



PHILIP ATHANS

**LIES** OF  
*The Watercourse  
Trilogy* BOOK II **LIGHT**



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## THE STORY THUS FAR

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**T**he city-state of Innarlith sits on the far eastern shore of the Lake of Steam, all but ignored by the wider Realms. There, the poor suffer in the crime-ridden streets of the Fourth Quarter, craftsmen ply their trades in the Third Quarter, the privileged few live in luxury in the Second Quarter, and ships come and go from the docks of the First Quarter.

Pristoleph was born into the day-to-day horrors of the Fourth Quarter slums, but even as a boy he dreamed of greater things. As a man he's become one of the city's most powerful men.

Marek Rymüt, son of a wealthy Thayan merchant, was indoctrinated into the ranks of the mysterious Red Wizards. Decades later he's sent to Innarlith where he quickly insinuates himself into the city-state's inner circles.

Ivar Devorast and Willem Korvan, students from Cormyr, both find their way to Innarlith as well. There, Devorast learns shipbuilding, while Willem pursues power and influence.

Phyrea, daughter of the city's influential master builder, is the perfect young lady by day—and a cunning thief by night. When she spends the summer at her family's country estate, she meets Devorast and is changed forever, encounters the ghosts of the haunted manor, and is slowly driven mad.

As Willem's star rises in Innarlan society, Devorast sinks into poverty, but only one of them feels the icy chill of desperation. Willem sees all his dreams come true, but satisfaction eludes him. Devorast is inspired to build a canal to link the Lake of Steam with the Sea of Fallen Stars. When completed, it will change the face of Faerûn forever. But for everyone who wants to see that day come, there's at least one who would kill to prevent it.