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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. 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. A short story collection from the New York Times bestselling author—available in trade paperback for the first time. "Donaldson proves that he is as adept at the short story as he is at

the novel" (Denver Rocky Mountain News), in this superb collection. The famous outtake from *The Illearth War*, "Gilden-Fire," headlines eight tales of mystics and unicorns, angels and kings—all written with the dazzling style and imagination that have made Stephen R. Donaldson one of the top fantasists of the day. 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 Zandrmas, who was now the Child of Dark. Dark and Light still contended for mastery, and Zandrmas 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 Zandrmas arrived, they would lose—forever. Princess Ce'Ndra joins the young farm boy, Garion, in the struggle to find the magical Orb and defeat the power of an evil sorcerer. The fourth book in the series pits Garion and his fellow wizards against the evil sorceress Zandrmas, who has kidnapped Garion's infant son for use in a bizarre ritual "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. . . . 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 NEW YORK TIMES BESTSELLER •

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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. . . . 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 Malloreon, 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. In this major publishing event, two of the most important names in epic fantasy offer the first of a four-book series. 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. It is no secret that true crime murder stories are not for the faint of heart. They can lead you to double-check your windows and doors at night, and question everything you thought or believed about human

nature. Yet they are intriguing and fascinating at the same time. What is it that makes us different from those who take the lives of others? That is a question that many ask themselves, and these true crime stories help to identify the method and psychology behind some of the most terrifying killers in modern history. This set includes three true crime books, volumes 1-3, and each is filled with a variety of true crime murder cases, including spree killers and massacres, some of which are yet to be solved. You are taken through the background of the story, the murders, and the criminal investigations that took place. Some pages will be difficult to read, due to the emotion behind them. Yet you will be unable to stop reading, turning page after page. Each true crime anthology in this collection will leave you to ponder whether the perpetrators of these crimes were really monsters. When you learn of the background of these killers, the age-old question of whether a serial killer is born to kill will be at

the forefront of your mind. Explore the stories behind the murders in these True Crime volumes, the anger, the horror, and the sadism, inflicted by each killer. Feel for the victims, their families, and the investigators who had to deal with each case. And don't be surprised if you have to sleep with the light on. 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! Once again, Lucy Summers puts a lighthearted face on witchcraft as she offers girl-to-girl advice on charms, chants, and other spellbinding methods for attracting guys and making dating problems vanish in that proverbial puff of smoke. Presented in a fun-to-read question-and-answer format, her brand-new Hex Appeal shows how to Captivate that dream guy with potent potions to make his head spin Make unwanted admirers disappear with a powerful banishing spell Discover witchcraft's secret ingredients that give a girl true hex appeal Stylishly chic color illustrations, a handy checklist for each magic hex, and easy instructions on how to activate the spells combine to make this entertaining volume a fun guide on how to become the most bewitching babe in town. Hadrian Marlowe, a man revered as a hero and despised as a murderer, chronicles

his tale in the galaxy-spanning debut of the Sun Eater series, merging the best of space opera and epic fantasy. It was not his war. The galaxy remembers him as a hero: the man who burned every last alien Cielcin from the sky. They remember him as a monster: the devil who destroyed a sun, casually annihilating four billion human lives—even the Emperor himself—against Imperial orders. But Hadrian was not a hero. He was not a monster. He was not even a soldier. On the wrong planet, at the right time, for the best reasons, Hadrian Marlowe starts down a path that can only end in fire. He flees his father and a future as a torturer only to be left stranded on a strange, backwater world. Forced to fight as a gladiator and navigate the intrigues of a foreign planetary court, Hadrian must fight a war he did not start, for an Empire he does not love, against an enemy he will never understand. Now in the final stages of their quest for his son, Garion and his companions travel to Kell to consult the only

undamaged copy of the Malloreon Gospels. For centuries the Seers have guarded this book from the Grolims and even had their wizards put a curse of blindness on any Grolim who tried to enter Kell. So, as proclaimed in Guardians of the West, Belgarion the Godslayer sets out with those who must join him: the Eternal Man, the Guide, the Man with Two Lives, the Bearer of the Orb and the Silent Man, and the rest of his companions to The Place Which Is No More to make the final choice - darkness or light. But Zandramas the Sorceress will not be outdone. Though she may not enter Kell she still has young Geran and should she reach the final meeting place with him, then Garion must slay his son or the world will be no more. **THUS ENDS THE EPIC STORY OF THE MALLOREON** 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. Desire. Danger. Deception. The scion of the Falconer vampire clan inspires them all... When a mysterious man rescues Madison Bainbridge from a random attack, she sees only his broad shoulders, his gray eyes, his kindness. But as she gets to know Dominic, her attraction wars with the certainty he's keeping big secrets. Who is the menacing beauty following him around? What of the palm-reader who stops her in the park? And who's watching them from the shadows? Young vampire Dominic Falconer wanted nothing more than a few weeks in New Orleans, a chance to see the city on his own. He didn't expect to be captivated by lovely Maddy—or for enemies to surround him, eager to use the stirrings of his heart to bring down his family. A hostile rival is out for vengeance. Dominic's fellow Hungarian vampires are vanishing without a trace. And the shadowy Knights of the Dark Wood want nothing more than to get hold of Dominic himself. But Dominic

and Maddy have a connection worth fighting for—and a passion that will awaken the unexpected in them both . . . David Eddings returns to *The Elenium*, the splendid fantasy series that began with the thrilling novels *Diamond Throne* and *Ruby Knight*. Finally the knight Sparhawk had come to possess Bhelliom, legendary jewel of magic that alone could save Queen Ehlana from the deadly poison that had felled her father. Sparhawk and Sephrenia, ageless instructor in Styric magics, made haste to free Ehlana from the crystalline cocoon that had preserved her life while they desperately sought a cure. But Bhellion carried dangers of its own. Once the stone came into his hands, Sparhawk found himself stalked by a dark, lurking menace. Whether the foul Zemoch God Azash was behind this threat, or some other enemy, even Sephrenia could not say—only that the sapphire rose held powers too dangerous for any mortal to bear. Restoring Queen Ehlana would be only the beginning of Sparhawk's

mission. With the aid of four stalwart knights, one from each Militant Order, he must thwart Ehlana's prisoner, the Primate Annias, in his plot to assume the throne of the Church. For as Archprelate, Annias would serve his secret master, Azash, and deliver up to the dread God the one thing Azash thirsted for—Bhellion itself! Here is the epic conclusion of David Eddings's enthralling series *The Malloreon*—two magnificent novels in one volume. This monumental fantasy follows the story of two age-old opposing destinies locked in a seven-thousand-year war for control of the world, its gods, and its men. Troubles mount as King Garion, Belgarath, and Polgara pursue Zandramas, the Child of Dark, across the known world. The wicked creature has abducted the King's infant son for sinister purposes. If Garion and his companions cannot reach the Place Which Is No More, as the Seeress of Kell has warned, then Zandramas will use Garion's son in a rite that will raise the Dark Prophecy to

eternal dominion over the universe. Only the Seeress of Kell can reveal the mysterious locale, but first Garion and Polgara must fulfill an ancient prophecy in the mountain fastness of the Seers. Although Kell is closed to Zandramas, her dark magic can forcefully extract the intelligence she needs from one of Garion's party. Setting traps and dispatching her foul minions, she is determined to claim the world for the Dark Prophecy. But Garion will let nothing stand between himself and his son. . . . The beloved Sparhawk undertakes a perilous new quest in the Tamuli series from New York Times bestselling author David Eddings. Danger stalked Queen Ehlana's realm. It began with peasants whispering that the bloody heroes of old would rise again. Soon outlaw bands were ravaging the hill country, while the Trolls disappeared from their icy northern haunts—and none could say where they had gone. Then came an ambassador from the far-off Tamul empire, begging aid. Monsters, ancient warriors, and

foul magics were tearing their empire apart. Sparhawk, Ehlana's champion and Prince Consort, was the Emperor's last hope, for surely the knight who had killed the evil God Azash could prevail against the terror in Tamuli. Thus did Sparhawk and his Queen begin the perilous trek to the far-distant empire of the east. With them journeyed a handful of trusted companions: the stalwart champions of the four Militant Orders, the knight Berit, Mirtai the giantess, Princess Danae, and the young thief Talen. At the journey's end waited a glittering court seething with corruption, treachery—and the greatest danger Sparhawk would ever face! The master Sorcerer Belgarath and his daughter are on the trail of the stolen Orb. 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... Raphael Taylor was a golden boy--blond, handsome, charming, a gifted athlete and a serious student, an angel in every way. Damon Flood was a scoundrel--a smooth, smiling, cynical devil, as devious and corrupt as Raphael was open and innocent. The day Raphael met Damon was the day he began his mysterious fall from grace. And the golden boy fell very fast and very far.... 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. Garion regains the Orb and struggles to escape from the brutal Murgu soldiers and the deadly magic spells of Grolim Hierachs. 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. 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.... Bestselling authors David and Leigh Eddings welcome readers back to the time before The Belgariad and The Mallorean 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. 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. Now in ebook format. 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. 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 Mallorea. 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. They came after the Diseray. Some were terrors ripped from our collective imaginations, remnants of every mythology across the world. And some were like nothing anyone had ever dreamed up, even in their worst nightmares. Monsters. Long ago, the barriers between our world and the Otherworld were ripped open, and it's taken centuries to bring back civilization in the wake of the catastrophe. Now, the luckiest

Cits live in enclosed communities, behind walls that keep them safe from the hideous monsters fighting to break through. Others are not so lucky. To Joyeaux Charmand, who has been a Hunter in her tight-knit mountain community since she was a child, every Cit without magic deserves her protection from dangerous Othersiders. Then she is called to Apex City, where the best Hunters are kept to protect the most important people. Joy soon realizes that the city's powerful leaders care more about luring Cits into a false sense of security than protecting them. More and more monsters are getting through the barriers, and the close calls are becoming too frequent to ignore. Yet the Cits have no sense of how much danger they're in to them, Joy and her corp of fellow Hunters are just action stars they watch on TV. When an act of sabotage against Joy takes an unbearable toll, Joy uncovers a terrifying conspiracy in the city. There is something much worse than the usual monsters infiltrating Apex. And it may be too

late to stop them Eleven years after being crowned King of Riva, Garion again finds himself a pawn caught between two ancient prophecies with the fate of the world resting upon him. 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 . . .