

The Diamond Throne The Elenium 1

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

The land of Tencendor is no more. But not everyone is dead. the land of tencendor is no more. But not everyone is dead. Many Icarii survive in the courts abroad, while StarDrifter SunSoar, father to Axis, lives within the corrupt Palace of the First in Coroleas. Not even the Star Dance is as dead as the Icarii Enchanters had believed, for a strange race living in the frozen northern wastes can still hear, and use, the music of the heavens. Other ghosts from the past wait in the shadows. the Skraelings once again gather in the north. Far across the Widowmaker Sea a pyramid broods and plots revenge on those who had once thought to destroy it. to the east, at the edge of the world, an ancient serpent god uncoils, sending an unwilling woman to be the bride of the enigmatic Lord of Elcho Falling. As men, Icarii, ice wraiths and ancient gods gather for war, a legend rises from the dead - Axis SunSoar, come to regain his heritage and the Star Dance, and to battle new dangers across a vast, mysterious land. PRAISE FOR SARA DOUGLASS'breathhtaking' SYDNEY MORNIG HERALD'addictively readable' tHE AGE'a superior adventure fantasy right to the last' BOOKLIST

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.

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.

A Fantasy Novel

Book Four of The Dreamers

The Hidden City

Age of the Five Gods Trilogy Book 1, The

Queen of Sorcery

Bane the Bastard is the illegitimate son of the Rigante king who men called Demonblade. Born of treachery, Bane grew up an outcast in his own land, feared by his fellow highlanders, and denied by the father whose unmistakable mark he bore—the eyes of Connavar, one tawny brown, the other emerald green. Hounded from the country of his birth, Bane found acceptance across the seas—only to have it stripped away in an instant by a cruel and deadly swordsman. Now fighting as a gladiator in the blood-soaked arenas of the Empire, Bane lives for one thing: revenge. And he pursues his goal with the same single-minded determination that won his father a crown. But more is at stake than a young warrior's quest for vengeance. The armies of the Stone are preparing to march on the lands of the Rigante. The fate of human and Seidh alike will be decided by the clash of swords—and by the bonds of twisted love and bitterness between a father and a son . . .

"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.

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

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....

Book One of the Dreamers

Sheepfarmer's Daughter

Magician's Gambit

The Serpent Bride

Book One Of The Belgariad

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

On the technological, decadent world of Proton, someone was trying to destroy Stile, serf and master Gamesman. His only escape lay through a mysterious "curtain" revealed by a loving robot. Beyond the curtain lay Phaze—a world totally ruled by magic. There, his first encounter was with an amulet that turned into a demon determined to choke him to death. And there, he soon learned, his alternate self had already been murdered by sorcery, and he was due to be the next victim. "Know thyself!" the infallible Oracle told him. But first he must save himself as he shuttled between worlds. On Proton, his fate depended on winning the great Games. On Phaze, he could survive only by mastering magic. And if he used any magic at all, the werewolf and the unicorn who were his only friends were determined to kill him at once!

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

Book One of the classic ELENium series.

The Younger Gods

Demon Lord of Karanda

Magic Kingdom for Sale--sold!

Priestess of the White

The Elder Gods

"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. . . .

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...

BOOK 1 OF THE BELGARIAD, 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. A battle is coming... ..And in that battle shall be decided the fate of the world Myths tell of the ancient wars of Gods and men, and a powerful object - the Orb - that ended the bloodshed. As long as it was held by the line of Riva, it would assure the peace. But a dark force has stolen the Orb, and the prophecies tell of war. Young farm boy Garion knows nothing of myth or fate. But then the mysterious Old Storyteller visits his aunt, and they embark on a sudden journey. Pursued by evil forces, with only a small band of companions they can trust, Garion begins to doubt all he thought he knew...

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.

The Icewind Dale Trilogy

Polgara the Sorceress

Book Two of The Dreamers

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

Split Infinity

The Elenium Trilogy (1) - the Diamond Throne Voyager

This slip-covered gift box set contains the first three books published by Salvatore: "The Crystal Shard, Streams of Silver, " and "The Halfling's Gem." These titles introduced the author's signature character, Drizt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

Paksenarrion Dorthansdotter may be the daughter of a humble sheep farmer in the far north end of the kingdom, but she dreams of so much more. After refusing her father's orders to do the sensible thing and marry the pig farmer down the road, Paks, runs away to join a band of mercenaries, dreaming of daring deeds and military glory. But life in the army is different than she imagined, and her daydreams at first seem to be turning to nightmares. But Paks refuses to let her dreams die—and does her duty with honor and integrity. Her path is an arduous one, but it will transform her into a hero remembered in songs, chosen by the gods to restore a lost ruler to his throne.

The Compton Crook Award winning first novel from Nebula winning author Elizabeth Moon. The first in the Paksenarrion Trilogy—now with an all new introduction by the author. At the publisher's request, this title is sold without DRM (Digital Rights Management).

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

Guardians of the West

Belgarath the Sorcerer

Ancient Texts of THE BELGARIAD and THE MALLOREON

Heroes Die

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 . . .

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

Wolf Haas' Detective Brenner series has become wildly popular around the world for a reason: They're timely, edgy stories told in a wry, quirky voice that's often hilarious, and with a protagonist it's hard not to love. In this episode, Brenner—forced out of the police force—tries to get away from detective work by taking a job as the personal chauffeur for two-year-old Helena, the daughter of a Munich construction giant and a Viennese abortion doctor. One day, while Brenner's attention is turned to picking out a chocolate bar for Helena at a gas station, Helena gets snatched from the car. Abruptly out of a job, Brenner decides to investigate her disappearance on his own. With both parents in the public eye, there's no scarcity of leads—the father's latest development project has spurred public protest, and the mother's clinic has been targeted by the zealous leader of an anti-abortion group. Brenner and God is told with a dark humor that leaves no character, including Brenner, unscathed. Haas tells the story of a fallible hero who can be indecisive and world-weary, baffled and disillusioned by what he finds, but who presses forward nonetheless out of a stubborn sense of decency—a two-year-old is kidnapped, so you find her, because that's just what you do.

The Shining Ones

The Rivan Codex

Domes of Fire

Enchanters' End Game

The Sorceress of Darshiva

Sam Sykes' epic quest is full of razor-sharp wit and characters who leap off the page and into trouble. It will plunge you into a vivid new world of adventure. ADVENTURERS. Long loathed for their knowledge of nothing but murder and thievery, they are savages, zealots, heathens, monsters, thugs. And Lenk, a young man with a sword in his hand and a voice in his head, counts five of them as his sole and most hated companions. Lenk's otherwise trivial employment under an esteemed clergyman is interrupted when bloodthirsty pirates, led by an ageless demon risen from the depths of the ocean, pilfer the object they have been charged with protecting: the Tome of the Undergates, the key to a door that guards the mouths of hell. A hell full of demons who want out. Against titanic horrors from the deep, psychotic warrior women, and creatures forgotten by mankind, Lenk has only two weapons: a piece of steel and five companions who are as eager to kill each other as they are to retrieve the book that will save them.

Ben Holiday purchases the magical kingdom of Landover for a million dollars only to learn that Iron Mark, lord of the demons, expects him to fight a duel to the death

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

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

The Diamond Throne (The Elenium Trilogy, Book 1)

The Redemption of Althalus

The Ruby Knight

Regina's Song

The Diamond Throne

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

In a land on the brink of peace—watched jealously by a ruthless cult from across the sea and beset by hidden enemies—five extraordinary humans must serve as sword and shield of the Gods. Auraya is one. Her heroism saved a village from destruction; now Auraya has been named Priestess of the White. The limits of her unique talents must be tested in order to prove her worthy of the honor and grave responsibility awarded to her. But a perilous road lies ahead, fraught with pitfalls that will challenge the newest servant of the gods. An enduring friendship with a Dreamweaver—a member of an ancient outcast sect of sorcerer-healers—could destroy Auraya's future. And her destiny has set her in conflict with a powerful and mysterious, black-clad sorcerer with but a single purpose: the total annihilation of the White. And he is not alone . . .

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 man shouldn't die with no understanding of why he's been murdered. Renowned throughout the land of Ankhana as the Blade of Tyshalle, Caine has killed his share of monarchs and commoners, villains and heroes. He is relentless, unstoppable, simply the best there is at what he does. At home on Earth, Caine is Hari Michaelson, a superstar whose adventures in Ankhana command an audience of billions. Yet he is shackled by a rigid caste society, bound to ignore the grim fact that he kills men on a far-off world for the entertainment of his own planet—and bound to keep his rage in check. But now Michaelson has crossed the line. His estranged wife, Pallas Rill, has mysteriously disappeared in the slums of Ankhana. To save her, he must confront the greatest challenge of his life: a lethal game of cat and mouse with the most treacherous rulers of two worlds . . .

A Novel

The Aeons' Gate: Book One

The Sapphire Rose

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

The Treasured One

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

A fabulous Eddings standalone fantasy, set in an entirely new magical world.

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

The Lady and The Legend Two dreams could come true for Diamond Houston when her idol, Jesse Eagle, walks into the rundown roadhouse where she is singing for tips. Tall and temptingly handsome, Jesse just might be Diamond's ticket to Nashville. And Jesse does something special to her when their eyes meet -- lighting passionate fires inside Diamond with the unspoken promise of nights to remember...and the one thing she desires most of all: true love. The voice of an angel brought Jesse back to this small town in middle-of-nowhere Tennessee. And now that he's met Diamond Houston, he is enchanted by much more than her remarkable talent. But proud and beautiful Diamond is nobody's one-night stand; if he wants her, he'll have to change his rambling ways. And everything may be what Jesse has to risk if he wants this rare jewel to sparkle for him alone.

The Elenium

Midnight Falcon

Pawn Of Prophecy

Tome of the Undergates

Book Three of the Dreamers

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....

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

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.

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.

King of the Murgos

Dragon Wing

Diamond

The Elenium Trilogy (1) - the Diamond Throne

Crystal Gorge