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# Magicians Gambit The Belgariad 3 David Eddings

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## How to Sell Yourself Hachette UK

Bestselling authors David and Leigh Eddings welcome readers back to the time before The Belgariad and The Malloreon series. Join them as they chronicle that fateful conflict between two mortally opposed Destinies, in a monumental war of men and kings and Gods. When the world was young and Gods still walked among their mortal children, a headstrong orphan boy set out to explore the world. Thus began the extraordinary adventures that would mold that youthful vagabond into a man, and the man into the finely honed instrument of Prophecy known to

all the world as Belgarath the Sorcerer. Then came the dark day when the Dark God Torak split the world asunder, and the God Aldur and his disciples began their monumental labor to set Destiny aright. Foremost among their number was Belgarath. His ceaseless devotion was foredoomed to cost him that which he held most dear—even as his loyal service would extend through echoing centuries of loss, of struggle, and of ultimate triumph.

## Seeress of Kell Del Rey

Hoping to duplicate the adventurous yarns of their parents, the children of spellsinger Jon-Tom and his otter sidekick Mudge set out on a perilous quest of their own. Decades have passed since college student Jon-Tom Meriweather was first marooned in a strange land of magic, and

over the years he has married, raised a son, and honed his voice so that the effects of his spell-singing—whereby he calls up magic with song—are almost predictable. His son's voice is another matter. Buncan wants to follow in his father's adventurous footsteps, but his every chord brings more discord, and there seem to be no good quests to be had. When one falls in his lap—investigating something called the Grand Veritable, whose very name is enough to send wizened wizards hiding under their covers—he seeks the help of two of his friends, children of Jon-Tom's old otter sidekick Mudge, whose voices are as pure as Buncan's is muddy. The determined trio runs

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away from home, ready to pit their teenage talents against a very adult danger.

### Diamond Throne

HarperCollins UK

Here David Eddings' bestselling *The Malloreon* continues as the epic quest begins, across new lands and among strange peoples. A magnificent fantasy of men, Kings, sorcerers, and Gods caught up in a death struggle between two ancient, warring Destinies—the culmination of a seven-thousand-year war of Good and Evil. The infant son of Garion and Ce'Ndra had been foully kidnapped. Now they began the great quest to rescue the child, with the immortal Begarath the Sorcerer, his daughter Polgara the Sorceress, and inevitably the little Drasnian, Silk. Guided by the Orb of the God Aldur, their way led through the foul swamps of Nyissa, then into the lands of the Murgos. And at the end, they must face a horrible danger—to themselves and to all mankind. For the Dark Prophecy had not vanished when Garion slew the evil God Torak. Instead, it had fled to Zandramas, who was now the Child of Dark. Dark and Light still contended for mastery, and Zandramas planned to use the child in

some rite and the Sardion Stone to insure that the Dark would triumph. If they could not be at that impossible place when Zandramas arrived, they would lose—forever.

The Icewind Dale Trilogy

Dark Horse Comics

The Elenium series, which began in *Diamond Throne*, continues against a background of magic and adventure. Ehlana, Queen of Elenia, had been poisoned. A deep enchantment sustained her life, but only while the Knights aiding it still lived—and already they were dying, one each month. Then Sparhawk, Knight and Queen's Champion, learned that the cure for the poison was the Bhellion, the great jewel lost when Sarak of Thalesia had died in battle, five hundred years before.

Sparhawk and his companions set forth to find King Sarak's grave by raising ghosts of those who had perished in that ancient battle.

The Seeker, an insectile monster spawned of the evil God Azash, hounded their every step. Still Sparhawk pressed on, driven by desperate need. They had to find Bhellion before his queen could perish. They must not fail!

Cain His Brother Blackstone

Publishing

Sparhawk's epic quest comes to a riveting conclusion in Book Three of *The Tamuli*. The Pandion Knight Sparhawk had bested the massed forces of the God Cyrgon upon the field of battle. But victory turned to ashes when the foul God's minions kidnapped Sparhawk's wife, the beautiful Queen Ehlana. Sparhawk must surrender Bhellion, the awesome jewel of power—or Ehlana would die. But Cyrgon's lackeys had misjudged their foe. Sparhawk fought on, and none of his companions flinched from the awesome struggle, though each must vanquish forces of evil from Tamuli's dark past, and from fetid places beyond human ken. Still, the full magnitude of their peril was yet to be revealed . . . Cyrgon had dared the unthinkable: He had called forth Kleal, Bhellion's opposite, to rend the very world asunder. Thus, as it had ever been decreed, would Bhellion and Kleal contend for the fate of this world—even as the man Sparhawk must finally face the God Cyrgon, in mortal combat and alone . . .

### **Queen of Sorcery**

HarperCollins UK

From the #1 New York Times bestselling author of the *Belegariad* and *Mallorean* series comes the first novel in a series imbued with magic and adventure. Sparhawk, Pandion Knight and Queen's Champion, returned to Elenia after ten years of exile, only to find his young Queen Ehlana

trapped in a block of  
ensorcelled crystal. Only the  
great sorcery of Sephrenia,  
ageless instructor of magic,  
kept her alive—but the spell  
would last only a year, and its  
cost was tragically high. Now a  
Prince Regent ruled Elenia, the  
puppet of Annias, ambitious  
Primate of the Church who  
planned to seize power over all  
the land. As Sparhawk and  
Sephrenia set out to find a cure  
for Ehlana, Sephrenia revealed  
that there was only one person  
in the west who could defeat  
the evil plots against Ehlana.  
That person was Sparhawk.  
*How to Catch a Wild  
Viscount* Del Rey Books  
"A TRIUMPH . . . A model of  
the richness and subtleties  
of relationships, characters,  
and story construction."  
--Chicago Sun-Times In his  
family life, Angus Stonefield  
had been gentle and loving;  
in business, a man of  
probity; and in his  
relationship with his twin  
brother, Caleb, a virtual  
saint. Now Angus is  
missing, and it appears  
more than possible that  
Caleb--a creature long since  
abandoned to  
depravity--has murdered  
him. Hired to find the  
missing man, William Monk  
puts himself into his shoes,  
searching for clues to  
Angus's fate and his vicious  
brother's whereabouts.  
Slowly, Monk inches toward  
the truth--and also,  
unwittingly, toward the  
destruction of his good

name and livelihood. . . .  
"MASTERFUL . . . DARKLY  
CHILLING . . . Perry  
eloquently delivers to her  
readers the flavor of  
Victorian England. . . .  
Readers will be kept  
entertained and  
guessing--right up to the  
final pages." --Milwaukee  
Journal Sentinel "JUST  
WHEN YOU THINK YOU  
HAVE IT FIGURED OUT,  
THINK AGAIN! No one can  
capture and bring to life the  
drama, excitement, and feel  
of Victorian England like  
Perry." --Mostly Murder A  
Main Selection of the  
Mystery Guild  
*Guardians of the West* Del  
Rey  
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....  
*Magician's Gambit*  
HarperCollins  
NEW YORK TIMES  
BESTSELLER •  
Sparhawk's legendary  
journey continues in Book  
Two of The Tamuli. Years  
past, the Child-Goddess  
Aphrael had hidden  
Bhelliom, the Stone of  
Power. It rested at the very  
bottom of the deepest

ocean, that nevermore  
should its awesome power  
sing temptation to mortal  
men. Then a menace arose,  
a malign force wielding  
incomprehensible  
destruction across all the  
lands. To halt that force of  
evil, Sparhawk, knight and  
queen's champion, set out  
to retrieve the sapphire rose  
from its briny sleep—even as  
his foes sought the gem for  
their own diabolical ends.  
Sparhawk and his loyal  
companions must find the  
Stone and safeguard it, both  
from those who sought to  
steal it and from the horrors  
those evildoers had already  
loosed upon the world. The  
most feared of all the  
monsters that terrorized  
Tamuli were the Shining  
Ones: dreaded, glowing  
beings whose mere touch  
could melt human flesh from  
bone. All too soon,  
Sparhawk and his  
companions found  
themselves stalked by those  
fell creatures out of myth.  
For the Shining Ones, too,  
had designs on  
Bhelliom—designs that would  
change the very shape of  
the world. . . .  
**The Word of Unbinding**  
Del Rey  
Garion regains the Orb and  
struggles to escape from the  
brutal Murgos soldiers and  
the deadly magic spells of  
Grolim Hierachs  
Ruby Knight Del Rey

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Publisher Fact Sheet Explains in clear, simple, easy-to-understand, common sense terms the skills readers need to get their message across in any speaking situation.

### **Hidden City** Ballantine Books

She's on the hunt for a hero... Luke Trenton, Viscount Merritt, returned from war a changed man. Battle stripped away his civility and brought out his inner beast. There is no charm or tenderness in him now; only dark passions and a hardened soul. He has nothing to offer the starry-eyed, innocent girl who pledged her heart to him four years ago. But Cecily Hale isn't a girl any longer. She's grown into a woman—one who won't be pushed away. She and Luke are guests at a house party when a local legend captures their friends' imaginations. While the others plunge into the forest on a wild goose...er, stag chase, Cecily's on the hunt for a man. She has only a few moonlit nights to reach the real Luke...the wounded heart she knows still beats inside the war-ravaged body...or she could lose him to the darkness forever. This is a novella of approximately 20,000 words, or 80 pages. It was originally published under the title *The Legend of the Werestag*.

### *Crystal Gorge* Del Rey

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 Elder Gods** Del Rey

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  
*Pawn of Prophecy*

### Belgariad

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

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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.

### *The Redemption of*

*Althalus Belgariad*

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.

### *Astonishing Times*

Penguin Group Australia 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.

### *Domes of Fire*

Del Rey 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.

**The Rivian Codex** Open Road Media

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, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

Climate Chaos CP Publishing

The jewel of life is rescued from the distant cave of troll-dwarf Ghwerig and the Queen can be saved. But in returning to the Elenia,

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Sparhawk and his  
companions risk delivering  
power into the hands of  
their enemies.