

The Diamond Throne The Elenium 1

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

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

The life story of Belgarath the Sorcerer: his own account of the great struggle that went before the Belgariad and the Malloreon, when gods stills walked the land. And the last and most amazing volume in the legendary Belgariad series: the story of the queen of truth, love, rage and destiny, Polgara the Sorceress.

Mercedes Lackey's triumphant return to the best-selling world of Valdemar, Take a Thief reveals the untold story of Skif--a popular character from Lackey's first published novel, Arrows of the Queen. Skif was an orphan who would have died from malnutrition and exposure if he had never met Deke the pickpocket. By the time he was twelve, Skif was an accomplished cat burglar. But it wasn't until he decided to steal a finely tacked-out white horse, which was, oddly enough, standing unattended in the street, that this young thief discovered that the tables could turn on him--and that he himself could be stolen!

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.

Time was running out for Garion and his companions in their quest to recover Garion's infant son and heir. If they could not locate the Place Which Is No More, then Zandramas, the Child of Dark, would use Garion's son in a rite that would raise the Dark Prophecy to eternal dominion over the universe. Only the Seeress of Kell could reveal the site of that mysterious place - and that she could do only once Garion and Polgara had fulfilled an ancient prophecy in the mountain fastness of the Seers. Kell itself was closed to Zandramas - but her dark magic could force the knowledge she needed from one of Garion's party. She laid her traps and dispatched her foul minions, determined to claim the world for the Dark God. But Garion would let nothing stand between him and his son.

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 . . .

Garion regains the Orb and struggles to escape from the brutal Murgo soldiers and the deadly magic spells of Grolim Hierachs

The Diamond ThroneRandom House LLC

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 Ehlanda 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.

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

The complete, classic Tamuli Trilogy, the story of Prince Sparhawk, a queen taken captive, and the ultimate battle to save her . . .

"BELGARIAD is exactly the kind of fantasy I like. It has magic, adventure, humor, mystery, and

a certain delightful human insight." PIER'S 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.

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

The epic story begun in 'The Diamond Throne' continues in this book. Ehlana, the young queen of Elenia is preserved in a block of crystal. Sparhawk, the queen's champion, leads his knights on a quest which can save her.

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 A two-volume compilation presents the five previously published novels in the epic saga which begins with the theft of the protective Orb from Riva.

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.

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....

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.

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

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

R'shiel, daughter of the First Sister of the Blade, and her half-brother, Tarja, a Captain of the Defenders, become caught up in a rebellion against the Sisterhood, the rulers of Medalon.

Includes facsimile of the manuscript.

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

"If you devoured Stranger Things on Netflix and you're looking to fill the demogorgon-sized hole in your life, then look no further than Notes from the Upside Down. This fan-tastic guide

has every fact you could ever wish for--from insights into the origins of the show, including the mysterious Montauk Project conspiracy theory; a useful eighties playlist (because, of course); and much more."--Amazon.

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.

"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. . . .

In this major publishing event, two of the most important names in epic fantasy offer the first of a four-book series.

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...

For use in schools and libraries only. 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.

"There is usually a fine line between genius and insanity, but in this case it has become very blurred. Some of the funniest and most clever writing I have read in years." (Terrance Fielding, WIRED magazine) "I laughed so hard and uncontrollably I could hardly breathe. Reading this on public transport is not a good idea." (Penthouse magazine) "Brilliantly funny." (Jezebel.com) From the notorious Internet troublemaker who brought the world the explosively popular "Next Time I'll Spend the Money on Drugs Instead", in which he attempted to pay his chiropractor with a picture he drew of a spider; "Please Design a Logo for Me. With Pie Charts. For Free," which has been described as one of the most passed-on viral e-mails of all time; and, most recently, the staggeringly popular "Missing Missy", which has appeared everywhere from The Guardian to Jezebel to Andrew Sullivan's The Daily Dish, comes this profoundly funny collection of irreverent Internet mischief and comedy. Featuring all of Thorne's viral success, including "Missing Missy", The Internet Is a Playground culls together every article and e-mail from Thorne's wildly popular website 27bslash6.com, as well as enough new material, available only in these pages, to keep you laughing-and, indeed, crying-until Thorne's next

stroke-of-genius prank. Or hilarious hoax. Or well-publicized almost-stint in jail (really).

Book two in the magnificent Empire Trilogy by bestselling authors Raymond E. Feist and Janny Wurts, now available in ebook

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

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

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 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.

As he seeks to recover Bhelliom, the lost jewel of power, Sparhawk meets the Shining Ones, beings whose touch brings death

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.

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 Nyissssa, then into the lands of the Murgos, they must ultimately face a horrible danger—to themselves and all mankind....

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