

The Complete Elenium Trilogy The Diamond Throne The Ruby Knight The Sapphire Rose

Flush from their narrow victory over the horrific Vlagh, Longbow and his companions are drawn to a pastoral territory in south Dhrall, confident that they will thwart the next assault by their inhuman foe. But on the border of the Wasteland, the Vlagh is breeding a monstrous new army of venomous bat-bugs and armored spiders. These grotesque legions threaten to overwhelm the allies, who are further shocked by a prophecy delivered by the Dreamers: an invasion by a new, second army. A force of armed acolytes approaches to plunder this unspoiled land in a global holy war. Now farmers and hunters, soldiers and madmen, mortals and gods—all charge to a battle that will decide the fate of the world.

Remembering a past time when the gods walked the lands among mortals, an ancient man known as the Old Wolf recounts the tale of his youth, during which he witnessed the strife that split the world in two. Sparhawk, who is in possession of the magical sapphire that can help him save Queen Ehlana, must first dodge the powers of the evil god Azash.

In the thrilling conclusion to *The Dreamers*, the Vlagh prepares for one merciless attack that will pit her forces against the might of both the Elder Gods and the Younger Gods. All may be for naught, however, if the allies fail to respond to the fact that one within their ranks is losing her mind.

The complete, classic Elenium Trilogy, the story of the Pandion Knight Sparhawk and his horse Faron, a sleeping queen, and the legendary jewel that can save her . . .

“A story of murder and revenge . . . Outstandingly well paced and tightly plotted, the novel also stands out in its handling of various psychological themes.”—Booklist Eerily attuned to one another, twins Regina and Renata are so identical that even their mother can’t tell them apart. Then tragedy strikes: a vicious attack leaves one twin dead and the other so traumatized that she turns totally inward, incapable of telling anyone what happened or even who she is. She remains lost to the world, until the day Mark, a family friend, comes to visit—and the young woman utters her first intelligible word. As she recovers, still with no memory of the past, her nightmares grow steadily more frightful, followed by wild fits of hysteria and dark mood swings. Her strange outbursts seem to coincide with the grisly serial murders that have begun plaguing Seattle. Could she be the killer? Determined to dispel his suspicion, Mark stakes out her home. The unholy sight he witnesses one night will haunt his soul for the rest of his life. . . .

Garion the farm boy did not believe in magic dooms, but then he did not know that soon he would be on a quest of unparalleled magic and danger when the dread evil God Torak was reawakened.

Sparkhawk, the royal champion, is the only hope of preserving the throne as he copes with the treachery and corruption of the Tamul court, races against time and the fearsome Shining Ones to find the hidden Stone of Power, and must rescue his wife from the foul Cyrgon, in an omnibus edition containing *Domes of Fire*, *The Shining Ones*, and *The Hidden City*. Original. 25,000 first printing.

The complete, classic Tamuli Trilogy, the story of Prince Sparhawk, a queen taken captive, and the ultimate battle to save her . . . While most continents float freely on the face of Mother Sea, the Land of Dhrall survives anchored by the will of the Gods. All Gods, Elder and Younger, share the people and the land of Dhrall equally. But the one place they never enter is The Wasteland: a barren and hideous wilderness ruled by the Vlagh—a god-like creature whose young are evil spawn. Now, as the Elder Gods are about to transfer their power to the Younger Gods, the Vlagh plans to take advantage of their weakened state and neutralize them, eventually conquering the world. To do so, it is breeding a terrible force borne of monsters and demons. But one ray of hope shines through the darkness: four children called the Dreamers. They alone hold the power to change the course of history...and stop the Vlagh in its quest for total world domination.

David and Leigh Eddings were mythmakers and world builders of the first order. With *The Redemption of Althalus*, the authors of the *Belgariad* and *Malloreon* sagas created a thrilling stand-alone epic—boldly written and brilliantly imagined. It would be sheer folly to try to conceal the true nature of Althalus, for his flaws are the stuff of legend. He is, as all men know, a thief, a liar, an occasional murderer, an outrageous braggart, and a man devoid of even the slightest hint of honor. Yet of all the men in the world, it is Althalus, unrepentant rogue and scoundrel, who will become the champion of humanity in its desperate struggle against the forces of an ancient god determined to return the universe to nothingness. On his way to steal *The Book* from the House at the End of the World, Althalus is confronted by a cat—a cat with eyes like emeralds, the voice of a woman, and the powers of a goddess. She is Dweia, sister to The Gods and a greater thief even than Althalus. She must be: for in no time at all, she has stolen his heart. And more. She has stolen time itself. For when Althalus leaves the House at the End of the World, much wiser but not a day older than when he’d first entered it, thousands of years have gone by. But Dweia is not the only one able to manipulate time. Her evil brother shares the power, and while Dweia has been teaching Althalus the secrets of *The Book*, the ancient God has been using the dark magic of his own *Book* to rewrite history. Yet all is not lost. But only if Althalus, still a thief at heart, can bring together a ragtag group of men, women, and children with no reason to trust him or each other. Praise for *The Redemption of Althalus* “Highly recommended . . . Featuring a cast of engaging characters, some fanciful plot twists, and a light-hearted atmosphere that should appeal strongly to fans and first-time readers alike.”—Library Journal “The story takes off. The interactions between characters, straightforward plotting, and doses of wry humor keep the tale humming.”—Booklist “An engaging young reprobate hero . . . [A] magical realm of good-natured fun.”—Publishers Weekly “A compelling, involving story.”—Science Fiction Chronicle

Continuing the epic tale begun in Book One of *The Tamuli*, *Domes of Fire*...

Here begins a David Eddings trilogy, set a few years after the events of *The Elenium*...

Years after Sparhawk triumphed over the evil god Azash, Sparhawk and his queen must journey east with a handful of trusted companions, escorted by the giant Atan warriors.

Sparhawk faces his greatest enemy, rescues his beloved Queen Ehlana from her abductors without surrendering his jewel of power, and confronts the dreaded monster Klael.

Garion regains the Orb and struggles to escape from the brutal Murgos soldiers and the deadly magic spells of Grolim Hierachs Sparhawk, Knight and Queen's Champion, and his companions brave untold perils as they seek the Bhelliom, a fabulous, long-lost jewel with the power to cure the poison that threatens the life of Ehlana, Queen of Elenia

Guided by the Orb of the God Aldur, Garion and Ce'Nedrea begin a great quest to rescue their kidnapped child. Making their way through the foul swamps of Nyisssa, then into the lands of the Murgos, they must ultimately face a horrible danger--to themselves and all mankind....

Sparhawk, Pandion Knight and the Queen's champion, returns to his native land to find it overrun with evil and intrigue - and his young Queen grievously ill. As Sparhawk and his allies seek to save Ehlana, they discover the evil is even greater.

Polgara, the sorceress daughter of Belgarath and Poledra, looks back over her three thousand years of working magic, detailing her various roles as protector, adversary, ruler, and guardian

BOOK 5 OF THE MALLOREON, the worldwide bestselling fantasy series by one of the godfathers of the tradition.

Discover the epic stories that inspired generations of fantasy writers - from Raymond Feist's The Riftwar Cycle to George R. R. Martin's A Game of Thrones. The final choice: darkness or light The last clue has been found. It will lead Garion and his friends to the Place Which Is No More. Zandramas awaits him there...and with him is Garion's son. Armed only with his ancestral sword Garion must fight his way past dragons and demons to meet Zandramas and fulfil his destiny.

But the prophecies require a great sacrifice. An impossible choice: save the world - or the person you love

As the bestselling THE Mallorean series continues, Garion is pursuing Zandramas, in the form of a great dragon flying over them, across the known world. With the forces of evil threatening on both sides, Garion still had to get to the Place Which Is No More, as the Seeress of Kell had warned, but they had no idea where that might be....

Garion, the King of Riva, finds himself caught between the Dark Prophecy and the Prophecy of Light when he searches a previously obscure part of the Mrin Codex to identify someone or something called Zandramas

An omnibus edition containing the three volumes of The Elenium trilogy chronicles the adventures and exploits of Sparhawk, Pandion Knight and Queen's Champion, as he risks everything to free young Queen Ehlana from the dark spell that has ensorcelled her, in a collection that features The Diamond Throne, The Ruby Knight, and The Sapphire Rose. Original. 15,000 first printing.

The conclusion of the Belgariad series sees Garion crowned as Overlord of the West, as in the East, the evil God Torak is about to awaken and challenge Garion's rule

Sparhawk--Pandion Knight and Queen's Champion--finds his land under evil rule and the queen deathly ill upon his return, and sets off with his magic-empowered friends to find a cure

"BELGARIAD is exactly the kind of fantasy I like. It has magic, adventure, humor, mystery, and a certain delightful human insight."

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

As he seeks to recover Bhelliom, the lost jewel of power, Sparhawk meets the Shining Ones, beings whose touch brings death Final volume in the fantasy Tamuli trilogy. Prince Sparhawk and his allies battle to rescue Queen Ehlana from the hidden city of Cyrgai.

Book two of the classic ELENIMUM trilogy. The quest for the jewel of life continues.

A young man is transformed into a barbarian fighter in this adventure from "one of the leading masters of epic fantasy" (Publishers Weekly). Wallie Smith can feel the pain. He goes to the hospital and remembers the doctors and the commotion, but when he wakes up it all seems like a dream. However, if that was a dream, how do you explain waking up in another body and in another world? Little Wallie finds himself in the physique of a barbarian swordsman, accompanied by both an eccentric priest babbling about the Goddess and a voluptuous slave girl. Is this a rude awakening or a dream come true? What in the world will Wallie do now that he has found himself stranded in a strange realm? Well, it just so happens that the Goddess is in need of a swordsman. It will not be easy, but if he succeeds he will have everything he wants. If he does not, things could get ugly. Wallie is reluctant but sees his chance. If only he had the faintest clue as to the adventure he is about to unleash! If only he could imagine the forces that will be out to vanquish him!

The company must track down Zandramas, who has stolen Garion's baby son and plans to use him in a plot to make Dark Destiny rule supreme, but their quest to halt an evil prophecy is challenged at every turn

Sixth-grader Jeremy Thatcher discovers a strange magic shop he has never seen before. He enters, and his life is changed forever. Buying what he thinks is a marble, he discovers he has really purchased a dragon's egg.

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

Book One of the classic ELENIMUM series.

The final breathtaking volume in the Tamuli series.

The Complete Elenium Trilogy: The Diamond Throne, The Ruby Knight, The Sapphire Rose HarperCollins UK

In a story set within the smoldering forges of the Cauldron, Rhapsody uses her singing talents and the help of Achmed the Snake and his friend Grunther to reach Sagia, the great tree that enables them to journey 1400 years into the future.

Comprising the ancient texts of The Belgariad and The Malloreon, The Rivan Codex is a book which stands in the same relationship to the Belgariad and Malloreon as The Silmarillion does to The Lord of the Rings and The Hobbit.

After two devastating defeats and the utter annihilation of two armies, the hideous Vlagh still vows to invade the land of Dhrall. A voracious insectile overmind, she can breed millions of soldiers in mere days and even evolve entire new species in just a week. At first, Dhrall's mortal defenders-a motley bunch of mercenaries, pirates, horse lords, and lone heroes like the archer Longbow-are certain they'll prevail again. Most are now battle-hardened veterans, and the natives of Dhrall are fierce bison hunters and bear slayers, ready to fight. But while the Vlagh's past servants were giant, venomous, and mindless bugs, it has now created perfect

spies: new minions with a man's appearance and intelligence. Corrupted by the agents of the Vlagh, the human tribes are soon at one another's throats. Far, far worse for mortals is the fact that the Gods can no longer be trusted. For, nearing the end of their 25,000 year cycle, the Elder Gods are doddering toward senility and dementia. And to add to mankind's plight, a strange mysterious entity is manipulating the forces in the upcoming strife and neither gods nor mortals know its true intentions. Now, beset by astonishing, dire challenges, Longbow and his fellow mortals must wage a bitter war against a supernatural enemy-one that has evolved in ways they could have never imagined...

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