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MOON FARLEY

Castle Of Wizardry Hachette+ORM

Richly imaginative, this fantasy will take you to the brink of the end of the world as gods fight demons and monsters for the right to rule -- and their lives. 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 Verdigris Pawn Del Rey

For use in schools and libraries only. The farm boy, Garion, begins a dangerous quest to recover the magic Orb and prevent the evil Torak from seizing power over the world.

Classic Bedtime Stories Random House

BOOK 3 OF THE MALLOREON, 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*. Some forces cannot be fought by human means... Garion'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. A myth that turns out to be horrifically true...

Sapphire Rose Random House

Gladiator. Assassin. Thief. Princess. And the Slave. The Five Warrior Angels have been revealed, one by one the mystical weapons they once wielded are being found, and an ancient prophecy is finally being fulfilled. Or is it? For when it comes to

recorded history, much is intended to manipulate and deceive. Returning to the kingdom of Gul Kana, Princess Jondralyn has suffered a devastating loss, discovering that not all prophecy is to be assumed, not all scripture to be trusted. At the same time, her younger sister, Tala, has found faith within herself while facing off against villains, who are using her for their devices. Hawkwood, the former Bloodwood Assassin, is captured. And the knight, Gault, betrayed by the Angel Prince, can only wonder of the fate of his daughter who has fallen into terrible hands. All while Nail embarks upon the deadliest quest the Five Isles has ever known.

Hidden City Random House

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

Pawn of Prophecy Random House

Sometimes getting a little lost can help you discover who you really are . . . When her spell at Witchcraft School goes wrong, Gem lands in an unfamiliar, empty cottage, outside a strange, colourful town. Everyone in Ellsworth Pining thinks Gem is their new village witch, even when Gem tries to correct them. And Gem's new friends do need her. The Weather Worker is missing, and there are tales of a terrifying beast in the woods. Gem might know a spell that could help - if she can get it right.

Demon Lord of Karanda Random House

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.

Inside Out & Back Again Canelo

One paper plane flies straight and fast and true. Dylan's. Twelve-year-old Dylan Webber lives in outback Western Australia in a small country town. When he discovers he has a talent for folding and flying paper planes, Dylan begins a journey to reach the World Junior Paper Plane Championships in Japan. Along the way he makes unlikely new friends, clashes with powerful rivals and comes to terms with his family's past before facing his greatest challenge - to create a paper plane that will compete with the best in the world. Steve Worland brings you the exciting, heartwarming story of *Paper Planes*, adapted from the award-winning family film that features a cast of Australia's finest actors, including Sam Worthington, Deborah Mailman, David Wenham and Ed Oxenbould.

Guardians of the West Random House

From the #1 New York Times bestselling author of the Belgariad and Malloreon 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.

Polgara the Sorceress Del Rey

A mysterious library book opens the door to a world of magic and danger in the first book in the beloved *Young Wizards* series. Bullied by her classmates, Nita Callahan is miserable at school. So when she finds a mysterious book in the library that promises her the chance to become a wizard, she jumps at the opportunity to escape her unhappy reality. But taking the Wizard's Oath is no easy thing, and Nita soon finds herself paired with fellow wizard-in-training Kit Rodriguez on a dangerous mission. The only way to become a full wizard is to face the Lone Power, the being that created death and is the mortal enemy of all wizards. As Nita and Kit battle their way through a deadly alternate version of New York controlled by the Lone Power, they must rely on each other and their newfound wizarding skills to survive--and save the world from the Lone One's grasp.

Magician's Gambit HarperCollins UK

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.

The Seeress of Kell Penguin Group Australia

The psychic twins Ronan and Darragh have been separated by a traitor Druid, Amergin, who has thrown Ronan through a rift into another reality.

[Belgarath the Sorcerer and Polgara the Sorceress: 2-Book Collection](#) Del Rey

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.

Enchanters' End Game Del Rey Books

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.

Belgarath the Sorcerer HarperCollins UK

"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 Younger Gods Hachette+ORM

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**

Best Sellers - Books :

- [Hello Beautiful \(oprah's Book Club\): A Novel By Ann Napolitano](#)
- [8 Rules Of Love: How To Find It, Keep It, And Let It Go By Jay Shetty](#)
- [Chicka Chicka Boom Boom \(board Book\)](#)
- [My First Library : Boxset Of 10 Board Books For Kids](#)
- [The Ballad Of Songbirds And Snakes \(a Hunger Games Novel\) \(the Hunger Games\) By Suzanne Collins](#)
- [Our Class Is A Family \(our Class Is A Family & Our School Is A Family\) By Shannon Olsen](#)
- [Haunting Adeline \(cat And Mouse Duet\) By H. D. Carlton](#)
- [The Housemaid](#)
- [Love You Forever](#)
- [November 9: A Novel](#)

So You Want to Be a Wizard Simon and Schuster

A JUNIOR LIBRARY GUILD GOLD STANDARD SELECTION! A boy who underestimates his power . . . A girl with a gift long thought lost . . . A Land ready for revolution . . . The heir to the Land should be strong. Fierce. Ruthless. At least, that's what Beau's father has been telling him his whole life, since Beau is the exact opposite of what the heir should be. With little control over his future, Beau is kept locked away, just another pawn in his father's quest for ultimate power. That is, until Beau meets a girl who shows him the secrets his father has kept hidden. For the first time, Beau begins to question everything he's ever been told and sets off in search of a rebel who might hold the key to setting things right. Teaming up with a fiery runaway boy, their mission quickly turns into something far greater as sinister forces long lurking in the shadows prepare to make their final move—no matter what the cost. But it just might be Beau who wields the power he seeks . . . if he can go from pawn to player before the Land tears itself apart.

[Sorceress of Darshiva](#) HarperCollins

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 Belgariad Simon and Schuster

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. . . .

The Redemption of Althalus HarperCollins Australia

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.