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KEY=END - FARRELL SHYANNE

ENCHANTERS' END GAME

Random House LLC *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*

ENCHANTER'S END GAME

Random House *Book five of The Belgariad_*

ENCHANTERS' END GAME

BOOK FIVE OF THE BELGARIAD

Random House *BOOK 5 OF THE BELGARIAD, the worldwide bestselling fantasy series by master storyteller David Eddings. Discover the epic story that inspired thousands - from Raymond Feist's The Riftwar Cycle series to George R. R. Martin's A Game of Thrones. On the outcome of one duel rests the fate of the world... With Garion on the throne, peace has finally come to the West. But as long as the evil God Torak still lives, he knows they will never truly be safe. As Princess Ce'Nedra leads her armies in a desperate bid to divert the Evil One's forces, Garion travels to the City of Endless Night to face Torak for the last time. But one question haunts him: can man ever destroy an immortal God?*

CASTLE OF WIZARDRY

Random House *It had all begun with the theft of the Orb that had so long protected the West from the evil God Torak. Before that, Garion had been a simple farm boy. Afterward, he discovered that his aunt was really the Sorceress Polgara and his grandfather was Belgarath, the Eternal Man.*

MAGICIAN'S GAMBIT

Belgariad *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*

QUEEN OF SORCERY

Belgariad *"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.*

PAWN OF PROPHECY

Random House Digital, Inc. *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.*

THE SAPPHIRE ROSE

Elenium (Paperback) *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*

DEMON LORD OF KARANDA

Random House Digital, Inc. *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*

BELGARATH THE SORCERER

Random House Digital, Inc. *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*

THE SORCERESS OF DARSHIVA

Random House Digital, Inc. 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....

KING OF THE MURGOS

Random House Digital, Inc. 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....

THE RIVAN CODEX

ANCIENT TEXTS OF THE BELGARIAD AND THE MALLOREON

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 Mallorean. 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.

DRAGON CHAMPION

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

GUARDIANS OF THE WEST

Random House Digital, Inc. 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

SEERESS OF KELL

Random House 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 herself 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 ELDER GODS

BOOK ONE OF THE DREAMERS

Aspect 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 TREASURED ONE

BOOK TWO OF THE DREAMERS

Aspect 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 SHINING ONES

Random House Digital, Inc. As he seeks to recover *Bhelliom*, the lost jewel of power, Sparhawk meets the Shining Ones, beings whose touch brings death

THE HIDDEN CITY

Tamuli (Paperback) 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

QUEEN OF THE DARKNESS

Penguin In the astonishing conclusion of Anne Bishop's Black Jewels Trilogy, the Dark Court has been formed and the end—for some—draws exceedingly near... Jaenelle Angelline now reigns as Queen—protector of the Shadow Realm. No longer will the corrupt Blood slaughter her people and defile her lands. But where one chapter ends, a final, unseen battle remains to be written, and Jaenelle must unleash the terrible power that is Witch to destroy her enemies once and for all. Even so, she cannot stand alone. Somewhere, long lost in madness, is Daemon, her promised Consort. Only his unyielding love can complete her Court and secure her reign. Yet, even together, their strength may not be enough to hold back the most malevolent of forces. And in the end, under the emergent shadow of evil and unforeseen betrayal, only Jaenelle's greatest sacrifice will save those she loves—and the realm she's bound to protect...

THE RUBY KNIGHT

Elenium (Paperback) 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

REGINA'S SONG

A NOVEL

Del Rey "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. . . .

OBJECTS OF OUR AFFECTION

UNCOVERING MY FAMILY'S PAST, ONE CHAIR, PISTOL, AND PICKLE FORK AT A TIME

Bantam Dell Publishing Group Recounts how the author and her sisters inherited furniture and other artifacts collected over the course of centuries by ancestors including several who served in the military, describing the stories behind various pieces of interest and what they revealed about past family members.

THE REDEMPTION OF ALTHALUS

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

BELGARATH THE SORCERER AND POLGARA THE SORCERESS: 2-BOOK COLLECTION

HarperCollins UK 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.

THE FOLKLORE OF DISCWORLD

Random House NOW UPDATED to include material on the Discworld books up to Raising Steam. Most of us grow up having always known to touch wood or cross our fingers, and what happens when a princess kisses a frog or a boy pulls a sword from a stone, yet sadly some of these things are now beginning to be forgotten. Legends, myths, fairytales: our world is made up of the stories we told ourselves about where we came from and how we got there. It is the same on Discworld, except that beings which on Earth are creatures of the imagination - like vampires, trolls, witches and, possibly, gods - are real, alive and in some cases kicking on the Disc. In The Folklore of Discworld, Terry Pratchett teams up with leading British folklorist Jacqueline Simpson to take an irreverent yet illuminating look at the living myths and folklore that are reflected, celebrated and affectionately libelled in the uniquely imaginative universe of Discworld.

THE DIAMOND THRONE

Random House LLC 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

POLGARA THE SORCERESS

Malloreon (Paperback Random Ho 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

CRYSTAL GORGE

BOOK THREE OF THE DREAMERS

Aspect 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...

THE YOUNGER GODS

BOOK FOUR OF THE DREAMERS

Aspect 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.

DOMES OF FIRE

Random House Digital, Inc. 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.

THE BELGARIAD

Del Rey Books 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.

DERYNI RISING

Penguin Charissa, a full-blooded Deryni trained in the disciplines of sorcery and necromancy, threatens the rulership of Kelson and the life of his chief advisor Morgan, in a special revised edition of the classic fantasy novel, which includes a special introduction by the author. Reprint.

KUSHIEL'S SCION

TREASON'S HEIR: BOOK ONE

Hachette UK *I was afraid of the dark tide that stirred in me. I did not want any part of my mother's blood. And yet it called to me.* Imriel de la Courcel, third in line to the throne, was enslaved and tortured as a boy, leaving him scarred and wary of his future. Son of a traitor, Imriel fears the dangerous passions of his bloodline - and his potential for destruction. His beloved stepmother, exotic and lovely, has trained him in the arts of covertcy - espionage skills that will either serve his country well, or draw him into a web of corruption and treachery. Imriel will need all of these resources as he travels, incognito, to escape the demands of court and family ... What he discovers is not freedom, but a city at war, and a political game so deep that he may never escape its net.

LORD FOUL'S BANE

Del Rey "Covenant is [Stephen R.] Donaldson's genius!"—*The Village Voice* He called himself Thomas Covenant the Unbeliever, because he dared not believe in this strange alternate world on which he suddenly found himself. Yet the Land tempted him. He had been sick; now he seemed better than ever before. Through no fault of his own, he had been outcast, unclean, a pariah. Now he was regarded as a reincarnation of the Land's greatest hero—Berek Halfhand—armed with the mystic power of White Gold. That power alone could protect the Lords of the Land from the ancient evil of the Despiser, Lord Foul. Except that Covenant had no idea how to use that power. . . .

AHREN

THE 13TH PALADIN

Independently Published Ahren can hardly believe his luck. His normal life consists of being beaten up by his drunkard father or bullied by the village lads. But at the annual suitability tests for apprenticeships, the young boy finds himself selected by Falk, the guardian of the forest, to be his apprentice and his world is turned upside down. From his new master he learns the skills of archery and how to fight the Dark Ones. And then, on the day of the Spring Ceremony there is another unexpected turn of events. He touches the Stone of the Gods and it illuminates for the first time ever. It isn't long before a cantankerous wizard turns up and urges Falk and Ahren into action. There is no time to waste, for something evil is awakening. The unlikely trio begin their dangerous journey to Evergreen, the elfish kingdom to get the elves' help. But time is running out. HE, WHO FORCES has his eyes trained on Ahren and nothing will stop him from destroying the young man. Let yourself be swept into the fantastic world of Jorath by diving into AHREN, THE

THIRTEENTH PALADIN (volume 1). For all fans of J.R.R. Tolkien's THE LORD OF THE RINGS and David Edding's BELGARIAD.

THE ICEWIND DALE TRILOGY

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.

CLASSIC BEDTIME STORIES

Artisan Books Once upon a time, artist Scott Gustafson set out to illustrate classic stories, fairy tales, and nursery rhymes. Decades later, his immediately recognizable paintings have made bestsellers of Peter Pan, The Night Before Christmas, Classic Fairy Tales, and Favorite Nursery Rhymes from Mother Goose. Now he gives us Classic Bedtime Stories, a lavishly illustrated, oversized collection of some of his favorite tales. Stories such as "Sleeping Beauty," "Jack and the Beanstalk," and "Sambha and the Tigers" leap off the page thanks to Gustafson's exquisite paintings and lively retelling of these classics. "The Lion and the Mouse" and "The Country Mouse and the City Mouse" demonstrate his talent at creating uncanny anthropomorphic characters who keep us smiling even as they teach us about tolerance, diversity, and the Golden Rule. A book that even adults will enjoy reading aloud again and again, Classic Bedtime Stories will keep youngsters of all ages engaged for hours. Gustafson's unique style makes this a volume to be cherished by children, parents, and grandparents for generations to come.

THE BELGARIAD BOXED SET

PAWN OF PROPHECY; QUEEN OF SORCERY; MAGICIAN'S GAMBIT; CASTLE OF WIZARDRY; ENCHANTER'S END GAME

Ballantine Books