
The Redemption Of Althalus David Eddings

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The Elenium Trilogy (3) - the Sapphire Rose Del Rey
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 Redemption of Althalus Penguin
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 Bhelliom, 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, Bhelliom's opposite, to rend the very world asunder. Thus, as it had ever been decreed, would Bhelliom 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 . . .

Forging the Darksword Random House Digital, Inc.

In *City of Saints and Madmen*, Jeff VanderMeer has reinvented the literature of the fantastic. You hold in your hands an invitation to a place unlike any you ' ve ever visited – an invitation delivered by one of our most audacious and astonishing literary magicians. City of elegance and squalor. Of religious fervor and wanton lusts. And everywhere, on the walls of courtyards and churches, an incandescent fungus of mysterious and ominous origin. In *Ambergris*, a would-be suitor discovers that a sunlit street can become a killing ground in the blink of an eye. An artist receives an invitation to a beheading – and finds himself enchanted. And a patient in a mental institution is convinced he ' s made up a city called Ambergris, imagined its every last detail, and that he ' s really from a place called Chicago.... By turns sensuous and terrifying, filled with exotica and eroticism, this interwoven collection of stories, histories, and “ eyewitness ” reports invokes a universe within a puzzlebox where you can lose – and find – yourself again. From the Trade Paperback edition.

Del Rey

Polgara is the epic culmination of a magnificent saga, and a fitting farewell to a world which, once experienced, will never be forgotten. She soars above a world of warriors, kings, and priests. The daughter of Belgarath and the shape-shifter Poledra, she has fought wars, plotted palace coups, and worked her powerful magic for three thousand years. Now, Polgara looks back at her magnificent life, in this fitting crown jewel to the saga that is the Eddings' Belgariad and Mallorean cycles. Her hair streaked white by her father's first touch, her mind guided by a mother she will not see again for centuries, Polgara begins life in her Uncle Beldin's tower, and in the prehistorical, magical Tree that stands in the middle of the Vale. There, she first learns the reaches of her powers. There she assumes the bird shapes that will serve her on her adventures. And there she starts on the path toward her destiny as Duchess of Erat, shepherdess of the cause of good, adversary of Torak the One-Eyed Dragon God, and guardian of the world's last, best hope: the heir to the Rivan throne. Here is the legendary life story of a woman of wit, passion, and complex emotions, a woman born of two majestic parents who could not have been more unlike one another.

Ordained to make peace and make war, to gain love and lose love, Polgara lives out her family's rich prophecy in the ceaseless struggle between the Light and the Dark.

The Redemption of Michael Hollister Del Rey

Here David Eddings continues his bestselling *The Malloreon*, taking the quest across a strange continent and among stranger peoples struggling over the religion of a dead God. A story of ancient, opposing Destinies, battling for control of all men.

Zandramas had stolen King Garion's infant son and fled to use the child in some ritual that would make the Dark Destiny supreme. Garion and his friends had followed, but now they were captives of Zakath, Emperor of Malloreia, who, while friendly, stubbornly refused to let them leave. Meanwhile, a horde of demons was ravaging the cities through which they must travel. Zandramas was escaping further toward her goal. And the Seeress of Kell revealed that they must be at the ancient palace of Ashaba within a matter of days or Zandramas would win by default. Then a horrible, fatal plague struck the city of Mal Zeth, closing it against all traffic in or out. The Redemption of Jefferson Cade Hachette UK

From the bestselling authors of *The Rose of the Prophet* and *The Death Gate Cycle*, the first in a majestic saga of magic, fantasy, and adventure In the enchanted realm of Merilon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who practice the long forbidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious "dead man" and instead finds himself in a battle of wits and power with a renegade warlock of the dark Duuk-tsarith caste. Together, Joram and Saryon begin their quest toward a greater destiny—a destiny that begins with the discovery of the secret books that will enable them to overthrow the evil usurper Blachloch . . . and forge the powerful magic-absorbing Darksword.

The Redemption of Althalus Aspect
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 Sparkawk pressed on, driven by desperate need. They had to find Bhellion before his queen could perish. They must not fail!

City of Saints and Madmen Del Rey

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...

Seeress of Kell The Redemption of Althalus
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, Sparhawk and his companions risk delivering power into the hands of their enemies.

King of the Murgos Del Rey

Davian has won a victory for the Augurs, but treachery surrounds him and his allies on all sides in the second book of the acclaimed Licanus Trilogy, in which "fans of Robert Jordan and Brandon Sanderson will find much to admire." (The Guardian) Following a devastating attack, an amnesty has been declared for all Augurs -- finally allowing them to emerge from hiding and openly oppose the dark forces massing against the land of Andarra. The Augur Davian and his new allies hurry north toward the ever-weakening Boundary, but fresh horrors along their path suggest that their reprieve may have come far too late. The new Northwarden, his ally in the Capital, contends with assassins and politicians and uncovers a dangerous secret. Meanwhile, their compatriot Asha begins a secret investigation into the disappearance of the Shadows. And Caeden races against time to fulfill a treacherous bargain, but as more and more of his memories return, he begins to realize that the two sides in this ancient war may not be as clear-cut as they first seemed. . .

Girls of Storm and Shadow Createspace

Independent Publishing Platform

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. . . .

Polgara the Sorceress Silhouette

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.

Newjack Belgariad

In a world of blood and magic, a powerful epic fantasy begins... AN EMPEROR ' S

DAUGHTER WHO WILL NOT BE DENIED

Just before her sixteenth birthday, Princess Katerina is refused her rightful place as heir to the Empire of the Ice-Bear—solely because of her sex. Determined to regain her inheritance, she murders the foreign lord she's been ordered to marry and embarks on a perilous voyage to the lush, tropical islands of the Laut Besar in search of the vast wealth and power she needs to claim the Empire for herself. A PRINCE FORCED TO TAKE A STAND On a small island kingdom, Prince Arjun's idyllic life is shattered when a malignant sorcerer invades, slaughters his people and steals the sacred sword of Jun's ancestors. With his royal father dead and his palace in ruins, Jun reluctantly tracks the sorcerer and the magical blade far across the pirate-infested waters of the Laut Besar. A SORCERER SEEKING TO DESTROY THE WORLD Long ago the powerful relics known as the Seven Keys were used to safely lock away the terrifying evils of the Seven Hells. With Jun's ancient sword in his grasp, the sorcerer Mangku has claimed the first Key, and begun his mission to unleash catastrophe upon the land. As the destinies of these three entwine in the lawless islands of the Laut Besar, the fate of humanity hangs in the balance. For if the sorcerer cannot be stopped, the world itself will be unmade...

The Sorceress of Darshiva Tor Books

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 Losers Del Rey

Perfect for fans of Bernard Cornwell, Steve Berry, Naomi Novik, and Harry Turtledove, Alan Smale's gripping alternate history series imagines a world in which the Roman Empire has survived long enough to invade North America in 1218. Now the stunning story carries hero Gaius Marcellinus deeper into the culture of an extraordinary people—whose humanity, bravery, love, and ingenuity forever change his life and destiny. In A.D. 1218, Praetor Gaius Marcellinus is ordered to conquer North America and turning it into a Roman province. But outside the walls of the great city of Cahokia, his legion is destroyed outright; Marcellinus is the only one spared. In the months and years that follow, Marcellinus comes to see North America as his home and

the Cahokians as his kin. He vows to defend these proud people from any threat, Roman or native. After successfully repelling an invasion by the fearsome Iroqua tribes, Marcellinus realizes that a weak and fractured North America won't stand a chance against the returning Roman army. Worse, rival factions from within threaten to tear Cahokia apart just when it needs to be most united and strong. Marcellinus is determined to save the civilization that has come to mean more to him than the empire he once served. But to survive the swords of Roma, he first must avert another Iroqua attack and bring Cahokia together. Only with the hearts and souls of a nation at his back can Marcellinus hope to know triumph. Praise for Alan Smale and *Eagle in Exile* “ In Alan Smale, speculative fiction has been dealt a winning hand. Part historian, part anthropologist, part scientist, Smale is a Renaissance man with a storyteller's gift for letting tireless research inform the narrative without overwhelming it. Smale entertains, educates, and enraptures. ” —Myke Cole, author of *Javelin Rain* “ [Eagle in Exile] has the pace and scope of a Michener or Uris epic. . . Smale's action scenes slash across page after page, intense and bloody. . . Grab your dagger and sword, for the battle continues. ” —Kirkus Reviews (starred review) “ Warfare, political conflict, family strife—these are all presented in an epic scope where any decision or wrong move can forever change society. ” —Tech Times “ Thoroughly believable . . . Marcellinus is a complicated man, a hero we can all get behind. ” —Historical Novels Review

An Echo of Things to Come Belgariad
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

Eagle in Exile Random House Digital, Inc.
A fabulous Eddings standalone fantasy, set in an entirely new magical world.
Castle of Wizardry Random House LLC

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.

Enchanters' End Game Aspect

From the national bestselling and award-winning author of the *Vampire Earth* saga comes the first in a fantastic new series.

The Redemption of Althalus Random House

One of the most exciting new sagas in epic fantasy, *The Demon Cycle* became a phenomenon with readers and launched the brilliant career of New York Times bestselling author Peter V. Brett. Now start from the beginning with all five novels in one convenient ebook bundle: *THE WARDED MAN* *THE DESERT SPEAR* *THE DAYLIGHT WAR* *THE SKULL THRONE* *THE CORE* As darkness falls after sunset, the corelings rise—demons who possess supernatural powers and burn with a consuming hatred of humanity. For hundreds of years the demons have terrorized the night, slowly culling the human herd that shelters behind magical wards—symbols of power whose origins are lost in myth and whose protection is terrifyingly fragile. It was not always this way. Once, men and women battled the corelings on equal terms, but those days are gone. Night by night the demons grow stronger, while human numbers dwindle under their relentless assault. Now, with hope for the future fading, three young survivors of vicious demon attacks will do the unthinkable, stepping beyond the crumbling safety of the wards to risk everything in a desperate quest to regain the secrets of the past. Arlen Bales will

pay any price, embrace any sacrifice, for freedom, and his grim journey will take him beyond the bounds of human power. Crippled by the demons that killed his parents, Rojer Inn seeks solace in music, only to discover that his instrument can be a weapon as well as a refuge. Wanting to cure the sick and injured, Leesha Paper overcomes great hardship to become a guardian of old world science, learning that what heals can also harm. Together, they will stand against the night. “ Inspired, compelling, [The Demon Cycle is] the most significant and cinematic fantasy epic since The Lord of the Rings. ” —Paul W. S. Anderson, director of Alien vs. Predator