
The Redemption Of Althalus

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The Redemption of Althalus *Random House Digital, Inc.*

As the battle continues between the forces of good and evil, disreputable thief and rogue Althalus is forced into an uneasy alliance with powerful goddess Dweia as they embark on a mission that could hold the key to the world's salvation.

The Redemption of Althalus

"On his way to steal The Book from the House at the End of the World, Althalus is confronted by ... Dweia, sister to The Gods and a greater thief even than Althalus." When he leaves the house, thousands of years have gone by.--Jacket.

The Redemption of Althalus *HarperCollins UK*

Althalus, burglar, armed robber, is paid to steal a book by a sinister stranger named Ghend - He discovers that the evil god Daeva is trying to unmake the world.

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

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. . . .

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 Redemption of Althalus

Bronze-age burglar, armed robber and sometime murderer, Althalus is commissioned to steal a book by a mysterious cloaked stranger named Ghend. After stealing Ghend's cloak, Althalus sets off to the House at the End of the World to steal the book.

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 Redemption of Althalus *Del Rey*

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

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 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

The Losers *HarperCollins UK*

Raphael Taylor is a young man with everything going for him - he is handsome and a star football player.

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 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 Time

A Three-Body Problem Novel *Tor Books*

Set in the universe of the New York Times bestselling *Three-Body Problem* trilogy, *The Redemption of Time* continues Cixin Liu's multi-award-winning science fiction saga. This original story by Baoshu—published with Liu's support—envisions the aftermath of the conflict between humanity and the extraterrestrial Trisolarans. In the midst of an interstellar war, Yun Tianming found himself on the front lines. Riddled with cancer, he chose to end his life, only to find himself flash frozen and launched into space where the Trisolaran First Fleet awaited. Captured and tortured beyond endurance for decades, Yun eventually succumbed to helping the aliens subjugate humanity in order to save Earth from complete destruction. Granted a healthy clone body by the Trisolarans, Yun has spent his very long life in exile as a traitor to the human race. Nearing the end of his existence at last, he suddenly receives another reprieve—and another regeneration. A consciousness calling itself *The Spirit* has recruited him to wage battle against an entity that threatens the existence of the entire universe. But Yun refuses to be a pawn again and makes his own plans to save humanity's future... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Revenge of the Dwarves *Orbit*

Though hailed a hero by his people, the course of life has not run smooth for the battle-weary Tungdil the dwarf. But there is no rest for this warrior yet - as he must now find the strength to face the most formidable enemy the kingdom has ever encountered . . . A new evil has risen from the depths of the earth to terrorize the land of Girdlegard. Monstrous creatures - half-orc, half-älfar - are roaming the kingdom, leaving a trail of death and destruction in their wake. These merciless hybrids are on a mission to obtain the most powerful weapon known to the dwarf race - and whoever holds this weapon will control the world. Then when the fossilized Magus Lot-Ionan is stolen, Tungdil spies total disaster on the horizon. With the very existence of the dwarves under threat, he will have to resort to his trusty double ax and risk

everything he knows to save his country from annihilation . . . Hold your breath for **THE REVENGE OF THE DWARVES**, the next thrilling installment in this spectacular fantasy epic from international bestselling author Markus Heitz

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

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 Nyissas, then into the lands of the Murgos, they must ultimately face a horrible danger--to themselves and all mankind....

Polgara the Sorceress *Malloréon (Paperback Random House)*

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

Servant of the Shard *Wizards of the Coast*

New York Times–bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. *Servant of the Shard* is the first book in the *Sellswords* trilogy and the fourteenth book in the *Legend of Drizzt* series.

We Are Our Mothers' Daughters

Revised and Expanded Edition *Harper Collins*

In this tenth-anniversary edition of *We Are Our Mothers' Daughters*, renowned political commentator Cokie Roberts once again examines the nature of women's roles through the revealing lens of her personal experience. From mother to mechanic, sister to soldier, Roberts reveals how much progress has now been made—and how much further we have to go. Updated and expanded to include a diverse new cast of women, this collection of essays offers tremendous insight into the opportunities and challenges that women encounter today. In a series of new profiles and revealing updates, Roberts reflects upon the number of female achievers who have graced the public stage in the past decade. In addition to the illuminating and sometimes surprising history of women in a variety of fields, several chapters also introduce us to some of the fascinating women she has encountered during the course of her reporting career—including Hillary Clinton, Nancy Pelosi, Laura Bush, Billie Jean King, Michelle Rhee, and Dorothy Height. Looking into the future, Roberts focuses on the question of "What next?", exploring how several women—including herself—have begun to define themselves in the next stages of their lives. She also relates moving anecdotes about the women in her personal life, including her mother, former congresswoman Lindy Boggs. Sensitive, straightforward, and perceptive, *We Are Our Mothers'*

Daughters celebrates the new diversity of choices and perspectives available to women today and affirms the bonds of sisterhood over the centuries—a vital, powerful interconnection among all women, regardless of background.

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 itself 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.

Canticle *Wizards of the Coast*

From the beloved creator of the *Legend of Drizzt* comes the thrilling first adventure in the *Cleric Quintet*—the story of a young cleric who is destined for greatness High in the Snowflake Mountains sits the Edificant Library, a place of scholarly study for priests, bards, and anyone who seeks knowledge for the sake of the greater good. This mystical place is home to Cadderly, a young cleric who lives a peaceful life of scholarship and invention. When a vicious curse is unleashed on the library, Cadderly must set aside his pursuit of knowledge to lead a motley team of monks, dwarves, and druids—and one alluring young warrior monk named Danica—into the catacombs of the library and a perilous fight against evil. There, the friends must join together as a group of unlikely heroes to save their home from the destruction already pulsing through its walls.

Tales of Mithgar *Roc*

Snowbound at an inn called the One Eyed-Crow, storytellers from across the realm of Mithgar share eleven mythical adventures around the fireplace.

The Sorceress of Darshiva *Random House Digital, Inc.*

As the bestselling *THE Malloréon* 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....

Aerie

Book Four of the Dragon Jousts *Penguin*

Kiron has secretly gathered an army of dragon riders to seek refuge in the abandoned desert city they have named Sanctuary, where they join with other dragon riders to rid their world of both war and magical domination. But now it is time to build a new society in Aerie: an ancient city that seems to have been designed for dragon riders and their dragons.

The Shining Ones *Random House Digital, Inc.*

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

The Lone Drow

The Hunter's Blades Trilogy *Wizards of the Coast*

Alone on the battlefield. Surrounded by death. Cornered by enemies. And ready to die. Drizzt Do'Urden has become the Hunter, the bane of the orc hordes still ravaging the North. Cut off, alone, convinced that everything he ever valued has been destroyed, all that's left is to kill, and kill, and kill, until there are no enemies left. But there are a lot of enemies, and even the Hunter is just one lone drow.

The Elder Gods -The Dreamers B

In this major publishing event, two of the most important names in epic fantasy offer the first of a four-book series.

River of Stars *Penguin*

"River of Stars is a major accomplishment, the work of a master novelist in full command of his subject."—Michael Dirda, in *The Washington Post* "Game of Thrones in China."—Salon.com Ren Daiyan was still just a boy when he took the lives of seven men while guarding an imperial magistrate. That moment on a lonely road changed his life in entirely unexpected ways, sending him into the forests of Kitai among the outlaws. From there he emerges years later—and his life changes again, dramatically, as he circles toward the court and emperor, while war approaches Kitai from the north. Lin Shan is the daughter of a scholar, his beloved only child. Educated by him in ways young women never are, gifted as a songwriter and calligrapher, she finds herself living a life suspended between two worlds. Her intelligence captivates an emperor—and alienates women at the court. But when her father's life is endangered by the savage politics of the day, Shan must act in ways no woman ever has. In an empire divided by bitter factions circling an exquisitely cultured emperor who loves his gardens and his art far more than the burdens of governing, dramatic events on the northern steppe alter the balance of power in the world, leading to events no one could have foretold, under the river of stars.

Jimmy the Hand**Legends of the Riftwar** *Harper Collins*

Jimmy the Hand, boy thief of Krondor, lived in the shadows of the city. The sewers were his byways and a flea-ridden, rat-infested cellar his home. Although gifted beyond his peers, he was still but a nimble street urchin, a pickpocket with potential. Until the day he met Prince Arutha. Aiding the Prince in his rescue of Princess Anita from imprisonment by Duke Guy du Bas-Tyra, Jimmy runs afoul of Black Guy's secret police. Given the choice of disappearing on his own or in a weighted barrel at the bottom of Krondor's harbor, Jimmy flees the only home he's ever known, venturing south to the relatively safe haven of Land's End. Suspecting that the rural villagers have never encountered a lad with his talent and nose for finding wealth—other people's wealth—he's fairly optimistic about his broadening horizons. But Jimmy is completely unprepared for what greets him. For Land's End is home to others who tread the crooked path, and more, to a much darker secret: a dangerous presence unknown even to the local thieves and smugglers. And Jimmy's youthful bravado and courage will plunge him deep into the maw of chaos and even—if he isn't careful—death.

Last Sword of Power *Del Rey*

"David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy." --R. A. Salvatore, *New York Times* Bestselling author *The Goths* followed a bloodthirsty new leader, one who sought to open the Gates of Hell: Wotan. His immortal power stemmed from human sacrifice and dark sorcery, and no sword

could touch him. He rode the winds on a leather-winged steed, while his armies cut a deadly swath across the northern kingdoms. Even death's icy hand could not stop them. Only Uther Pendragon could save Britannia. To do so he must wield his birthright--Cunobelin's blade, the legendary Sword of Power. But Uther was chained in Hell, the sword lost in swirling Chaos. All hope lay with the warrior known as Revelation, with the magic of the Sipstrassi Stones, and with Anduine, a blind girl possessed of arcane powers. Only if these unlikely allies united could they hope to stop the invincible foe before the world plunged into darkness.

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.

Castle of Wizardry *Belgariad*

Garion regains the Orb and struggles to escape from the brutal Murgo soldiers and the deadly magic spells of Grolim Hierachs

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.

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

Stars Uncharted *Penguin*

In this rip-roaring space opera, a ragtag band of explorers are out to make the biggest score in the galaxy. On this space jump, no one is who they seem . . . Captain Hammond Roystan is a simple cargo runner who has stumbled across the find of a lifetime: the Hassim, a disabled exploration ship--and its valuable record of unexplored worlds. His junior engineer, Josune Arriola, said her last assignment was in the uncharted rim. But she is decked out in high-level bioware that belies her humble backstory. A renowned body-modification artist, Nika Rik Terri has run afoul of clients who will not take no for an answer. She has to flee off-world, and she is dragging along a rookie modder, who seems all too experienced in weapons and war . . . Together this mismatched crew will end up on one ship, hurtling through the lawless reaches of deep space with Roystan at the helm. Trailed by nefarious company men, they will race to find the most famous lost world of all--and riches beyond their wildest dreams . . .

The Redemption of Michael Hollister**A Middle Falls Time Travel Novel** *Createspace Independent Publishing Platform*

All Michael Hollister wanted was death. What he got was time travel. Convicted of murder, and with nothing left to live for, Michael commits suicide in his jail cell in 1977, then opens his eyes in 1966, in his eight year old body, all memories of his previous life intact. His first thoughts are of the dark intentions of his father. When the man who raised him once again tries to do the unthinkable, Michael has a chance to right his childhood's

greatest wrong. But, can he do that without becoming a killer all over again? *The Redemption of Michael Hollister* is the second in the Middle Falls Time Travel series, but is a complete novel that can be read without having read the first book - *The Unusual Second Life* of Thomas Weaver.

Mistress of the Empire *Spectra*

The world on the other side of the rift: Kelewan, a land seething with political intrigue and deadly conspiracies. Following the opulent panoply of *Daughter Of The Empire* and the dazzling pageantry of *Servant Of The Empire* comes the resounding conclusion to the Empire trilogy. Besieged by spies and rival houses, stalked by a secret and merciless brotherhood of assassins, the brilliant Lady Mara of the Acoma faces the most deadly challenge she has ever known. The fearsome Black Robes see Mara as the ultimate threat to their ancient power. In search of allies who will join her against them, Mara must travel beyond civilization's borders and even into the hives of the alien cho-ja. As those near and dear to her fall victim to many enemies, Mara cries out for vengeance. Drawing on all of her courage and guile she prepares to fight her greatest battle of all--for her life, her home, and the Empire itself.

Eagle in Exile

The Clash of Eagles Trilogy Book II *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