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KEY=TAMULI - BRADFORD CANTRELL

The Shining Ones HarperCollins UK Before Queen Elhana took a hand in educating him, the Tamul Emperor Sarabian was a mere puppet ruler. His vast territories were prey to insurrection; Sparhawk and the giant Atans crushed one such rebellion within the gates of the pearl-bright Tamul capital Matherion. But yet greater turmoil threatens Sarabian as Trolls, Gyrgai, vampires, zombies, ghouls and Ogres form a vast conspiracy to take over the Empire. Most disturbing of all are reported sightings of Shining Ones amongst the hordes. These luminous beings inspire more fear than the rest combined & The Tamuli Trilogy (2) - the Shining Ones Voyager In this the second book in the Tamuli trilogy, Sparhawk is out of the kingdom in the far-flung limits of the Tamul Empire and reliant upon the jewel of Bhelliom and the Pandion Knights. His greatest foes are the Shining Ones mingling with the hordes. Shining ones The beleaguered Tamul Emperor Sarabian needs his Elenian neighbours Sparhawk and Queen Ehlana if he is to defeat the vast conspiracy that threatens his ancient power. Trolls, vampires, werewolves and zombies have joined forces against him. However, the most disturbing of his enemies are the Shining Ones; luminous beings that kill with a touch. The Shining Ones (The Tamuli Trilogy, Book 2) HarperCollins UK Continuing the epic tale begun in Book One of The Tamuli, Domes of Fire... The Tamuli HarperCollins UK The fantasy masterwork complete in one volume - 1456 magnificent pages: DOMES OF FIRE THE SHINING ONES THE HIDDEN CITY The Hidden City HarperCollins UK The final breathtaking volume in the Tamuli series. The pace, as always, is white hot - as are the special effects. As readers will know from Book Two, the Shining One Xanetia can melt her enemies with a touch. Fortunately, she is on the side of our hero, and so is the

god Edaemus, whose (literally) volcanic rage will be useful in the continuing fight to save the Tamul Empire from the ravages of sinister King Cyrgon of the Cyrgai. Cyrgon has called forth Bhelliom's equal in supernatural power, Klael, the very essence of evil. And while Sparhawk is leading armies of Pandion Knights, Atan giants and Trolls in battle, Queen Ehlana is taken hostage in Matherion by the renegade Styric Zalasta and the madman Scarpa. The price for her return is no less than the Blue Rose. Taken in chains first to the jungles of Arjuna in the South, Ehlana is tracked by Sparhawk using both Delphaeic and Styric magic. But by then Sephrenia has been murdered and Ehlana has been removed to the Hidden City of the Cyrgai. The City is protected by magic and by the invincible Klael. The ultimate battle must be fought. Domes of Fire HarperCollins UK Begins a new David Eddings trilogy, set a few years after the events of The Elenium... The Elenium Trilogy (3) - the Sapphire Rose Voyager 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. The Ruby Knight HarperCollins UK The second book in The Elenium series. The Complete Tamuli Trilogy: Domes of Fire, The Shining Ones, The Hidden City HarperCollins UK The complete, classic Tamuli Trilogy, the story of Prince Sparhawk, a queen taken captive, and the ultimate battle to save her . . . Demon Lord of Karanda Random House Some forces cannot be fought by human means ... Arion's journey becomes ever more fraught with danger. He and his company must use every skill they possess to evade capture. Any delay will be fatal for his beloved son. They have no choice but to pursue the kidnappers wherever they go even through a land reputed to be ruled by demons - myth that turns out to be horrifically true ... The Tamuli Domes of Fire; The Shining Ones; The Hidden City The Elenium Trilogy (1) - the Diamond Throne Voyager Sparhawk, Pandion Knight and the Queen's champion, returns to his native land to find it overrun with evil and intrigue - and his young Queen grievously ill. As Sparhawk and his allies seek to save Ehlana, they discover the evil is even greater. Blood of Ravens Book One of the Rising Jen McIntosh Hunted. Hidden. Scattered. But the old bloodlines hold true. And now is the time of the Rising. It's been a hundred years since the Shade King orchestrated the Fall of the Graced; a century since he tipped the balance in his favour and brought those magically gifted warriors to their knees. But now a new power is rising and even the faintest ember, buried amongst ash and ruin, can reignite the flames of war. Renila remembers nothing of her life before the birth of her son, save the old stories she knows by heart. But when a stranger arrives at the castle she calls home, her past begins to resurface - and with it, her power. Enslaved by his master's dark magic, the Shade King's general, Alexan, has been dispatched to hunt down the King's daughter - and either return her to her father, or kill her. His history with the Princess makes him well suited to the task, but it may also be his undoing. Keriath, bastard daughter of the Shade King, has been hunted her entire life and, since she was old enough to wield

the power in her veins, has dedicated herself to destroying the monster who claims to have sired her. But the events of a single night may change her fate forever. The twins, Lucan and Suriya, are plagued by nightmares - by visions of myth and monsters - for which their mysterious yet domineering mother blames Renila and her stories. But there is something she is not telling them, and they are determined to find out what. This enthralling and immersive epic fantasy story is the first in the Rising Series, and Jen McIntosh's debut novel. **The Diamond Throne (The Elenium Trilogy, Book 1) HarperCollins UK** Book One of the classic ELENIUM series. **Belgarath the Sorcerer 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. **Pawn Of Prophecy Book One Of The Belgariad Random House** BOOK 1 OF THE BELGARIAD, the worldwide bestselling fantasy series by one of the godfathers of the tradition. Discover the epic stories that inspired generations of fantasy writers - from Raymond Feist's The Riftwar Cycle to George R. R. Martin's A Game of Thrones. A battle is coming... ...And in that battle shall be decided the fate of the world Myths tell of the ancient wars of Gods and men, and a powerful object - the Orb - that ended the bloodshed. As long as it was held by the line of Riva, it would assure the peace. But a dark force has stolen the Orb, and the prophecies tell of war. Young farm boy Garion knows nothing of myth or fate. But then the mysterious Old Storyteller visits his aunt, and they embark on a sudden journey. Pursued by evil forces, with only a small band of companions they can trust, Garion begins to doubt all he thought he knew... **The Treasured One Book Two of The Dreamers Hachette UK** 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 Losers HarperCollins UK** Raphael Taylor is a young man with everything going for him - he is handsome and a star football player. **The British National Bibliography The Rivan Codex Ancient Texts of the Belgariad and the Malloreon HarperCollins UK** Before David Eddings started the Belgariad, he spent a year working on the design and mythology of the fantasy world in which it is set. The Rivan Codex comprises those background materials. **To be Continued An Annotated Guide to Sequels Greenwood Publishing Group** Main entries by author, then series. Title and subject index also included. **The Elder Gods HarperCollins UK** The Dreamers teeter on the brink of divinity. They have the power to change the world with their dreams. They look like children. They are, in fact, sleeping gods. **The Traitor Queen**

Hachette UK Discover the magic of Trudi Canavan with her brand new novel in the Traitor Spy trilogy. . . Events are building to a climax in Sachaka as Lorkin returns from his exile with the Traitor rebels. The Traitor Queen has given Lorkin the huge task of brokering an alliance between his people and the Traitors. Lorkin has also had to become a feared black magician in order to harness the power of an entirely new kind of gemstone magic. This knowledge could transform the Guild of Magicians -- or make Lorkin an outcast forever. The Traitor Spy trilogy, which began with *The Ambassador's Mission* and *The Rogue*, is the new series set in the world of the international bestselling Black Magician trilogy. Sorceress of Darshiva Random House The Ashabine oracles have been found and carry a message from the evil god Torak. A battle of demons and men looms. The forces of good must prepare themselves for a war that is impossible to win and one they cannot afford to lose. -- *The Shipping News* A Novel Simon and Schuster Winner of the Pulitzer Prize, Annie Proulx's *The Shipping News* is a vigorous, darkly comic, and at times magical portrait of the contemporary North American family. Quoye, a third-rate newspaper hack, with a "head shaped like a crenshaw, no neck, reddish hair...features as bunched as kissed fingertips," is wrenched violently out of his workaday life when his two-timing wife meets her just desserts. An aunt convinces Quoye and his two emotionally disturbed daughters to return with her to the starkly beautiful coastal landscape of their ancestral home in Newfoundland. Here, on desolate Quoye's Point, in a house empty except for a few mementos of the family's unsavory past, the battered members of three generations try to cobble up new lives. Newfoundland is a country of coast and cove where the mercury rarely rises above seventy degrees, the local culinary delicacy is cod cheeks, and it's easier to travel by boat and snowmobile than on anything with wheels. In this harsh place of cruel storms, a collapsing fishery, and chronic unemployment, the aunt sets up as a yacht upholsterer in nearby Killick-Claw, and Quoye finds a job reporting the shipping news for the local weekly, the *Gammy Bird* (a paper that specializes in sexual-abuse stories and grisly photos of car accidents). As the long winter closes its jaws of ice, each of the Quoyes confronts private demons, reels from catastrophe to minor triumph—in the company of the obsequious Mavis Bangs; Diddy Shovel the strongman; drowned Herald Prowse; cane-twirling Beety; Nutbeem, who steals foreign news from the radio; a demented cousin the aunt refuses to recognize; the much-zippered Alvin Yark; silent Wavey; and old Billy Pretty, with his bag of secrets. By the time of the spring storms Quoye has learned how to gut cod, to escape from a pickle jar, and to tie a true lover's knot. Sequels *An Annotated Guide to Novels in Series* American Library Association A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series. *Domes of Fire* (The Tamuli Trilogy, Book 1) HarperCollins UK Here begins a David Eddings trilogy, set a few years after the events of *The Elenium*... *The Redemption of Althalus* HarperCollins UK A fabulous Eddings standalone fantasy, set in an entirely new magical world.

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. The Publishers Weekly King of the Murgos Random House Garion and Ce'Nedra are on a journey to find their young son Geran. His kidnapper Zandramas is powerful and elusive, with many disguises. But they must not give in to despair, or all is lost. Their search leads through the foul swamps of Nyissa, and on into the dark Kingdom of Murgos, where human sacrifices are still made to the dead god Torak. Guardians of the West (Malloreon 1) Random House Evil doesn't disappear. It just changes form... The evil God Torak is slain, and Garion, the long-awaited King of Riva, hopes for peace. And for a while he gets his wish. But then a darker prophecy is revealed, and new and more insidious forces gather. As danger mounts from all quarters, and his son is kidnapped, Garion has no choice but to follow his fate, wherever it might lead... 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 Hachette UK 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 end of twenty-five eons has arrived: now the four Elder Gods will be replaced by the Younger Gods. During this transition, the greatest danger comes not from the Vlagh, who breeds her largest and deadliest insectoid army for a final war on Dhrall, but from Aracia, an Elder God. Aracia has grown addicted to the worship of mortals and believes a young deity wants to usurp her glory. Eager to stay in power forever, the Elder God plans the unthinkable: to murder one of the Younger Gods. But in her madness, Aracia forgets that the Elder Gods are forbidden to take life-as a principle of existence. If she kills the child deity, it will cause the absolute unmaking of all creation... Queen of Sorcery 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. 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. Talking Book Topics Magician's Gambit Book Three Of The Belgariad Random House BOOK 3 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. Fate leads on... To stranger lands and darker magic... Travelling through ever more dangerous realms, Garion and his companions pursue the stolen Orb. Among them Ce'Nedra, the Imperial Princess - one whose fate seems bound to his. As they get closer to their goal and battle looms, Garion's powers of sorcery - and his spirit - are tested to their limits. 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. Newjack A Year as a Prison Guard in New York's Most Infamous Maximum Security Jail Random House Takes the reader as close as possible to experience life in Sing Sing, one of America's most notorious high security jails. This title offers an account of how the gruelling world of the prison system brutalizes all who enter it - prison guards and prisoners alike.