion to the dark powers. Murmandamus depends upon Murad as captain of his army. Cathos, serpent priest, joins the moredhel with his evil magic. The three request the support of a witch to ensure that the time is right to begin the attack on the humans.



Before they can attack human cities, they must destroy the Bane of the West, Arutha. The witch also sees a dark being behind Murmandamus. This is a foreshadowing of future events.

One of the three main characters in the story is introduced in "Reunion." Prince Arutha of Krondor is deeply in love with the Princess Anita and looks forward to their marriage. This chapter includes the back-story of the Riftwar in the first book of the series, helping to ensure that the reader understands the context of this story. Arutha and his two brothers, King Lyam and Duke Martin, have been on a yearlong tour of the Kingdom. He is unsure of Anita's love, and is anxious to propose to her. He is quiet and pensive as they return to port at the capital city of Rillanon.

Princess Carline, Arutha's sister, insists that her lover, Laurie, marry her at the time Arutha and Anita wed. She uses hyperbole in insisting that she is becoming a scandal and spinster of the court. Laurie participated in the recent Riftwar as a soldier, and is currently a troubadour, a singer of songs. He shares history through song and entertains the court and populace. Later, Carline uses irony as she tells Arutha that she misses his sour looks.

Three is a symbol in the story in the introduction of three brothers. This is symbolic of the trinity. There is a trinity of evil and a trinity of good.



Two: Krondor and Three: Plots

Two: Krondor and Three: Plots Summary

Fifteen-year-old Jimmy the Hand is a member of the Mockers, Krondor's association of thieves. In an unauthorized theft, Jimmy discovers a Nighthawk, a member of the Guild of Death, the assassination guild, who is an enemy of the Mockers. He is obligated to tell the Mockers of the presence of an assassin. He fights with the assassin, and traps him into a fall off the roof to his death where accomplices rush his body from the scene. Arutha and Laurie ride into Krondor passing the location of the theft. Jimmy realizes that Arutha is the target of the assassin.

At Mocker's Rest, the guildhall of the thieves, Jimmy attempts to determine when to tell of his theft and the assassin. As he decides to tell the Daymaster, daytime controller of the guild, of the assassins in their territory after warning Arutha of his danger, Laughing Jack, the Nightmaster's senior lieutenant, orders him to help steal gifts for the upcoming wedding. Jimmy suspects a trap, but follows orders. There Jack and another man attempt to kill him. Jack cuts Jimmy's side, but Jimmy manipulates Jack into the aim of the crossbow bolt, pinning him to a crate. Jimmy then kills the other attacker. After hiding the bodies, he leaves to tell Arutha.

Jimmy goes to the palace's exercising yard, escaping notice of the guards. Arutha and Laurie recognize him from previous encounters during the Riftwar. Jimmy describes the events of the previous night, and the attempted assassination. He discovers the means of employing a Nighthawk. Trusting that the Upright Man, head of the Mocker's Guild, would understand his tardiness in reporting the Nighthawk, and the possible infiltration of the Guild, Jimmy sets up a meeting with the Nighthawks.

At an inn, the meeting place provided by Laurie, disguised Arutha and the guards joined Jimmy in the wait for contact from the Nighthawk. His arrival sparked a battle with the guards and three Nighthawk accomplices. As they were about to be overwhelmed, the Nighthawks attempted suicide using poison rings. They capture two assassins alive and the other dies. Arutha took them to a well-protected wing in the palace.

The prisoners wear the sign of Lims-Kragma as the Drawer of Nets, the goddess of death of this world. Their interrogation attempts to discover the one seeking Arutha's death. One of the assassins wills his own death. Nathan, a priest of another religious sect, casts a spell protecting the final prisoner, as they await the High Priestess of the Lims-Kragma. She unwillingly comes, and interrogates the last prisoner. He calls upon Murmandamus to save him and dies. She uses her power as High Priestess of death to call his soul back to explain. He is a Brother of the Dark Path, a morhedrel. He injures the priestess, and tries to kill Arutha. A horrible battle ensues with the already dead morhedrel, only the priest, Nathan, is able to kill it using a burning spell, which uses most of his strength.



Two: Krondor and Three: Plots Analysis

Jimmy the Hand, young member of the Mockers, Guild of Thieves, is introduced as a third member of the trio of good. His back-story from the first book is told. He discovers the plot to assassinate Arutha and helps to prevent several attempted assassinations. Jimmy jeopardizes his position in the Mockers by going to Arutha first, as well as possibly forfeiting his life. He is hurt in his fight against the Mocker who had joined the Nighthawks. His ability to think clearly during a fight protected him during the fight against the assassin who planned to kill Arutha, and against his fellow Mocker, Laughing Jack.

Jimmy is shown to be a thinker as he considers his choices. He must determine whether to report the Nighthawk to the leadership of the Mockers immediately as was expected by oath to the Guild, or to quickly respond to the danger and report the danger to Arutha's life. Jimmy is responsible and thinks of those he considers his friends. He is characterized as an honest, responsible citizen who can think about dangerous situations clearly and quickly.

Arutha's character begins to be more clearly defined. He is a generous man who prefers to avoid the pomp and ceremony. He entered Krondor the evening before his expected arrival to avoid the ceremony. Additionally, as he enters the city, the theft of gold from a city merchant is discovered because Jimmy's fight with the assassin. In a show of generosity, Arutha give the man a dagger with which he can retrieve a similar bag of gold from Arutha's treasury.

Jimmy, Laurie, Arutha, and his guards face Nighthawks, hoping to catch one to interrogate. In the attempt, they discover that Murmandamus is behind the attempts on the life of Arutha, Lord of the West. This clearly presents good versus evil, as a priest and priestess of different sects fight this great evil being. Each struggles to fight the evil one.

Magical realism is included in the story in this "Plots." In this world, with these gods, magic spells and incantations counter evils. Each sect of priest and priestess has their own god or goddess to serve, but as the priest Nathan tells Arutha, all support a supreme god.

Through this, each of the three human soldiers of good, Arutha, Laurie, and Jimmy, use intelligence and skill to battle the soldiers of evil. Each acts with thought and insight, in an attempt to find an answer without losing life. The evil one takes the lives of his soldiers, teaching them to will themselves to die. Symbols of black rings and robes signify the evil one the soldiers obey.



Four: Revelation and Five: Obliteration

Four: Revelation and Five: Obliteration Summary

Nathan the priest and the High Priestess suffer from their contact with the evil that controls the dead moredhel. Neither Nathan nor the High Priestess has felt such evil in their lives. The high priestess warns against this new yet ancient evil growing stronger in the land.

Arutha meets with the Upright Man and demands support from the Mockers to rid the city of the Nighthawks, for which the Upright Man charges ten thousand gold sovereigns. In order to prevent the murder of Jimmy for breaking his oath, another ten thousand gold sovereigns are required. The Upright Man reveals that he is Jimmy's father, and does not want Jimmy killed, but must do so in order to maintain authority among the Mockers. He requests to purchase a patent of nobility, purchasing noble rights, costing twenty thousand gold sovereigns. Jimmy becomes a Squire under the care of Arutha in his court. He feels a friendship for the Prince, for this is one man who has given friendship without asking anything in return. Arutha receives these revelations with the expectation that he will keep them confident. This shows respect for him as Prince, and as a responsible and reliable person. People in his kingdom respect his judgment and his character.

The Upright Man, true to his word, discovers the location of the Nighthawks, in the basement of the most popular, high-class brothel, the House of Willows. Three teams of soldiers move through the sewers, gaining control of the exits to prevent the enemy's exit. When they attack, all the assassins force the soldiers to kill them, or kill one another, as directed by the moredhel leader. Arutha is unhappy that there are no assassins alive to interrogate.

The dead assassins began to rise, fighting the soldiers. Regardless of the damage to the dead, they regain body parts and continue to try to reach Arutha and kill him. As Jimmy, Laurie, and Arutha retreat to the main part of the brothel. Jimmy pulls down tapestries, and lights the building on fire. The fire destroys the dead bodies, preventing them from reaching the Prince. As the building collapses, it takes the dead Nighthawks and the courageous soldiers who stay to protect their Prince.

Four: Revelation and Five: Obliteration Analysis

Revelations, for some, refer to learning about things of gods, foresight, and predictions. Other meanings of revelations are a discovery of things known to only a few, revealed to one or many. This chapter includes both types of revelations. Both priestess and priest of gods of Midkemia admit that the evil one they fight holds greater evil power than any other faced. Further, the priest, Nathan, tells Arutha that though not all members of a sect know it, all goddesses and gods are subject to a god who is greatest of all. This is



a revelation, religiously and secretly revealed to only one person. This foreshadows some future action that is not a part of this particular book in this series, though it can be seen as a future great battle between good or God and evil or Satan as in Gog and Megog. This is part of the war predicted in the Bible that will end the world.

Arutha receives another revelation. He calls upon Jimmy to set up a meeting with the Upright Man, leader of the Mockers. There he calls on the Mockers to aid him in destroying the Nighthawks. The Upright Man uses his skills as a trader to make a large sum of money from the Prince. In return, he reveals that Jimmy is his son, and he does not want Jimmy to know that fact. In order to maintain his leadership in the Guild and to save his son, the Upright Man trades the money for Jimmy's life, buying a patent for his son in the royal court of Arutha.

Opposites continue to be the theme of the book. The parallel of friendship of hatred is most evident. Jimmy and Arutha acknowledge a friendship towards each other. Each has had few to call friend, as most want something from each of the two. In their relationship, each has given friendship and support expecting nothing in return except friendship, true definition of friendship. Compared to their friendship is the deep hatred of the moredhel and their leader, filled with hatred toward humans in general and Arutha specifically. This evil can be felt as it enters the room, and is evident in the faces of the moredhel who take over bodies of the dead. A similar level of contrast lies in the features of the moredhel and elves. Moredhel look much like the elves, with moredhel showing an acceptance of evil that elves have not. The moredhel take over the bodies of dead Nighthawks in an attempt to destroy Arutha.

Jimmy and Arutha continue to show intellect and courage as they fight the Nighthawks and moredhel. Using his intelligence, Arutha plans the attack on the Nighthawks, in an attempt to destroy them. He steps into the fight, trying to destroy the evil without consideration for his own safety. Jimmy thinks quickly as he runs upstairs into the brothel and pulls down the drapes. Burning the drapes and the building destroys the moredhel who have returned to life, and ends their threat to the Prince.



Six: Reception and Seven: Wedding

Six: Reception and Seven: Wedding Summary

King Lyam arrives at Krondor with his entourage. Jimmy meets each of the Royal family, and renews his friendship with Anita. He learns that Arutha and Anita had planned to find him again upon their return to Krondor. As the King and Prince begin to go inside, the Dog Soldiers of Kesh arrive escorting the ambassador. The Duke of Yabon, Earl Kumani, and the Tsurani warriors arrive. As the square clears, Jimmy sees Laughing Jack, back from the dead. He later meets a little boy and his fire Drake, Fantus. He learns that the boy and fire Drake belong to the magician, Pug. Laurie is still unsure of his ability to marry the King's sister.

Lord Vondros counsels with King Lyam, Prince Arutha, and others about the movements of goblins and the Dark Brothers. They fear the Dark Brotherhood, as they participated in the attacks on Arutha. Jimmy arrives, from the rooftops, sharing information of a warren of secret passages and hiding places on the roof of the castle.

On Arutha and Anita's wedding day, Jimmy finds himself with nothing to do. As he wanders, he realizes that an assassin could hide behind the stained glass windows in the cupola. Using skills learned as a thief, he climbs up the wall three levels outside the window. As he tries to see through the window, Laughing Jack catches him and ties him up. Stunned, Jimmy attempts to get the attention of people below, but the inside noise is too great. Jack knocks him out. Regaining consciousness, Jimmy sees that Jack has a crossbow ready to shoot Arutha. The marriage ceremony ends and Jimmy manages to kick Jack, sending the bolt wild. Jack falls, dragging Jimmy with him. The magician, Pug, slows their fall and they both live.

The bolt does not hit Arutha. It shoots off Anita's back and does not kill her immediately. She lies on the ground dying. An unknown poison covers the tip of the bolt. The King and Prince interrogate Jack, who cries that they not to let "him" have him. Murmandamus, batters the magic wards protecting the room. Jack describes the bags of gold that purchased his loyalty to the evil one. A Pantathian, serpent priest, threatened him with death, and ordered him to kill Jimmy. As he died, the evil one took him to a cold place threatening to leave him there, unless he serves him. The evil one orders Jack to kill Arutha, the Lord of the West with a poison called Silverthorn. The Lims-Kragma priest helps Jack to die preventing the evil one from taking him. The priests and Pug, the magician, slow time for Anita and a seal the room to save her. The only place to find the antidote is at the library at Sarth, an Ishapian abbey that houses the sect of the chief god and much of the knowledge of the kingdom. Arutha determines to go to Sarth.



Six: Reception and Seven: Wedding Analysis

"Reception" is a critical turning point in the book, with much foreshadowing of future events. People arrive and discoveries of significant locations point toward critical events in the future that will move the story forward. As King Lyam and the royal entourage arrives, along with regiments from Kesh, Ybon, and LaMat. Jimmy sees Laughing Jack, living again, in the square. He also meets William, his firedrake, Fantus, and his father, Pug.

Arutha discusses the concerns of Dark Brothers and goblins moving southward again, with his visitors. Jimmy explores the roof and finds multiple places for an assassin to hide, as well as odd spaces that indicate secret passages. He finds one in the room in which the men are meeting. Laurie worries about marrying Carline and becoming a noble, and Jimmy is relieved of duties as squire during the wedding week.

Introductions made with Jimmy's friendship to the court made known. He and Anita renew their friendship, and he learns that Arutha and Anita worried about him for some time. The friendship expressed between Arutha and Jimmy is reinforced. Jimmy develops greater allegiance for his Prince.

Weddings are a time of joy and happiness. The day of Arutha and Anita's wedding is filled with great joy and great sorrow. Contrasts give meaning to this chapter, especially the contrast between the joy and the sorrow of the actions of the day. Arutha and Anita are joyful, as are the participants in the wedding. Finally, they become joined in marriage, planning to spend the rest of their lives together.

Using his youthful skill and finely honed thief's senses, Jimmy determines the location of the assassin and manages to climb up three stories to the outside of the windows. Laughing Jack, the assassin, attacks him there. Old and dead Jack attempts to kill Arutha, while young, lithe, and acrobatic Jimmy attempts to prevent the assassination. In the attempt, Jimmy protects his benefactor, Arutha. Anita receives the poisoned bolt meant for Arutha.

Magical realism is again part of the story as Pug slowly lowers the two combatants as they fall through the window. Magic and religious rites protect Jack from his evil master who batters at the protective magical wards around the palace. Together the priests aid Jack to give the answers needed to understand what happened, and protect him from the dark force. Jack fears the evil one, calling him a father of lies, a name often given to Satan. The priests protect Jack by taking him back to the safety of death where Murmandamus cannot reach him.

In attempting to discover what Silverthorn is, there is a foreshadowing, as they realize that the Ishapian abbey will be the best place to look for an antidote and answer to the Silverthorn mystery. This abbey honors and collects knowledge.



Eight: Vow and Nine: Forest

Eight: Vow and Nine: Forest Summary

King Lyam loudly refuses to allow either Arutha or Martin to go to Sarth in search of the antidote to Silverthorn. This is a ruse, followed by multiple impersonators leaving in many directions. They attempt to throw off those searching for Arutha and his party. Few know the true direction, and they try to prevent the evil one from finding them. Before they leave, Princess Carline insists on a public betrothal to Laurie, refusing to allow him to leave without a permanent understanding. This slows the leaving, as "A proper good-bye can take a while" (p. 144).

Reluctantly, Arutha allows Jimmy to join the party, for Jimmy will follow on his own. The party takes an oath of friendship, recognizing that they ride into danger. The little group of friends rides off in search of the antidote to the poison killing Anita.

By late afternoon, the band of friends discovers that they are followed. Trusting Laurie's knowledge of the country, Arutha and his companions cross into the forest to follow an unused inland path. As they ride, Jimmy looks back, watching for followers. A day away from Sarth, Martin backtracks, looking for the enemy. He returns with news that a group comprised of at least one moredhel follows them. This leader has a topknot tied to fall like a horse's tail. This is troubling for it evidences possible alliance among the moredhel.

A running battle develops. Jimmy manages to slow it when he sets a narrow bridge on fire. Martin shoots two or three with his longbow. As evening draws near, the enemy again catches up. Arutha faces his enemy and feels his hatred. They get away again, and race up a steep mountain toward Sarth. Just as they arrive at the fortress of Sarth, the enemy again catches up, with the leader focused on Arutha. As they are about to be overcome, a bright light appears, destroying the moredhel who had been shot earlier. The leader and two of his followers quickly retreat from the light. The gate opens, and Arutha and his band enter its safety.

Eight: Vow and Nine: Forest Analysis

There are many vows. The vow expected in Kronador was the wedding vows of Prince Arutha and Princess Anita. That vow was interrupted. Other vows occur that foreshadow later events.

King Lyam refuses to allow Arutha or Martin to go to Sarth to discover the antidote for the poison from Silverthorn. Ironically, this loud refusal allows Arutha, Martin, Laurie, and Jimmy to leave the castle unobserved. Before they leave, Carline extracts a vow of betrothal from Laurie, sealing it formally by having Lyam and the priest accept the engagement and preparing for the bans.



Vows between men on a dangerous quest are often given. Jimmy provides the vow given between them that none will leave Arutha's side until they find the antidote and Anita is healthy again. Such vows foreshadow difficult times and Arutha will expect that they leave him to complete the quest alone.

Good versus Evil is portrayed differently in "Forest." In the beginning, evil is chasing good. The moredhel chase Arutha and his group of supporters. Arutha recognizes the naked evil and hatred in Murad when they come face to face. The black clothed undead riders are destroyed by a great light shone on them by a priest of Ishap at the abbey. The bright light of good destroys the blackness of evil. Ishap is the greatest of the gods. His power is greater than that of the dark one.

Each of the men on the quest uses their specific skills to protect Arutha. Jimmy and Martin use their skills to delay the moredhel in their quest to destroy the Lord of the West. Laurie has knowledge of the countryside, and is able to direct them off the expected and well-traveled roads to less used back roads. Arutha continues to focus on reaching Sarth to find the means to save Anita.



Ten: Sarth and Eleven: Clash

Ten: Sarth and Eleven: Clash Summary

Arutha, Jimmy, and the rest of the party are welcomed to the abbey at Sarth. While the group waits to speak to the Father Abbot, they rest in the barracks. While they wait, Laurie and others tell Jimmy of events that happened during the Riftwar. They tell Jimmy of an evil power known to the Tsurani as the Enemy. Jimmy lets them know that he has no experience with magicians.

The Father Abbot hears their story, and Dominic escorts them to see the massive collection of books located within the vaults honeycombing the depths of the hill. The Abbot takes them to the top of a tower, along with Brother Micah, who is the missing Duke Dullinac, former Knight-Marshal of Krondor. There he shows his visitors five red stars, called Bloodstones that form the Fiery Cross or Cross of Fire. This formation is connected to an ancient prophecy. It prophesies the return of an evil power after the death of the Lord of the West. The author of this prophecy must be found and eliminated or there will be great evil on this planet. Arutha ignores this prophecy, thinking only of Anita. The Abbot begins to explain why it is important when a blue light races across the skyline toward them.

Twelve spheres form a circle over the courtyard. They are an evil spell of legend called Twelve Eyes, attacking the protective barrier over the abbey. They overwhelm the barrier, and Brother Micah steps out with his war hammer to battle. Repeatedly he throws the hammer at the sphere above him until it destroys it and all the other the spheres.

A giant conjured creature then flies into the courtyard. Its horribly misshapen head resembles Anita. Micah again fights it, until knocked across the courtyard, stunned. The only place the thing is vulnerable is the face, located in the middle of the body. Jimmy uses the war hammer to hit the creature in the buttocks. As it rears back, Martin shoots it in the face, destroying it. For his services, Jimmy asks to be Duke of Krondor. Micah suggests that it is not such a bad idea. He counsels Arutha to pile responsibility and education on Jimmy to train him. Arutha realizes that these experiences have more significance than just Anita's life. He determines to make better choices.

Anthony tells Arutha that elves know the Silverthorn, and they will know where to get this extremely rare plant and how to make an antidote for the poison. Arutha determines to send the Captain, Jimmy and Dominic to Stardock to share the news of recent events with Pug. The Abbot gives him a talisman protecting him from the enemy's eyes, and further magical attacks.



Ten: Sarth and Eleven: Clash Analysis

Books fill the abbey at Sarth. The purpose of this god, the greatest of all, is to collect knowledge, saving it in the event of a worldwide holocaust, which may destroy all other knowledge. Books and knowledge are important to the sect, and the collection may be a foreshadowing of events in later books.

The abbey, once the fortress of a thief, who besieged the locals, is honeycombed with vaults, the mountain holds enough to support against siege for years. The brothers of the abbey use the mountain as a protective location to store, index, and protect the information of the world. The abbey symbolizes the need to save and protect knowledge. However, the knowledge is of little value when un-catalogued or un-indexed and the information readily un-available. Jimmy is overwhelmed by the amount of knowledge unknown to him. This is a metaphor for all those who have little knowledge of our earth and the things available to them.

The Bloodstone stars in the "Fiery Cross or Cross of Fire" (pg. 166) represent a prophecy of evil, especially for Arutha and humanity. This cross, negatively alluding to the cross of Christ, represents a prophecy of good, representing the opportunity for resurrection. The Star over Judea represented the prophecy of a god to come to earth. The crosses and stars are in opposition to each other. One is for good. The Cross of Fire is evil.

A great battle between the forces of good and the forces of evil occurs between Brother Micah fighting against evil spells of legend, the Twelve Eyes, and a magically conjured creature. Micah manages to fight off the evil things, destroying the Eyes. Micah, a soldier for the great god, Ishap, is a metaphor for soldiers who fight against evil. The battle is nearly lost, without help from humans who are neither soldiers nor priests for a god.

The men show bravery as they attempt to kill the thing and protect their Prince. Martin and Gardan attempt to kill the thing, but cannot as they are thrown back. Jimmy picks up Micah's dropped war hammer and hits the thing in the buttocks, allowing Martin to shoot it in the face at the center of its body. Each uses his skills and bravery to protect the man to whom they have pledged their allegiance.

Arutha becomes aware of his selfish obsession to find the cure for his love. He realizes that his country and all humanity may be depending on his actions. He felt a loss of confidence in his ability to plan, as Murmandamus knows where he is at every step. A talisman, given to him by the Father Abbot of the abbey, protects his party from being seen or followed magically. From this, he regained hope.

In a possible foreshadowing, Jimmy asks to be Duke of Krondor. Brother Micah, previous Duke of Krondor, agrees. Jimmy may be a good duke when he is old enough. Others see the possibilities and abilities of the boy in his actions.



Twelve: Northward and Thirteen: Stardock

Twelve: Northward and Thirteen: Stardock Summary

As Arutha, Martin, and Laurie leave Sarth, Jimmy catches up, telling them that Havram, the man who had recruited Laughing Jack to the Nighthawks, has been following them. Jimmy used his reputation as a Mocker from Krondor to make Havram disappear. He tells the group that a small caravan is coming behind them that would probably appreciate extra guards. They hide with them while their enemies look for four men instead of a caravan.

The caravan arrives uneventfully to the city of Ylith, where the small party quietly enters the city trying to avoid notice. A Hadati Hillman, a member of a fighting tribe from the hills, watches and follows them. Laurie meets a boyhood friend, Roald, who leads them to an inn, the Northerner, where they eat. Laurie sings, as is the custom. As he sings, a trio of men enters, looking for a fight. Accusing Arutha, Martin and Jimmy of sitting in their table, threatening to sell Jimmy are preludes to a staged fight. Laurie notices the fight and rushes to Jimmy's aid. Amidst the fight, a man in black attempts to kill Arutha, prevented by the Hadati, who kills the assassin and rushes them out of the city.

The group now numbers six. Roald will endanger them if the moredhel catch him. Baru, the Hadati, searches for the mute moredhel leader, known as Murad, who destroyed his village while he was away. His Bloodquest, a quest to the death to set at right a great wrong, is to kill Murad. Since Murad searches for Arutha, Baru joins the group. A group of riders that is passing by convinces them to travel west, through the South Gate, past goblins and trolls. Goblins and trolls are less dangerous than those who follow them.

Gardan, Captain of Krondor's Guard, Dominic, Kasumi and six Tsurani guards await the barge that will take them to Stardock. Twelve winged elemental creatures of dark magic attack the group. The creatures kill some of the group; the fighters kill some creatures as they touch the earth. Suddenly, Pug arrives, destroying more of the creatures and sending the others away.

At Stardock, Dominic meets Kulgan, an older magician, William and Fantus. Dominic and Gardan share news of the trip to Sarth and the continuing pursuit of Arutha by the moredhel. This worries Pug, as he has been having dreams of Macros the Black, the sorcerer who closed the rift between the two worlds, crying for help. The next morning, Pug introduces the group to seven-year-old Gamina, a girl who communicates with her mind, and her ancient blind guardian, Rogen, who is able to see the probability of the future. Hearing of Arutha's pursuit, Rogen uses his second sight to see the evil. He sees a destroyed city and the destroyers who are those of the Dark Path. The leader is beautiful and evil with a mark of the dragon. He sees another destroyed city. Inside the city, atop a mound of bodies sits the beautiful and evil one dressed in black and a



dangerous evil being behind him who frightens Rogen and Gamina. She sends out a silent scream felt by people within a half mile, and the pain causes most of the people to become unconscious. Pug and Dominic hold on long enough to calm Gamina and help Rogen help begin to heal.

As they comfort Gamina, later, she informs them that William and Fantus speak to each other, William can hear other animals, and Gamina can see what others see, including dreams. She shares Rogen's vision of the evil being, The Darkness, and his threat to come take over their world.

Twelve: Northward and Thirteen: Stardock Analysis

Jimmy shows his determination to stand by his oath to Arutha and the others as he refuses to take the ship back to Kronдор with Gardan and Brother Dominic. He also demonstrates his intelligence, recognizing the merchant who helped to recruit Laughing Jack to the Nighthawks. Havram was watching for Arutha and his company. Jimmy uses his influence as a Mocker to have Havram kidnapped and removed from danger to the group. Jimmy confirms his resourcefulness as he suggests that the group join a small caravan. Armed men were welcomed after ensuring that they were not robbers.

In the city of Ylith, the battle against assassins continues, carrying on the battle between good and evil. In this battle, new confederates join the cause for good. As foreshadowed earlier, a Hadati warrior waits at the gate, looking for news of the moredhel, Murad, who destroyed his city. Baru's recognition of Arutha enabled him to be in the Northward Inn to prevent another assassination attempt during a bar fight. He and Roald joined the quest to fight Murad. Each had already shown ability to fight and each pledged loyalty to the Prince. Arutha exhibited his honesty and generosity as he refused to steal fresh horses, giving the stable boy gold to help cover difference of the cost of the fresh horses and the tired horses that could be sold at market.

A sub-plot, foreshadowing future books in the series, is "Stardock," or city of magicians. Additionally, this continues the theme of good versus evil. Gardan, Dominic, Kasumi, and guards from Tsurani arrive across from Stardock. They are involved in a battle with elemental things created from dark powers. The men on the side of right battle the things of evil. Pug and his magic save them.

Magical realism becomes part of the story again, as Stardock is a school to teach those with the ability how to use and control their magic. In an attempt to discover the source of the Enemy, a blind man uses magic seeing, or foretelling with his young ward that can only speak to minds. In a unique response, as the seer observed a possible future, the ultimate evil one behind Murmandamus saw Rogen. The words spoken were of an ancient language of another world, understood only by Pug.

Part of the vision is a throne built upon a mountain of human bodies. Upon that throne sits Murmandamus, the serpent priest, and the evil one. This, too, seems to be

foreshadowing of future books. It is a possible future in the event that evil wins over good or that this is the desire of Mermandamus.



Fourteen: Elvandar and Fifteen: Return

Fourteen: Elvandar and Fifteen: Return Summary

Gwali attack the travelers in the elven forest. These small, hairy, shy, and simple folk come and go as they please. They arrive this time fearful of something that had eaten one of their small ones. Calin, the Elf Prince, guides Arutha's party to the city of Elvandar. The Queen and Prince, meets them. After sharing the story of the quest and the perils of the trail, the queen tells them to rest and wait for counsel. As the group rests, Martin's oldest friend, Galain arrives and renews their friendship.

One of the queen's counselors shares with the small human group their fear that Arutha's battle was a warning of great evil to come. He tells the history of the elves since the Chaos Wars, when the elves served Valheru, known to humans as dragon people who fought from dragons. After the wars, the eldar, servants who had power, left. Three other groups of elves remain. They are the eldhel, the elves of the forest, the moredhel, who chose to live a dark life, and the glamredhel, who were crazy and destroyed by the moredhel in a battle of genocide. Some of the moredhel took a dark oath, becoming Black Slayers. These Slayers renounce mortality, becoming monsters to kill for their master. They can only be killed by magic, total destruction, or cutting out the heart. They are tools of an insane monster that wants to dominate the world, Murmandamus. He has returned from death to draw together an alliance of the moredhel. This indicates the potential for an intensely evil invasion.

This evil one is waiting for Arutha to come to him, planning to destroy the Bane of Darkness and fulfill prophecy. He has set a trap at Moraelin, the Dark Lake, for Arutha. Martin reminds Arutha that there are places six can go that a whole army cannot, and that a trap is only a trap if it is sprung. Their goal is to enter and leave without discovery. Calin and Galain lead the little group to the edge of the forest. Galain returns to find out why the gwali are so afraid of the lake, while Calin directs them to the path, giving directions to Moraelin, where they will find Silverthorn, a plant that grows only by Morealin. Its properties are both poison and antidote.

Pug searches Macros' library and finds a spell to reopen a rift between the world of Midkemia and Kelewan. Others determine that the dark power must be from Kelewan. It uses others to gain power on Midkemia. Pug decides he must return to discover the identity and nature of such strong, dark powers. His wife, Katala, objects, but gives in. Freeman Meecham and Dominic insist on joining Pug in his travels to the other world. Dominic wants to learn from the other world; Meecham goes to help protect Pug. Kasumi chooses not to return to his old world. He prospers in the Kingdom and has a responsibility to the King. He asked that Pug take a message to his father.

Pug creates a rift, or passage, between the two worlds, opening in the garden of his old estate. Pug, Dominic and Meecham step through, and are taken to his old home, now the home of his previous servant. He transports the three travelers to the home of



Kamatsu, Kasumi's father, where he shares the story of Kasumi's fortune and gives him Kasumi's message. He gains Kamatsu's support, telling him that this power somehow connects the two worlds again. Pug fears that if the Kingdom falls, the world of Midkemia would fall, and then the world of Kelewan would fall. Kamatsu warns of political troubles.

Pug meets with Hochopepa, a magician like Pug. He gains his support, and willingness to help. The Warlord attacks the building, capturing the four men inside before they can defend themselves.

Fourteen: Elvandar and Fifteen: Return Analysis

The little gwali met in the forest represent the innocents in the world. They are the children, the mentally ill, animals, indigenous peoples without knowledge of evil. They need protection from those who have ability and knowledge. Without others to protect, they will make a show of attacking evil. Most often, they hide from evil but sometimes they are overtaken or eaten by the scary thing in the cave.

In a side story in Elvandar, the elven city, the party discovers the difference between elves and moredhel. They learn that they are of the same genesis. Sometime in the past, the moredhel became willing to participate in genocide, killing a part of the elven nation. They accept darkness as a part of their being. Some even make an oath with a dark master, renouncing mortality to do the will of this evil one. Murmandamus is the leader of these Black Slayers, returned to life. This is negatively symbolic of the opportunity for immortality through resurrection available to Christians.

Arutha and his compatriots determine to continue the quest and find the Silverthorn, even though it is part of a trap laid by Murad. They exemplify bravery and intelligence as they make plans to retrieve Silverthorn without springing the trap. Martin reminds Arutha that a small party of six can go where an army cannot. This mission may gravely affect humanity.

In an epiphany, Pug realizes that the evil one behind the attacks on Arutha is the Enemy from Kelewan. His search for knowledge from the library of another great magician enables him to find the means to create another rift, or doorway, between the two worlds. Once again, a protected library provides knowledge to save.

Using magical realism, Pug returns to Kelewan, traveling many hundreds of miles once there to discuss the problem of the Enemy with old supporters. His first stop was to visit the father of Earl Kasumi, who now was successful on Midkemia. Sharing with the old father the good fortune of his son shows compassion.

Showing courage, Pug returns openly to the capital city of the Empire to meet with another of the powerful magicians. He determines to save both worlds, and is willing to face his own death in order to save the two worlds he loves.



Sixteen: Morealin and Seventeen: Warlord

Sixteen: Morealin and Seventeen: Warlord Summary

Galain catches up with Arutha, Martin, and the other travelers. He warns of a fierce beast and tells of another path to Moraelin. He had also dispatched moredhel who had been following the group. When resting in a cave Black Slayers ride by, unable to see them. The moredhel and human followers set up a camp further up and across the road, at the bridge to Moraelin. The lake lies in the middle of a high plateau. Across the lake is a large black building.

Since Galain is an elf, he cannot enter Moraelin, the Dark Lake belonging to the moredhel. He chooses to stay near, waiting to help the travelers return after finding the Silverthorn. Arutha and friends find the secret passage into Moraelin, directly under the bridge. As Jimmy enters the cave, a rock serpent attacks him. Martin manages to kill it. For the first time, Jimmy is frightened. The group explore through multiple caves until they find the opening to the lake. That night the six break up into pairs to search the lake area for Silverthorn, but do not find it. Arutha is emotionally crushed. The only place it can be is in the black building

Pug woke to find himself and his companions chained to a wall and unable to use his magic. The Warlord and his magician supporters, Ergoran and Elgahar take him to his palace to discover why he has returned. He tells them of the troubles in his world. They think he is back to support the other political party, and continue to hold the four in prison. Elgahar visits them, and considers the possibility of a two-world problem.

Ergoran and the Warlord want information from Pug, so they torture Dominic. He moves into a trance in which he is unable to feel the pain. They turn to Meecham, who shows disdain, and is tortured to semi-consciousness. They begin to torture Pug, who looks inward to avoid the pain or torture. There he discovers another form of magic. He uses it to take control of Ergoran, freeing himself from the bonds. He discovers that the Warlord's soldiers were fighting soldiers from other political parties who had learned of the Warlord's plan to take over the Empire and the Emperor. The Emperor arrives with Kamatsu and allows Pug to stay in Kelewan until he finds the power, which seeks to overthrow their two worlds. The Enemy has returned.

Pug, Dominic, Meecham and others of the Academy, the school of magicians, search for information about the Enemy. They find a reference to him in an ancient book, which says the watchers are safe from the Darkness. Pug determines that the watchers are far north in the ice and he must go to find them. He sends Dominic and Meecham home, with Elgahar and Hochopepa to help teach magicians on Midkemia. Pug then leaves to find the watchers in the north.



Sixteen: Morealin and Seventeen: Warlord Analysis

In the battle between good and evil, the small party determines that avoiding a skirmish is best. They move carefully into the mountains, avoiding discovery by the moredhel and their human renegades. Even as Murad and his moredhel followers pass by the cave in which they are hiding, Arutha's talisman protects them from detection. There are times when it is best to avoid the battle against evil; it is better to make different choices and stay out of its path.

The well-guarded lake requires stealth and skill to reach. The information gained from the gwali allows the small group to gain entrance to the lake without exposure to the moredhel. Pathfinder skills of Galain and Martin enable the group to pass sentries. Jimmy's skills of climbing and gaining entrance to locations in which he does not belong aids the group as the maneuver through the canyon and into the crack that takes them into the caves.

In the caves, Jimmy is frightened for the first time in his life. Bravely, in the dark, he hangs on to the scary thing, the Rock Serpent living there as it throws him around, banging him into the walls to rid itself of the intruder. Martin skillfully kills the Serpent by pinning its head to the floor with his knife.

In a continuation of Pug's side story, Pug is required to battle with the Warlord, a different kind of evil, political, selfish evil. Pug is compassionate and concerned about the people of both planets. The Warlord and his two magician supporters are interested in gaining political power and taking over the Empire. In politically selfish blindness, Ergoran and the Warlord believe that Pug has only returned to support the opposing political party. Symbolically, many choose to believe what they will, politically or otherwise, rather than the reality presented by someone who may not have total respect of the leadership. Truth is truth, regardless of the messenger.

Pug reaches into his past and his memories, finding a magic that he has not been able to control without severe stress. Metaphorically, in severe situations, unexpected abilities become available.

The Emperor graciously forgave Pug's earlier supposed crimes. He could see that Pug cared for Kelewan as well as Midkemia, believing that Pug believed the Enemy was threatening both worlds. Pug's previous reputation of honesty and compassion allowed him entrance into the magician's Academy, and the books that would allow him to find the Enemy.



Eighteen: Vengeance, Nineteen: Continuation, and Prologue: Retreat

Eighteen: Vengeance, Nineteen: Continuation, and Prologue: Retreat Summary

As the travelers rest during the day, Jimmy wakes to hear men concerned about a friend who has gone into the black building. As they wait, they fall into a reverie, and almost in dark thoughts. Jimmy determines to go into the building to check for Silverthorn. Finding several traps and the missing human renegade dead, Jimmy discovers a Silverthorn plant and a trap. On his return, the group realizes the cave system is man-made. Deep within they find the remains of a Valheru hall, eroded to dust, a remnant of ancient power remains.

Jimmy suggests looking for Silverthorn in the lake. They find three Silverthorn plants, filling Arutha with hope. As they climb the rope out of the canyon, the knife Jimmy carelessly thrust into his tunic stabbed into his side. They rush toward the elven forest, two days away on horseback, slowed by Jimmy's injury. Nearly there, Martin leads the exhausted horses away in an attempt to fool the pursuing *moredhel*. They run on, knowing the pursuers are close, until they find a defensible position. Galain runs on to get help. The enemy arrives. Arutha's party kills the first wave. When Murad arrives, Baru challenges him to combat. He kills Murad and cuts out his heart. Murad will never rise again. A renegade strikes down Baru. Martin kills the human renegade leader, scaring all the renegades away.

An all out attack by the Dark Brothers follows. As they fight, the small group becomes nearly overrun. The elves arrive. Men and elves run toward Elvandar, followed by undead Dark Brothers. The elves carry Baru, who barely lives, and help the rest of the band run back to their forest. The Dark Brothers follow into the safety of the elven forest, where Tomas fights with Valheru magic, destroying them. In Elvandar, Arutha receives the antidote for Silverthorn poison. The little group of men plans to sail to Krondor from Martin's home of Crydee.

Pug travels with an escort of Shinzawai Household soldiers above the tree line of the planet, Kelewan, into the cold tundra. He sends the escort home, and continues alone. As he crosses the tundra, he meets a group of Thun, who follow him, until an old one comes to discuss his purpose in traveling through their land. He knows of the watchers, calling them "the ones who live in the ice" (p. 334.) This surprises and frightens Pug who realizes that the watchers may be more than legend to scare children. After many days of slow and cold travel across the snow, he arrives at the entrance to an ice door. A stranger takes him inside and down below the ice. There he finds a forest, and an ancient forest city of the eldar, those who had served the Valheru, leaving Midkemia many years earlier. He is in the city to learn from these old elves. They will train and prepare him to face the Enemy.



Arutha returns to Krondor, where he immediately administers the Silverthorn antidote. Anita quickly heals, not knowing the troubles that have passed during her illness. Soon the wedding will be completed, along with the wedding of Princess Carline and Laurie, now Duke of Salador. Arutha names Jimmy Senior Squire, who still plans to be Duke of Krondor.

Murmandamus sits angrily brooding about the past summer. He lost his best commander; Murad failed to kill the Lord of the West, feared by the moredhel. The moredhel are restless, so he sends them home until next summer, telling them that the time is not yet right. Next year they will destroy the humans and erect a throne on a mountain of their bodies. The serpent priest, Cathos, prepares a gate; the Black Slayers settle into their places on the wall and become statues. Murmandamus and Cathos leave to some unknown place.

Eighteen: Vengeance, Nineteen: Continuation, and Prologue: Retreat Analysis

In this climax of the story, Jimmy, Arutha, and the others search for Silverthorn in and around the lake. Jimmy uses his intuition and skills in the search. His exploration of the black building used his caution and skills of a thief. He found the obvious traps and sensed the magic traps set by the moredhel. Rather than take the obviously entrapped Silverthorn, he used his intelligence and perception to discover the Silverthorn in the lake.

The troop discovered the remains of the ancient Valheru, symbolic of the end of all things human. In the end, all human creations erode to dust, becoming memories or myths. The wonders and creations of the Valheru had eroded to mere shells of their former grandeur, unusable and unrecognizable.

Jimmy reveals his youth and lack of experience as he carelessly shoves the knife, stolen from the dead renegade, into his tunic. In the climb out of the canyon, the knife buries two inches into his side, slowing down the company in their flight from the evil of the moredhel.

Baru completed his Bloodquest, killing Murad in difficult personal combat. Baru remembered the warning of the elves, and cut out Murad's heart, so that he could never rise again from the dead. He showed honor in waiting for Arutha to complete his quest before completing his own, thus protecting his Prince and humanity from the evil represented by Murad. His great strength and skill prevailed over the evil of Murad, and the deathblow given by the renegade as Baru returned to his troop.

In the battle for right, the little band of humans stood valiantly against the much greater company of moredhel Black Slayers, intent on reaching the Lord of the West to destroy him for their dark master. Each man used the strength and fighting skills available to him to protect self and others against the evil. Martin's arrows fly to the mark, Roald and Arutha fight strongly with sword skills, while the injured Jimmy continues to use his



youth, instinct, and dagger to fight off any who get in close to him. Each carries on past exhaustion in defense of self and others until elf rescuers reach them.

Good triumphed over evil once more, as the elves arrived to aid the humans, returning them to the safety of their home forests. There, the descendant of the Valheru, Tomas, used his ancient magic, destroying all of the Dark Brothers who attempted to cross into his country of the Elven forest. He, too, evidenced his valor and honor as he waited for the Black Slayers to enter his legal domain, allowing him right and power to overcome their evil.

The cause of the quest is achieved, as the elven Spellcasters, elf wisdom keepers, provide a cure for the poisoned Anita. Symbolically, if one loves deeply, fighting evil, and continuing to seek a solution, that which is sought for can be found. Good can win, love will prevail, and solutions found.

In a continuation of Pug's side story, and as a foreshadowing of future books in the story, he seeks to find the Watchers who have knowledge of the Enemy who came with them to this world from a past one. Seeking in the far north, he finds them and their secret forest beneath the ice. They are the lost, ancient race of elves that left Midkemia during the ancient Chaos Wars, and they expect Pug. They know of his coming, his quest. They plan to teach him in preparation for the greater battle against the Dark Evil, the Enemy who stands behind Murmandamus. This alludes to the lost tribes taken to the north who are to return at the second coming of Christ. They are somewhere to north, unknown to humanity.

Arutha returns to Krondor and goes directly to Anita. There he breaks the seals and looses the magical spell that has kept her alive against this time of an antidote for the poison destroying her life. His great love for her has won, and healing Anita. The magical realism is invoked in the use of the antidote, the seals, and spells used to keep her living until the cure can be found. Their love overcomes all enemies, living and dead, human and inhuman.

Roald is offered command of the Krondor guard, which he denies, for the present. Gardan is made Duke of Krondor in payment for his loyalties to his Prince and his battles. Laurie is named Duke of Salador, noble position in gratitude for his efforts in supporting the Prince, and appropriate for the husband of a Princess, sister of the King. Jimmy continues to desire to be Duke of Krondor, and Arutha realizes that there is possibility in the former thief. Until then, his loyalty is repaid as Senior Squire. Each is honored for loyalty and honor in the battles to retain the cure for the Princess and the battles against evil.

Evil, in the personages of Murmandamus and Cathos, lives. Beaten for a time, they will return, with their resurrected Black Slayers. Until that time, they wait. It alludes to an evil, whether it is Satan or another name, waits. Although beaten for a time, it will return for the final battle between good and evil at the end of days. The battle of Good versus Evil will continue in this world and in the world created by Raymond Feist.



Characters

Arutha, Prince of Krondor

Arutha is Prince of Krondor, under his brother, King Lyam, King of the Kingdom. He is the main character and is called Lord of the West by Murmandamus, the evil one. Arutha is the good character fighting against the evil. Arutha loves Anita. He is angry that one would attempt to destroy the peace of his home and the love he expects to have with Anita. He will do whatever it takes to save her. He has an arrogance that prevents him from sitting still, allowing others to do what he feels he should be doing himself. Thus, he prefers to act, rather than wait for others to act for him.

Arutha is a private person, unwilling to reveal his deepest feelings and sensitive to questions about Anita. He does not like to be the butt of a jest. Younger than his brothers, he is neither as tall nor as broad at the shoulders. However, he is a capable swordsman, a deep thinker, and able to plan and discern possibilities when others believe there is little hope. When faced with a problem, his mind continuously worked on it from all approaches until able to come up with a solution.

Arutha's bravery and physical ability is exemplified in the many battles with assassins, moredhel, as well as the way he faces frustration and fears. He boldly moves forward when necessary, and retreats when there is no other option. His training has kept his skills at a peak, so when faced with an enemy, he is able to respond quickly and ably. He was able to see when his actions were headstrong and impulsive, placing him in danger.

Arutha is generous to those in need, yet willing to be harsh when the situation calls for it, especially when called upon to protect himself or his friends. As a ruler, he has few friends, for most want something from him. He cares for and appreciates friends who want nothing from him beyond his friendship and companionship. Although a leader, he is willing to accept suggestions from others. He recognizes when others should take the lead and when he should lead.

Jimmy the Hand

Jimmy the Hand is a fifteen-year-old thief, an orphan who had risen in the organization of Mockers, the Guild of Thieves rapidly in his short life. He is agile, able to climb to places much more difficult than most. With little formal education, he is educated in the skills of the streets and a knowing of things unusual. His curiosity occasionally got him into trouble. His intellect, canniness and intuition, which he called his "something is wrong" itch, allowed him to discover dangers to himself and those to whom he felt loyalty and friendship. He has little fear of things in his world, known and comfortable. The dangers of his world provide an excitement and an opportunity to hone his senses and abilities.



Jimmy has few friends and no knowledge of his father. He appreciated the open, unassuming friendship offered by Arutha, Laurie and Martin. This leads to intense loyalty to his friends and a willingness to give his life to protect them. He is proud of his street skills and his ability to use them in protection of his friends.

Jimmy learns early the value of an oath. When taken into the Guild of Thieves, he gave an oath of allegiance to the Upright Man and to the Guild. It is his responsibility to do all he can to protect the Guild and its membership from outside thieves and others. These may cause the law and the authority of the Prince to look poorly on the Mockers. As he joins the company questing for Silverthorn, he joins in an oath with the others to stay together until the end. Though Arutha attempts to send Jimmy back, he remembers his loyalty oath and returns to the little band, usually with helpful information.

Jimmy feels responsibility for his friends. Many times, he acts to protect Arutha from assassins. When his actions deflect the poisoned crossbow bolt from Arutha to Anita, he feels great sorrow, showing compassion for Arutha and Anita, wishing that he could take her place. In Ylith, he uses the secret sign of thieves to help protect his companion's possessions. Jimmy has little fear of things. He faces things others cannot. He is surprised by the fear he experiences in the cave with the Rock Serpent. He learns that there is more in the world to know than he ever expected when he sees the library at the abbey at Sarth. As a young person, he also makes occasional mistakes. His carelessness with the knife as they leave the canyon around the dark lake slows the group down, and puts them in danger.

Laurie of Tyr-Sog

A troubadour and hero of the recent Riftwar, Laurie of Tyr-Sog is the lover of the Princess Carline. He avoids marriage more to avoid responsibility of leadership in the Kingdom. He cannot marry Carline as a simple commoner. Instead, he must be elevated to leadership and he reminds Carline that his father kicked him off the farm at the age of thirteen, saying he would never be a farmer. Carline refuses to believe this and his actions indicate that he can handle responsibility. He loves Carline and does not like the thought of being without her but the responsibility of peerage concerns him.

When Arutha needs support in his quest to find Silverthorn, Laurie is there to help. He uses his knowledge of the geography of the Kingdom to help the company escape the moredhel who attempt to find and destroy the Lord of the West, Arutha. Laurie has fought in the recent wars and has ability to fight when called on. This occurs many times as assassins and moredhel attack Arutha.

Laurie is loyal to his friends. He uses both his skills with the sword and song to help them as they search for Silverthorn. He sings in the inns as a cover for the Prince, both in Krondor and on the road. He fights assassins, accomplices, and moredhel both on the road and returning from Moraelin.



Laurie, with Jimmy, has an underside of the world different from the castle. He and Jimmy use this knowledge to set up a meeting with the Nighthawks. He knows the people who can provide a ship up the coast. Most importantly, he understands the land well enough to direct the band to other, less traveled roads in order to avoid followers and moredhel.

In every action, Laurie showed responsibility to others and himself. When raised to Duke of Salador, in order to marry Carline, he is ready.

Martin, Duke of Crydee

For years, Martin has been the Huntmaster of Crydee, tutor and friend of Princes Lyam and Arutha. During the Riftwar, they learned that Martin is their older half-brother. The three brothers grew in friendship and trust. Tall, broad-shouldered, and fit, Martin had spent his youth with the elves learning the lore of the forest, later becoming the Huntmaster. He is a master Bowman, rarely missing his target, even in difficult circumstances. He is an excellent pathfinder, able to track and travel across woodland trails.

Martin shared many of their father's traits with his brothers. Each learned leadership in war from their father during the war. Like Arutha, Martin has a temper, though better masked it better, with an unwillingness to allow others to act for him while he sits at home.

Martin is able to read Arutha's moods, calming and supporting him when the difficulties of reaching Sarth, Elvandar, and Moraelin. He encourages Arutha when he fears that he has become selfish and inconsiderate of the needs of his people. Later, when Arutha thought he should have brought an army against the moredhel, Martin reminds him that there are places where six can travel that an army cannot. He had watched his father mourn the death of his wife and feared that Arutha would become similarly depressed and morose if Anita dies. His love for his brother allowed him to offer advice and support when others could not.

Murmandamus

Murmandamus is the leader of the moredhel who have made a pact in which they gave up mortality to do the bidding of their dark master. It was thought that Murmandamus had been killed, but either he was not, or he had returned to life like his Black Slayers. His goal was to destroy humanity and rule the world of Midkemia. He planned to rule from a throne set on a mound of human bodies.

In order to achieve his goal, a prophecy is to be fulfilled and he must destroy the Lord of the West, Arutha. The witch and the seer both saw another evil force behind him, backing him. The reader does not know if Murmandamus knows who this force is, or that he is a pawn of a greater evil.



Other than in the Prologue and in the Epilogue, Murmandamus only shows himself through his reincarnated moredhel, in an attempt to get to Arutha. He directs the efforts through Murad, his chief captain. When he realizes that he has failed in his attempt to destroy Arutha this year, his Serpent Priest creates a doorway to another place and he again disappears.

Murad

A large and powerful chieftan of a mountain clan of the moredhel, Murad has cut out his own tongue and shaved his hair, leaving only a topknot of hair trailing down his back like a horse's tail. He has pierced ears for earrings, which is difficult for a lobeless moredhel and this act serves as a sign of devotion to the dark path and a dark master. Murad is captain general for Murmandamus in his effort to destroy the Lord of the West in preparation for overthrowing humanity. Using spies and dark powers, he is able to follow the movements of Arutha, until the Father Abbot of the abbey of Sarth gives him a talisman to protect him from prying eyes.

Murad is cruel and uncaring. He brings Baru, a Hadati warrior, into Arutha's party because Murad destroyed Baru's village, killing everyone there. He represents canny brutality in his confrontations with Arutha and his small company. Ignoring the others, he focuses on his enemy, Arutha, leaving only when greater forces of good are present. He seems to fear a confrontation with Baru, but after prodding, joins in personal combat. His strength and ability nearly overwhelms Baru. However, Baru's determination and strength win out, Murad dies, and his heart is savagely cut out to prevent a reincarnation of this evil moredhel leader.

Pug

A magician taught in Midkemia and Kelewar, Pug learned great magic. He is a compassionate man, having been an orphan as a child. The magic of Midkemia is difficult for him to control, and only comes under great stress. Kelewan magic is stronger, and more suited to his temperament. He is able to successfully battle against the dark things sent toward them.

Pug has a library acquired from a great magician, who he believes to be dead. He uses this library to increase his knowledge and to build a school to better train men and women on Midkemia who have talent in magic. Less accepted in Midkemia than on Kelewan, magic is feared and many with talent are afraid of his school.

Pug is known as a great, honorable magician on Kelewan. Though it seemed that he was a traitor to the Empire and the Emperor, he was not. Forced to leave with men of Midkemia in what looked like a betrayal of peace, Pug appeared to be a traitor. To return was dangerous. Still, he returned to find a means to fight the great evil behind the moredhel Murmandamus.



Using intelligence and wisdom, he overcomes the political battles and wins his way back into the good graces of the Emperor and magicians Academy. Finding an ancient text, he learns that an ancient people came to Kelewan long ago, a people called watchers. They may know the means to battle the evil. With perseverance and tough independence, he finds the watchers.

Laughing Jack

Jack is a lieutenant to the Night Warder of the Mockers. Named Laughing Jack by Jimmy, he rarely laughed. The Nighthawks and their gold converted him. Taken to a cold place after his death and told a lie by the evil one, he was threatened with abandonment there if he did not serve. He was reincarnated and ordered by Murmandamus to kill Arutha. Arutha was saved only because Jimmy suspected a problem and looked into it. Jack had Jimmy tied up to prevent his intervention. Somehow, Jimmy managed to deflect the bolt from Arutha in a bouncing blow off Anita.

Pug saves both Jimmy and Jack. Jack gave information on condition that they not let Murmandamus have him. After sharing the information that the poison was Silverthorn, the priest helped him die preventing the evil one's retaking Jack's soul.

Moredhel

Moredhel are a part of the elven people. Long ago, after the Chaos wars, they split. The moredhel had killed all of the third tribe of elves. The moredhel took delight in the killing and genocide. They took on a dark path of evil. Some even renounced mortality, reincarnating when killed, in order to follow the orders of their dark leader.

Aglaranna

Aglaranna is the elven queen who rules over Elvandar and the elven forest. She and Tomas have recently had a child, who is part elf and part human or Valheru.

Tomas

Tomas is the husband of the elven queen. He is part human and part Valheru. He cannot leave to help Arutha to find the Silverthorn, as it is his responsibility to stay with the child. He cannot leave the forest, for that is his area of responsibility. When the Black Slayers cross the stream marking elven territory, he is able to fight, kill and destroy them, using Valheru magic, and burning the bodies.



Galain

During the time Martin spent as a child in the Elven forest, his best friend was Galain. Though Galain could not actually enter the canyon or the lake of Moraelin, he aided the party to find the lake and the Silverthorn. As they returned toward the elven forest, Galain ran ahead to get the help of the other elves.

Princess Anita

Princess Anita is the woman that Arutha loves. During her wedding to Arutha, the poisoned bolt bounces off her back, nearly killing her. She is put into a magical trance to save her life until Arutha can find the antidote to the poison killing her.

Princess Carline

Strong-willed, Princess Carline is the beautiful sister of Arutha, Lyam, and Martin. She is determined to marry Laurie. She sends the Captain of the Guard, Gardan, with Laurie and Arutha to be sure they return safely home.

Cathos, Serpent Priest

Cathos is a Serpent Priest, or Pantathian, little known by humans, but feared and hated. His magic aids Murmandamus in his determination to destroy the Lord of the West.

Gamina

Gamina is a young girl, approximately seven years old. She is only able to communicate through her mental powers and not through speech. The villagers fear her, killing her parents and driving her out into the forest. Rogen finds her and cares for her. They walk many miles to reach the new school built by Pug. After Rogen sees the dark evil one, she shares the vision with Pug and the others.

Rogen

Rogen is the blind old man who found and cared for Gamina. He is able to see the possibilities of the future. When he looks into the future to see who is chasing Arutha, he sees Murmandamus and a dark one behind him. The dark one sees Rogen and talks to him in an ancient Kelewan language. The things he says causes great fear. Pug uses the information Rogen gives to help him find the Enemy.



Thun

Thun is a hexapedal group of creatures much like earthly Minotaur with a crocodilian head. As Pug travels through the tundra of the far north of Kelewan, in search of the Watchers, he encounters Thun. They let him know that Watchers really exist. They are afraid of the Watchers.

Watchers

Watchers are ancient elves who came to Kelewan from Midkemia after the Chaos Wars. They have a home under the far northern ice. Under the ice, there is an elven city called Elvardein, identical to Elvandar. They have been waiting for Pug. They plan to teach him how to battle the Enemy.

The Enemy

The Enemy is the unknown dark force behind Murmandamus. He apparently came with the watchers from Midkemia after the Chaos Wars.



Objects/Places

The Abbey at Sarth

This is an abbey maintained by a religious order. Previously it was a well-guarded fortress for a robber baron. When the baron became lax, the villagers managed to relieve him of his fortress. Under the keep is a warren of storage areas in which many thousand books are stored, cataloged, and protected. The priests are strong in the magic of Ishap, the most powerful god of all.

Krondor

This is the capital city of the Western Lands. This is the area which Arutha has responsibility over. He and Princess Anita are married here. They plan to spend their lives in this city.

House of Willows

The House of Willows is a well-to-do brothel, frequented by the wealthy and courtiers of the castle. In the basement, Nighthawks make plans and take evil oaths. It was here that Arutha and his soldiers found and obliterated the Nighthawks and moredhel of Krondor.

Elvador

This is the city in the forest controlled by the elves. Giant trees of many colors rise high above the forest with high paths to the homes and other buildings in the trees. At night, the leaves glow, lighting the city. Within the city live the Queen of the Elves and her ancient people.

Firedrakes

Firedrakes are small dragon-like creatures that are smaller cousins to dragons. They have four legs, wings, and can breathe fire. They come in several colors. Most are wild, but the one encountered most in Silverthorn is Fantus. Fantus attaches himself to humans much earlier.



Midkemia

This is the world where Arutha is born. Most of the action of the story is on Midkemia. Its population knows only one continent and a few islands of this world. What lies beyond the seas is unknown.

Kelewan

Kelewan is the world to which a rift had been created during the Riftwar and to which Pug returns in order to locate more information about The Enemy who was behind the evil of Murmandamus who is trying to destroy humanity on both worlds.

Riftwar

The Riftwar occurred in the previous book. It was a war between the worlds of Midkemia and Kelewan, supported by a rift that had magically been created, connecting the two worlds. It ended when the rift was closed.

Rift

A rift is a magical gate that connects two worlds. To get from one world to another, one had to walk between two objects, through the rift and onto the next world. It was believed that these were wild, and could not be controlled. However, Pug found the way to create rifts that could be controlled and created that would connect the worlds from a specific place on one world to a specific place on the other.

Black Slayers

Black Slayers were the moredhel who had given up mortality in order to kill for their masters. Death did not stop them. A magical means was employed to reincarnate them back to life, rebuilding missing or injured parts in such a way as to make them unstoppable. Only obliteration, such as burning, cutting out their hearts, or magic could kill them forever.

Mockers

The organization that forms the Guild of Thieves is most often called Mockers. This is a tightly organized group of thieves with the Upright Man at the head and a Daymaster and Nightmaster to direct and control the actions of the thieves.



Thieves Highway

Thieves could easily traverse the city using the Thieves Highway. This consisted mainly of the rooftops of the city, with which they were familiar and could easily cross. Additionally, the thieves used the sewer system with multiple entrances to reach above ground.

Bloodstones, Cross of Fire

Five red stars in the sky are called Bloodstones. When these stars form a cross, they are called the Cross of Fire, which indicated to some to be the time of prophecy or a time to overtake the world of humans.

Bloodquest

A Hadati warrior on a personal mission of clan honor is on a Bloodquest. Once on Bloodquest, they will not leave their purpose until the Bloodquest is completed or they are dead.

The Hopeless Quest

The Hopeless Quest is a legend among the elves. A Prince of Elvandar was betrothed to a woman also been courted by a moredhel warrior. She spurned the moredhel, who poisoned her with Silverthorn. The Prince of Elvandar went on a Hopeless Quest, trying to get the Silverthorn to save his beloved, but it grows only in Moraelin, a lake of power controlled by the moredhel, and to which elves may not enter. In his quest, the Prince walked the edge of the lake until he wore a canyon around it.

Moraelin

Moraelin, or the Black Lake, is a moredhel lake of power. Along its banks grows the Silverthorn, needed to cure Anita. It is surrounded by a canyon and controlled by the moredhel.

Valheru

The Valheru were an ancient people who were the earliest and most powerful people on Midkemia. They had great magical power and many of the elves were their servants. During the Chaos Wars, they disappeared.



The Assembly

The Assembly is the organization of powerful magicians or Black Magicians living on Kelewan. This is also a school to teach and train future magicians. Within the Assembly is a library containing much of the knowledge of magic in the world.

The Great Game

The Great Game is the game of political ambition and intrigue played in the Empire on Kelewan. Political Parties and individuals attempt to gain greater control, power, and position by playing the game.

Elvardein

Elvardein is a copy of Elvandar, although found under the ice in the far north of Kelewan. Here the ancient elven race who left Midkemia after the Chaos Wars, known as the eldar. The city is built in a green forest with trees that grow tall and glow from within.



Themes

Good Versus Evil

As in most great books, *Silverthorn*, by Raymond E. Fiest, uses good versus evil as a theme carrying across the book. From the Prologue to the Epilogue, evil is searching to overcome the good of the people of Midkemia. The *moredhel*, *Murmandamus* seeks to overthrow the Lord of the West in order to overtake the human population of the world. He uses his servants, *Black Slayers* and *moredhel*, as well as human renegades, to attempt to destroy this Lord of the West, *Arutha Prince of Krondor*.

Many places in the book use direct allusions to Christianity, though often in a negative light. The leadership of evil is a trio, the reincarnation, or resurrection of his followers in order to kill for him, and a power greater than that of others are Christian allusions, generally accepted and expected of those representing good. This book twists the expected, and turns these allusions to evil. The typical allusions to evil are hatred, wearing of black and the constant insistence that evil can overtake and destroy those who represent good.

Naked hate is seen on the faces of the reincarnated *moredhel* who replace the dead servants of *Murmandamus* as they face *Arutha*. This hatred and attempt to destroy him is obviously significant in the battle for good over evil. As the *moredhel* attempt to entrap *Arutha* and his party at *Morealin* and in the chases across the country, evil is constantly striving to overcome the good embodied by *Arutha*.

Pug, too, faces the evil that struggles to overcome any good on *Midkemia*. His friend, *Rogen*, sees a future, and the Enemy sees him. Only *Pug* can understand the words spoken to *Rogen* at that time, for it is an ancient language of *Kelewan*. He knows that the Enemy is determined to return to *Midkemia* and overtake humankind. *Pug* hears the voice of *Macros*, the greatest magician of all, beg for aid in his dreams.

Pug also faces the Enemy in *Kelewar*. He met this Enemy when he gained the black robes of his order of magicians. This Enemy holds a grip on the political powers of the Empire. Upon his return to *Kelewar*, *Pug* realizes that the watchers, good elves who can enable *Pug's* skills and understanding into this Evil Enemy, and the overcoming of his powers, can only provide answers to the identity of this Enemy.

Throughout this book, the characters face powers that attempt to overwhelm and destroy them. Each must make decisions that will lead toward success and good. The great evil wills to destroy each man, thus destroying any opportunity for these men to devastate his plans to obliterate humanity on each of these worlds.



Friendship

Friendship is a common thread running through the book, *Silverthorn*, by Raymond E. Feist. In the beginning of the story, three royal brothers have learned to trust and rely on each other, as comrades in arms, and more importantly as friends. As royalty, they have learned that sycophants seek a false friendship in order to gain a favor or power. It is rare to discover men who are friends without expecting favors in return.

Jimmy learns that there are real friends in the world. His response to the attempted assassination of Arutha enables him to learn that Arutha and Anita are his friends, asking nothing of him. Even as a member of the Mockers, Jimmy found that most of those who proposed friendship were seeking something from him beyond simple friendship. In an earlier book, Jimmy felt a friendship for Arutha as Arutha threw him his rapier for protection, not knowing if he would continue to need it. Such allegiance to another is difficult to discover.

Laurie is included in the group of trusted friend as he endeavors to protect his prince and the others of the group. He uses his skills and knowledge of the countryside to allow them safer passage to Sarth and Ylith. His songs, his understanding of human nature and the city, his sword find value as they race across the country seeking an antidote for the poison killing Anita.

As the men traveled across the country, they discovered a trust and loyalty to one another, beyond mere companions. They developed a friendship that would last for years. A willingness to put one's life in danger to protect another is symbolic of a friendship that is honest, one that will endure through the ages.

Others in the book exhibit friendship. Among these are Gamina and Rogen. Rogen took Gamina in and cared for her, regardless of the fact that her home villagers, fearful of her differences and magic, had killed her parents and left her in the forest to die. Gamina empathized with Rogen, passing his fear of the Enemy and its threats to the general community. Gamina also showed friendship for Pug and his family, sharing the vision seen by Rogen, which enabled Pug to understand the Enemy better. She became friends with Pug's son, William, and the fire Drake Fantus, sharing the knowledge that the two could talk with each other.

Pug and the Franklin Meecham demonstrate friendship, as Meecham willingly travels with Pug into the unknown of Kelewan. Standing beside him in all dangers, Meecham exhibits the loyalty of friendship. Jail and torture only strengthened the bonds of friendship between the two men.

Pug, known to be an honest and compassionate man, gained many friends in Kelewan prior to the Riftwar. Though it was dangerous to return, he depended on these friends to support him against enemies, with the Emperor, and enable him to find the information required to learn more of the Enemy. This trust in his friends was well founded. The men called upon, though hurt by his previous actions, accepted and supported Pug in his return and search for knowledge.



Friends who expect nothing in return, who support and sustain, who willingly place their lives in danger to protect the other, who give loyalty in all situations, provide examples of friendship desired by all. The characters who demonstrate friendship in Silverthorn are examples of the best of all of these characteristics of friendship.

Love

At first glance, romantic love flows through Silverthorn, by Raymond E. Feist, as a major theme. Upon further inspection, love of country and love of man are interspersed with the romantic love. Silverthorn is a love story in the most traditional sense. Arutha met and fell deeply in love with Anita. She returns his love, and the two plan their marriage. Circumstances arise interfering with that marriage. The quest to resolve the plight that obstructs their marriage and happiness fill the story. Arutha will do anything to find the antidote for the poison that is killing his love. He travels across the country, into the forest of the elves and up into the mountains surrounding the Dark Lake, Morealin, which is the only location in which Silverthorn grows, chased by assassins, evil, and reincarnated servants of that evil, struggling to obtain the life of his love.

Along the way, Arutha discovers that there is a love encountered in the brotherhood of men who join a quest without question. The brotherhood of these men, seeking to obtain that which their friend desires, signifies a great love of man. These men willingly submit to multiple fearsome adventures, fearful magical beings, and reincarnated evil servants because of their love for their leader and friend.

Arutha also realizes that the quest for Silverthorn encompasses more than just his love for Anita. He comes to understand that the attacks on him are an attack on his country and the people for whom he is responsible to protect. His willingness to fight the evil one head on, rather than run and hide, indicates his love of humanity, and a love of his country. His companions also exhibit this great love of mankind and country in their loyalty and willingness to continue, in spite of the odds against them.

Pug, too, exemplifies both romantic love for his wife and family. He prefers to stay in their company, building his school. But, his compassionate side, loving humanity and both worlds in which he has lived, he is compelled to leave the safety of home and hearth, seeking to find the Enemy, which desires the end to peace and love on both planets.

Romantic love of a beloved woman, as well as love for mankind and country, thread through the story. Events of loyalty, determination, and an unwillingness to retreat from the objective exemplify these great loves of all good men and women.

Knowledge

Knowledge is searched for in many places, throughout all time. In Silverthorn, knowledge is necessary in many ways. Learning the meaning and location becomes important to the life of Princess Anita. No one in Krondor has an understanding of this



poison, which is also the antidote. In the pursuit of Silverthorn, other knowledge becomes needful for survival.

Ishapian priests gather knowledge of the ages, protected in the Abbey at Sarth, discover Silverthorn's genesis and location. The mass of knowledge stored under the keep overwhelms Arutha, Jimmy, and the other visitors. Such a wealth of knowledge had not been considered before. The priests collect books, copy manuscripts, gather even shreds of writing in order to preserve knowledge against the time it may be lost from the planet. Safe, deep within the mountain, information needed at later time may be protected.

Later, the party gains intelligence about the elves. They discover that elves were once divided into four groups. Two no longer live on Midkemia. The others look and act differently. Though suspected to be relations, the humans did not understand that moredhel and elves were of one group of people. Long ago, in the past, they divided; elves maintained goodness and light. Moredhel became seduced by the dark powers, some giving up mortality to kill for their master, becoming a dark people, feared and hated by humans. The Black Slayers die only when killed by magic, burned, or have their hearts cut out. This understanding became essential to the small group as they run from Morealin, chased by Black Slayers and renegade followers.

Pug determines to learn all he can about the Enemy who directs the actions of the Black Slayers. Searching the library of Macros the Black, the great magician who last created the rift between the two worlds, Pug discovers the means to form a controllable connecting rift between Midkemia and Kelewan. He insists on returning to Kelewan to search the library in the Assembly of the Great Ones, magicians of great power on Kelewan.

The library of the Assembly of the Great Ones, though less catalogued and organized, contained massive amounts of knowledge. This library, like the one at the abbey at Sarth, collected knowledge from the beginning of the ages, across the world. There Pug found the means to discover knowledge of the Enemy. In an ancient book a reference to "the golden bridge" of antiquity hints of a group of watchers who know of the Enemy.

A long, cold trek across the tundra and into the far north of Kelewan brings Pug to an ice palace. Greeted by its occupants, Pug enters and follows his guide into the interior of the ice mountain. There he discovers Elvandar's duplicate city of Elvadein, built in a forest of magical trees. For the next year, Pug will gain the knowledge and power needed to face the Enemy.

Knowledge is important in many ways. The greatest loss is the loss of knowledge. For many reasons, in many places, knowledge has been saved in libraries, and lost. The knowledge of languages and things loses importance over time, through circumstances. Regaining that knowledge brings joy to seekers of knowledge.



Style

Point of View

Silverthorn uses a basic omniscient point of view. Within this omniscience, the attitudes, view of action, and emotions depend upon the character that is most prevalent within the chapter or section. For instance, in the Prologue, the action occurs from the point of view of the witch. Most of the story focuses on Arutha or Jimmy, although some chapters focus on Pug. Occasional sections are focused on other characters. Arutha and Jimmy move the action on in most instances, with their stories most central to the events. Pug's activities on Stardock and Kelewan are revealed through his thinking and actions, though some come from other characters at those locations.

Actions, conversations and emotions are presented in a straightforward manner. The narrator reports actions and emotions of the characters as one viewing the events, occasionally entering the minds and emotions of a specific character. The narrator does not insert himself into the story with asides or explanations. He prefers to use action, conversation, and thought to move the story along.

Past actions of early books of the series are minimally described, the author expecting the reader to have previously read and remembered the actions. Even when sharing past events with a character that was not present, there is little description, just a mention that the events were shared. This is both appreciated and frustrating, as more information would shed light on the actions of a character.

In all, the point of view is third-person omniscient, focused on the views, attitudes, emotions, and actions of a specific character.

Setting

As a quest, this story covers many areas of the country called the Kingdom of the Isles, in the world of Midkemia, and some in the world of Kelewan. Much of the story presents a view of the Western Realm ruled by Arutha Prince of Krondor, and known by the Enemy as Lord of the West.

Arutha enters the story entering the harbor of Rillanon, capital city of the Kingdom. This beautiful city is the capital city of the King, his brother. He returns to his city, Krondor, at night, to learn of assassins. Jimmy introduces the rooftops and sewers, known as the path of thieves. The castle is ancient, with hidden passages lost to the memory of current residents. Like many castles, many rooms and wings were added over the years. Additionally, the wall is accessible via a tree on the city road. Within the city are many temples to gods, notably the goddess of death, the one in which the Nighthawks use. Many buildings and homes are accessible through hidden doors that lead to the sewers. Among these is the well-to-do brothel, the House of Willows, which housed the Black Slayer moredhel and their followers.



Sarth is a coastal city. Above it, along a narrow winding road is the Abbey of Sarth. Here the Ishop monks gather, protect, categorize knowledge from all over Midkemia, and even have some from Kelewan. It is protected by the religious, magical power held by the monks. The abbey is an old keep and well-protected. Beneath the keep is a beehive of storage rooms, in which the knowledge is stored. Above the keep is a tower where the monks study the stars.

Ylith, a city in the Western Realm, is where Arutha and his traveling companions stay for only a few hours. They stay at an inn called Northward. It is a typical inn and pub where mercenaries, thieves, and rough men join to drink, tell stories, and fight. The Hadati warrior who recognizes Arutha and his companions as they enter the city, saves Arutha from attack.

The elves live in Elvandar within their forest. They are protected from intruders by the magic within them and the magic of the forest. The city is built in the tops of ancient and tall trees that glow from within. They are green, silver, and gold. The rooms are built of branches woven from the trees, high above the ground. Travel is along walkways above the earth.

A deep canyon, supposedly worn down as an elven prince walked around the lake trying to reach the Silverthorn, surrounds the Dark Lake of Morealin. Elves may not enter the lake, as it is the domain of the moredhel, a dark and mystical place near where they receive dreams. Silverthorn only grows along the edges of the lake.

Pug has been building a school on the island of Stardock. Mythologically, the island was created when a star fell into the lake. The school trains those of Midkemia who indicate some, or much ability in magic. Much of the population of Midkemia still feared magical talents. A large unfinished building housed Pug's family and Kulgan, and the beginning of the schoolrooms. Other small buildings housed the rest of the population of the island.

The world of Kelewan, connected to Midkemia by a magical rift. There Pug travels hundreds of miles using a magical spell. Few cities of the Empire are mentioned. The cities seem to be similar to ancient earth mid-east cities, with outdoor markets and traders. Since the Riftwar, horses have become a favorite means of travel.

Jailed in the Warlord's prison, Pug, known as Milamber, Dominic, Meecham and the magician Hochopepa are held to the wall by manacles of hardened leather, both in the cell and in the torture chamber, prevented from using magic. There seems to be no metal on the world.

Language and Meaning

Raymond E. Feist uses language that sets the tone of the story as one similar to the middle ages of earth. The descriptions of warriors, battles, and armor give the feel of medieval times. Horses, carriages, and foot are the only means of transportation.



Much of the language of the story is straightforward, describing the events, telling the story. However, often there are sections in which the meanings are less obvious. Allusions are made to previous events in earlier books. The allusions to Christianity are less obvious. Suggestions of resurrection arise as the Black Slayers return to life and health after death and mutilation. Though Arutha and his friends do not wear the white of good, all the evil ones wear black. The Nighthawks wear rings or a talisman around the neck made of ebon in the shape of a hawk. Rather than black, or ebony, the word ebon is used, and can easily be missed.

Words like sibilant, umbrage, purification, ephemeral, salubrious, and palpable provide a tone of education and knowledge. The words roll off the tongue, setting a mood. These and other strategically placed words add to the understanding of the story. Emotion is conveyed using words.

Magical language is not specific as much as alluded. Symbols, such as the pentagram and candles are specified, but the actual languages of magic or religious ritual are implied. In this, the author allows the reader to imagine appropriate words, without making up words that may seem contrived. In magical situations, the allusion works well.

Descriptions of Jimmy's adventures are precise, and carefully documented. One can picture the rooftops, the sewers, the inns, and the black building across Morealin. These things are earthy, realistic. Such locations are easy to comprehend, and are well described.

An interesting characteristic of the language of the book is the contrasts: place, dress, attitude, reality or magic, elves, people, even worlds. Each is counter pointed by an opposite. Good is countered by evil, elves by moredhel, Midkemia by Kelewan, priests of the gods by Black Slayers and Murmandamus who follow the Enemy. Contrasts of city and country, forest and mountain, develops the story interestingly.

Feist carefully crafted this book in such a way as to move the story along without being simple, yet his unusual words are not so demanding as to slow the reader. Most unknown words can be determined in context and give the reader a sense of time and place, familiar, yet far away in a world very different from Earth.

Structure

Silverthorn is divided into nineteen chapters and a prologue and epilogue. Each chapter is headed with a name of a place or reference to an action within the chapter. Each of the chapters is divided into subsections comprising a change of scene within the chapter. The chapters consist of between ten and sixteen pages and each chapter contains between four and six changes of scene.

The events of each chapters tell the story from the approach of one of the main characters, occasionally two. For instance, "One: Reunion" discusses the reunion of the main characters. Most of this is based on the emotions and desires of Arutha, the main



character. However, Carline and Laurie's concerns about marriage are introduced, from their perspective.

Much of the story comes from the viewpoint of either Arutha or Jimmy. However, later in the book when Pug is introduced as a third main character, chapters discuss events known to him and not to Arutha and Jimmy. Most of the story is based in Midkemia, although the last two chapters that tell Pug's side story are located on Kelewan.

The first chapter is hopeful, as Arutha and Anita, and Carline and Laurie pledge their love and plan their respective marriages. The characters of the royal family are presented as a loving family, glad to be home and together again after a long and difficult war. Lyam, the King, has returned from a yearlong tour of his new kingdom, and the plan is to live happily.

Each succeeding chapter describes the events that prevent happiness in the short term, each contrasts hope with danger and sorrow. Each includes something that has been learned that is joyful, frustrating, dangerous, or sorrowful, and every chapter involves a battle of some kind to protect the protagonists from destruction by the antagonists.

Only the Prologue and the Epilogue give a clue into the workings and mind of the Enemy who is attempting to destroy Arutha. Though very short, the Prologue sets up the evil that is to thread through the book as a cloud of danger. The Epilogue allows the reader to see that Murmandamus is not finished with Arutha and that he will return, bringing more hatred, evil, and sorrow into his life and the lives of those who love him.



Quotes

"That which you are, you are. That which you are born to do...do!...You stand not unopposed, for there is one who is your bane. You stand not alone, for behind you...I do not understand...Something...something vast, something distant, something evil" (pg. 13.)

"Arutha was a private person, ill-humored when it came to revealing deep feelings, and he was doubly sensitive to any question involving Anita. He was impossibly in love with the slender young woman, intoxicated with the way she moved, the way she sounded, the way she looked at him. And while these were possibly the only two men on all Midkemia to whom he felt close enough to share his feelings, he had never, even as a boy, shown good grace when he felt he was the butt of a jest" (pg. 16.)

"I've had a wonderful time with you. I've feelings I couldn't imagine possible when I dreamed my girl's dreams of Pug and then Roland. But you must get ready to choose. You are my first lover, and will always be my dearest love, but when I return here you will be either my husband or a memory" (pg. 21-22.)

"No, the most astonishing fact of Jimmy's rapid rise was that he was nearly as good as he thought he was" (pg. 30.)

"In truth, sir, all possible is being done. I know the ways of the city as well as any man can who is not one of the Upright Man's own. Jimmy's a Mocker. He may discover a lead to the Nighthawks where a dozen spies will find none."

"Remember," said Arutha, "I met Guy's captain of secret police, Jocko Radburn, and he was a cunning, ruthless man who stopped at nothing to try to recapture Anita. The Mockers proved his match" (pg. 50.)

"Then," said Laurie, "The Nighthawks have turned an officer of the Mockers to their cause."

Jimmy looked upset, as he suddenly dropped his mask of bravado. "That thought has troubled me as much as the thought of someone sticking his Highness with a crossbow bolt. I've been neglecting my oath to the Mockers. I should have told all last night, and certainly I must now." He seemed ready to rise.

Volney placed a firm hand upon Jimmy's shoulder. "Presumptuous boy! Are you saying some league of cutthroats merits even a moment's consideration in light of the danger to your Prince and possibly your King?"

Jimmy seemed on the verge of a retort when Arutha said, "I think that's exactly what the boy said, Volney. He has given oath" (pg. 53.)

"Jimmy nodded and leaned forward as if to speak. As he did so, four facts suddenly struck him. The men at the next table, despite their casual appearance, had swords and shields close at hand, needing only an instant to bring them to the ready. They didn't drink like mercenaries fresh into town after a long caravan; in fact, their drinks were



nearly untouched. The man opposite Jimmy had one hand hidden under his cloak, as he had since entering. But most revealing of all, all three men wore large black rings on their left hands, with a hawk device carved in them, one similar to the talisman taken from Laughing Jack's companion. Jimmy's mind worked furiously, for he had seen such rings before and understood their use" (pg. 55-56.)

"With another booming howl of laughter the creature turned toward Arutha. 'Now, Lord of the West, we are met, and it is your hour!'"(pg. 66.)

"The creature's voice rang out, 'Flee, if you will, Lord of the West, but you shall never find refuge from my servants...I feed on death! Come! I shall feed on yours!'"(pg. 67.)

"I remembered a discourse on the nature of the gods Father Timothy had given once—though it had almost put me to sleep. According to that worthy, there is an opposition of forces, positive and negative forces that are sometimes called good and evil. Good cannot cancel good, nor evil cancel evil. To balk an agent of evil, you need an agency of good. The High Priestess is counted a servant of dark powers by most people and could not hold the creature at bay. I hoped the father could oppose the creature, as Sung and her servants are seen as being of 'good' demeanor. I really didn't know if it was possible, but I couldn't see standing around while that thing chewed up the palace guards one by one" (pg. 71.)

"The boy had always thought himself somehow above the rules, free of the responsibilities that bound others. Jimmy had never known why he had been granted special consideration so many times, while others were forced to pay their way, but now he knew that he had stretched privilege too far once too often. There was no doubt in the boy's mind that the singer told the truth, and conflicting emotions surged up within as he considered how close to being murdered he had come" (pg. 83.)

"'You were always as fairly spoken to me as you were to any other.' He paused for a moment. 'You treated me as a friend. I've...I've had few friends, Highness.'
"Arutha indicated understanding. 'I also count few as true friends—my family, the magicians Pug and Kulgan, Father, Tully, and Gardan.' His expression turned wry. 'Laurie has shown himself more than a simple courtier and I think he may prove a friend. I'll even go so far as to name that pirate Amos Task a true friend. Now, if Amos can be the friend of the Prince of Kondor, why not Jimmy the Hand?'" (pg. 87.)

"The dark elf locked gazes with the Prince, naked hatred upon his face. He allowed himself to be disarmed as Arutha put up his own sword. Arutha had never been this close to a living moredhel before. There was no doubt they were elvin kin though elves tended to be fairer of hair and eyes. As Martin had remarked more than once, the moredhel were a handsome race, if dark of soul." (pg. 91.)

"Then there was an abrupt silence, not as if the men had stopped their movements, but rather as if something had been heard and all had instantly halted to listen, yet there was no sound. An odd dampening of sound occurred, as if a heavy, oppressive presence had entered the room, and an eeriness descended upon Arutha and his men



for a brief moment. then a chill fell over the room. Arutha felt his neck hair rise, as some primordial dread filled him. Something alien had entered the room, an unseen but palpable evil" (pg. 92-93.)

"Dropping his voice to a whisper, he added, 'I would have chosen to make a less formal entrance, Majesty, but...' He shrugged, with a faint toss of his head toward the Keshian Master of Ceremonies, indicating he had no control over such matters. 'The man's a tyrant'" (pg. 104.)

"Well, kings and princes are a different sort, but most of the nobles around here show me nothing. Old Volney has some wits, but he's not too anxious to be here anyway. The rest just want to be important. Hell, musician, you should marry her. You might improve the breed" (p. 113)

"Jimmy looked back over his shoulder and upward. A full four stories above, the high vaulted ceiling of the chamber was punctuated by large stained-glass windows, the colors barely noticeable unless the sun was directly behind the panes. Jimmy studied the windows, as his 'something is not as it should be' bump was itching. Then he understood. Each window was recessed into a cupola, no less than five or six feet deep, plenty of room to hide a quiet assassin. But how would someone get up there? The design of the hall was such that scaffolding would be needed to clean the windows, and the room had been almost constantly occupied for the last few days" (pg. 116.)

"Jimmy's vision seemed to contract, as if all he could see was Jack's finger on the trigger of the crossbow. He saw the finger begin to close and kicked out wildly. His bare feet glanced off the assassin and the crossbow fired. Jack turned in shock and Jimmy kicked out again with both feet. for a moment Jack looked to be calmly sitting at the edge of the window cupola. Then he began to fall outward, his hands grasping wildly for the sill." (pg. 119.)

"But when something terrible happens, each of us always thinks, I should have done more" (pg. 123.)

"Suddenly the very walls of the chamber seemed to shake. A black presence could be felt in the room and a high-pitched keening began, as something inhuman shrieked in outrage at being robbed of its minion. All the priests, as well as Pug and Kulgan, mounted a magic defense against the invading spirit, then suddenly everything was deathly quiet" (pg. 129.)

"We have—had a vow in the Mockers. It's from an old proverb: "You can't be sure the cat is dead until the cat is skinned" When a difficult task lay ahead and a man wished to let others know he was willing to stick it out to the last, he'd say, "Until the cat is skinned" He looked at the others and said, 'Until the cat is skinned.'

"Laurie said, 'Until the cat is skinned,' and the statement was quickly echoed by Gardan and Martin" (pg. 144.)

"With as sigh his voice softened as he said, 'I was wondering what father would have done in my place.'



"Martin glanced at Gardan. The captain said, 'Exactly what you're doing now, Arutha. Man and boy I knew Lord Borric, and I'll say there's not another more like him in temper than you. All of you are like him: Martin in the way he watches things closely. Lyam reminds me of him when the lighter moods were upon him, before he lost his lady Catherine.'

"Arutha asked, 'And I?'

"It was Martin who answered. Why, you think like him, little brother, more than Lyam or I do. I'm your eldest brother. I don't take orders from you only because you wear the title Prince to my Duke. I follow your lead because, more than any man I've known since Father, you make the right choices" (pg. 151.)

"The prophecy is ancient, perhaps from the time of the Chaos Wars. It says, 'When the Cross of Fire lights the night and the Lord of the West dead is, shall then return the Power.' It's quite well constructed poetically in the original, though it loses in translation. What we take it to mean is that some agency seeks your death to cause the prophecy's fulfillment, or at least seeks to convince others the prophecy's near fruition" (pg. 166-167.)

"In truth. Look, only a madman would not be fearful of facing what we have, and what may come, but what matters isn't whether or not you're frightened, but how you behave. My father said once that a hero is someone who simply got too frightened to use his good sense and run away, then somehow lived through it all" (pg. 178.)

"Arutha's hand shot out, knocking aside the dagger, but his eyes studied the figure behind the black-clad man. The Hadati warrior Jimmy and Martin had seen at the gate was poised, sword ready for another blow. He had struck silently at the assassin from behind, preventing a successful attack on the Prince. As the dying man collapsed, the Hadati quickly put up his slender sword and said, 'Come, three are others.'

"Jimmy quickly examined the dead man and held up an ebon hawk on a chain" (pg. 198.)

"She smiled up at him dark eyes mirroring the unending love she felt for her man. 'Among the Thuril we have a saying: "Life is problems. Living is solving problems.' He smiled at this. She said, 'Still, it is true'" (pg. 213.)

"It is clear you seek to establish a community of scholars, more than anything else. That, in and of itself, is laudable. But you will not always be here. Someday this academy could be a powerful tool in the wrong hands." (p. 266-217)

"When Rogen was at last free of the pain, the last words he spoke were "the Darkness, the Darkness." that is what he saw behind those two figures. The Darkness Rogen saw spoke these words: "Intruder, whoever you are, wherever you are, know my power is coming. My servant prepares the way. Tremble, for I come. As was in the past, so shall be in the future, now and forever. Taste my power." He, it, must have somehow reached out and touched Rogen then, causing the terror, the pain" (pg. 229.)



"Now he realized why the elves had always been reticent in discussing their relationship with the moredhel. They saw them as being one with themselves. In an instant Martin understood. The elves mourned the loss of their brothers to the lure of the Dark Path" (pg. 241.)

"Now, if all this is true, it seeks to manipulate and employ guile rather than direct force. Why? Either it is too weak to act, and must employ others, or it is biding its time until it is able to reveal its true nature and come to the fore" (pg. 249.)

"A voice in a dark place cries out to me. It seeks for my aid, begs for help...I know the voice, Katala. I have heard it before, when the time of troubles was full upon us at its most dreadful moment, when the outcome of the Riftwar hung in the balance, when the fate of two worlds rested upon my shoulders. It's Macros. It's his voice I hear" (pg. 213.)

"Baru signaled he would go after, and Arutha motioned agreement. In moment Laurie and Roald followed. Just before he turned to follow, Jimmy put his face before Martin and Arutha's and whispered, 'When we get back, the first thing I'm going to do is scream my bloody head off.'

"With a playful slap, Martin sent him along. Arutha looked at Martin and silently mouthed the words, 'Me too'" (pg. 273.)

"Upon my homeworld a power grows, a dark and evil presence that seeks to advance its cause, and that cause is the destruction of my homeland...Through magic means I have determined that this thing is of Kelewan; somehow the fate of both worlds are again intertwined" (pg. 286.)

"Hocho said, 'Milamber, listen to this: "And when the bridge vanished, still did Avarie insist on council.'"

Elgaar said, 'The golden bridge?'

Pug and the others stopped what they were doing and listened as Hochopepa continued reading. "Of the Alstwanabi, those remaining were but thirteen, numbering Avarie, Marlee, Caron"—the list goes on—"and little comfort among them, but Marlee spoke her words of power and calmed their fears. We are upon this world made for us by Chakakan"—could that be an ancient form of "Chochocan"?—"and we all endure. Those who watched say we are safe from the Darkness." The darkness? Can it be?' "Pug reread the passage. 'This is the same name used by Rogen after his vision. It is too far a stretch to be called coincidence. There is our proof: The Enemy is somehow involved in the attempts upon Arutha.'

"Dominic said, 'There is something else there as well.'

"Elgahar agreed, 'Yes, who are "those who watched"?' (pg. 302-303.)

"Holding his hand up, so that all might see, he showed the assembled moredhel and the humans that Murad's heart beat no longer. Then he tossed it aside and rose drunkenly to his feet.

"With a staggering, wobbling run, he tried for the rocks, only ten yards away. A moredhel rider moved to strike him from the side, and Jimmy threw his dagger. The point took the creature in the eye, causing him to scream as he fell back out of the saddle. But another



came at Baru and cut at him. The sword took him in the side, and the Hadati fell forward" (pg. 323.)

"Like a raging flame incarnate, Tomas sped along the shore, visiting destruction upon each Black Slayer as they set foot across the stream. Despite their arcane origin, each was helpless before the combined might of his arm and Valheru magic" (pg. 238.)

"We are a race of elvenkind long vanished from Midkemia. We are the eldest race of that world, servants to the Valheru, those whom men called the Dragon Lords. Long ago did we come to this world, and for reasons you shall learn we chose to abide here. We watch for the return of that which has brought you to us. We prepare against the day we see the return of the Enemy. We are the eldar"" (pg. 337.)

"In a year's time we shall bring forth the news that the hated Lord of the West is destroyed. Then shall we march. And we shall not march alone. We shall call our servants, the goblins, the mountain trolls, the land-striding giants. All shall come to serve us. We shall march into human lands and burn their cities. I shall erect my throne upon a mountain of their bodies. Then, O my children, shall we spill blood"" (pg. 342.)



Topics for Discussion

Members of Arutha's family perceive him to be dark and moody, called Little Storm Cloud by his mother and family. Can this perception be substantiated by the book? What in the book suggests that there is more to his character than moodiness? Would you consider Arutha to be a moody man? Justify your answer.

Jimmy the Hand considers himself to have been lucky, though at times his luck appears to have run out. Discuss Jimmy's luck. Is it all luck or is something else involved? What evidence supports your view?

Laurie loves Carline, but regularly postpones formally becoming engaged. What are the reasons he would do this? How is Laurie's position mirrored by men and women in today's society?

Good versus Evil is a theme of this book along with many other books and movies. Why is this such a prevalent theme used by so many authors? How would this be symbolic of life on Earth?

Many of the symbols used in Silverthorn are negative symbols of Christianity. Why would an author use negative symbols and allusions? What other religious allusions are found within this book? To what do they allude?

The elves of the forest and moredhel of the mountains come from the same family. One has embraced good and lightness while the other embraces darkness and evil. How is this important to the story? In what ways does this mirror life?

Pug is creating a school for the "misfits" of Midkemia, those who have indicated ability to do magic in some form or other. His school is viewed with apprehension by many. Even Dominic questions his acceptance of women, or witches. Why would people who exhibit magical skills be feared, especially women? What is it about magic in women that is feared by so many? What events in Earth history resemble this situation?

When Pug is held in prison, he discovers a means to access the kind of magic taught earlier by Kulgan. This magic is inaccessible except in times of extreme need, fear, or pain. What do you think causes this basic magic to be inaccessible to Pug? What earthly character traits can only be accessed in extreme duress? Why are they not always readily available?

Silverthorn refers to a time of Chaos Wars in the distant past. Many science fantasy books include similar events. Why would authors include a time of Chaos in their books? When would there be a time of Chaos on Earth?

Jimmy the Hand discovers things he has never expected to see or understand before. Of all these things, which discovery will have the most import in his life? Give reasons for your choice.



The abbey at Sarth is a repository of knowledge similar to that of libraries. The abbot tells Arutha that they safeguard knowledge against a time when knowledge will be taken from the world. What would cause knowledge to be taken from a world? Why is it important to safeguard knowledge? What would be the result of a knowledge loss? When in Earth's history has knowledge been lost? What resulted from the loss of knowledge?

Pug created a rift or connection between the worlds of Midkemia and Kelewan. Alternate methods of travel are desired by many today, and used in many science fiction and science fantasy novels. Why would it be valuable to travel using a rift? Would it be wise to travel between worlds? What justification would you give for your answer?