

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

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

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

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

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.

Guardians of the West

*The Diamond Throne* (The Elenium Trilogy, Book 1)

The Complete Tamuli Trilogy: *Domes of Fire*, *The Shining Ones*, *The Hidden City*

*The Dark Tide*

*The Sorceress of Darshiva*

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

**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**

**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.**

**You've heard the story before: an orphaned boy, raised by a wise old man, comes to a fuller knowledge of his magic and uses it to fight the great evil threatening his world. But what if that hero were destined to become the new dark lord? The Academy of Chaenbalu has stood against magic for centuries. Hidden from the world, acting from the shadows, it trains its students to detect and retrieve magic artifacts, which it jealously guards from the misuse of others. Because magic is dangerous: something that heals can also harm, and a power that aids one person may destroy another. Of the academy's many students, only the most skilled can become avatars—warrior thieves, capable of infiltrating the most heavily guarded vaults—and only the most determined can be trusted to resist the lure of magic. More than anything, Annev de Breth wants to become one of them. But Annev carries a secret. Unlike his classmates who were stolen as infants from the capital city, Annev was born in the village of Chaenbalu, was believed to be executed, and then unknowingly raised by his parents' killers. Seventeen years later, he struggles with the burdens of a forbidden magic, a forgotten heritage, and a secret deformity. When Annev is subsequently caught between the warring ideologies of his priestly mentor and the Academy's masters, he must finally**

**decide whether to accept the truth of who he really is ... or embrace the darker truth of what he may one day become.**

**Book Two of The Dreamers**

**Book Four of The Dreamers**

**The Shining Ones (The Tamuli Trilogy, Book 2)**

**The Treasured One**

**Book One of the Dreamers**

BONUS: This edition contains an excerpt from Terry Brooks's The Measure of the Magic. NEW YORK TIMES BESTSELLER Five hundred years have passed since the devastating demon-led war tore apart the United States and nearly exterminated humankind. Those who escaped the carnage were led to sanctuary in an idyllic valley, its borders warded by powerful magic against the horrors beyond. But the cocoon of protective magic surrounding the valley has now vanished. When Sider Ament, the only surviving descendant of the Knights of the Word, detects unknown predators stalking the valley, he fears the worst. And when expert Trackers find two of their own gruesomely killed, there can be no doubt: The once safe haven has been made vulnerable to whatever still lurks in the outside wasteland. Together, Ament, the two young Trackers, and a daring Elf princess spearhead plans to defend their ancestral home. And in the thick of it all, the last wielder of the black staff and its awesome magic must find a successor to carry on the fight against the cresting new wave of evil.

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.

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 . . .

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....

Enchanters' End Game

The Belgariad

The Queen's Weapons

The Shining Ones

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

***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, 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***

***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***

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

***Domes of Fire***

***Phoenix in Shadow***

***The Redemption of Althalus***

***Domes of Fire (The Tamuli Trilogy, Book 1)***

***The Ruby Knight***

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.

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

Join David and Leigh Eddings on a fascinating behind-the-scenes tour of the extensive background materials they compiled before beginning the masterpiece of epic fantasy unforgettably set down in The Belgariad and The Malloreon and their two companion volumes, Belgarath the Sorcerer and Polgara the Sorceress. Our tour stretches from the wealthy Empire of Tolnedra to the remote Isle of the Winds, from the mysterious mountains of Ulgoland to the forbidding reaches of darkest Malloreon. Along the way, you will meet old friends and enemies alike. Rare volumes will be opened to your eyes. Sacred holy books in which you may read the secrets of the Gods themselves and of their prophets. Scholarly histories of the rise and fall of empires from the Imperial Library at Tol Honeth. The profound mysteries of the Malloreon Gospels. THE RIVAN CODEX will enrich your understanding of all that has gone before . . . and whet your appetite for more spectacular adventures from this talented team.

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 King Beyond the Gate

Ancient Texts of THE BELGARIAD and THE MALLOREON

## The Elenium Trilogy (1) - the Diamond Throne

### The Elenium

#### The Riddle-master of Hed

Once the mighty fortress had stood strong, defended by the mightiest of all Drenai heroes, Druss, the Legend. But now a tyrannical, mad emperor had seized control of the fortress, and his twisted will was carried throughout the land by the Joinings --- abominations that were half-man, half-beast. Tenaka Khan was a half-breed himself, hated by the Drenai for his Nadir blood and despised by the Nadir for his Drenai ancestry. But he alone had a plan to destroy the emperor. The last heroes of the Drenai joined with him in a desperate gamble to bring down the emperor -- even at the cost of their own destruction.

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.

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.

Enter the dark and sensual realms of the Black Jewels, a world where power always has a price, in this sweeping story in the New York Times bestselling fantasy saga. They are Warlord Princes, men born to serve and protect. They are the Queen's Weapons, men born to destroy the Queen's enemies--no matter what face that enemy wears. Daemonar Yaslana knows how to be bossy yet supportive--traits he shares with his father, the Demon Prince, and his uncle, the High Lord of Hell. Within his generation of the family, he assumes the role of protector, supporting his sister Titian's artistic efforts and curbing his cousin Jaenelle Saetien's more adventurous ideas. But when a young Eyrien Queen, someone Titian thought was a friend, inflicts an emotional wound, Daemonar's counterattack brings him under the tutelage of Witch, the Queen whose continued existence is known only to a select few. As Daemonar is confronted by troubling changes within and around the family, he sees warnings that a taint in the Blood might be reappearing. Daemonar, along with his father and uncle, must uncover the source of a familiar evil--and Daemon Sadi, the High Lord of Hell, may be forced into making a terrible choice.

#### Belgarath the Sorcerer

#### The Tamuli

#### The Rivan Codex

#### The Elder Gods

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

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

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

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 Sapphire Rose (The Elenium Trilogy, Book 3)

#### The Hidden City

#### The Younger Gods

#### The Ruby Knight (The Elenium Trilogy, Book 2)

#### The Diamond Throne

The fantasy masterwork complete in one volume - 1456 magnificent pages: DOMES OF FIRE THE SHINING ONES THE HIDDEN CITY

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.

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.

SEQUEL TO PHOENIX RISING When Kyri Vantage, Phoenix Justiciar of Myrionar, with the help of her companions Tobimar Silverun of Skysand and the unexpectedly dangerous little Toad, Poplock Duckweed, defeated

monstrous killer Thornfalcon and unmasked a conspiracy of treacherous False Justiciars, she knew the job was only partly done. A dark power stirs on the far side of the terrifying Rivendream Pass. Now, as the world shudders at the arrival of the Black City, of the King of All Hells, Kyri, Tobimar, and Poplock must venture beyond Rivendream Pass and into Moonshade Hollowa place from which none have ever returned. What they find there will challenge everything they believe in and conceals a menace they cannot imagine. At the publisher's request, this title is sold without DRM (Digital Rights Management).

Legends of Shannara

The Sapphire Rose

King of the Murgos

Regina's Song

Bearers of the Black Staff

***“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. . . .***

***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***

***Book Three of the ELENIMUM is fantasy on a truly epic scale, in which the Pandion Knight Sparhawk must finally use the power of the jewel.***

***The first book in the Tamuli trilogy continues the adventures of Pandonian knight, Prince Sparhawk (from the Elenium trilogy). An ambassador from the Tamul Empire begs Queen Ehlana for help. Unrest is brewing in the area and the trouble is of paranormal origin. Sparhawk, Ehlana's champion and Prince Consort, is the Emperor of Tamul's last hope.***

***A Novel***

***Demon Lord of Karanda***

***Master of Sorrows***

***Seeress of Kell***

***Magician's Gambit***

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

Book One of the classic ELENIMUM series.