

# Guardians Of The West Malloreon 1 David Eddings

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**Demon Lord of Karanda** - David Eddings 1989-10-14

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.

*Hunter* - Mercedes Lackey 2016-08-09

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

*The Redemption of Althalus* - David Eddings 2001-10-30

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** - David Eddings 2010-02-23

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...

**Guardians of the West** - David Eddings 2012-11

Set against a backdrop of fantasy and mystery and in a land of dangerous imagination, the kidnapping of the son of the Overlord of the West, leads an army to embark upon a fantastic journey - that journey is chronicled in the Books of the Malloreon.

**Regina's Song** - David Eddings 2002-06-25

“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* - David Eddings 2006-08-01

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.

**Seeress of Kell** - D. Eddings 2010-02-23

The Belgariad - David Eddings 2002

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.

Polgara the Sorceress - Leigh Eddings 1998-12-26

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.

The Malloreon - David Eddings 2005

An omnibus edition containing the first three novels in the best-selling fantasy series, *The Malloreon*, follows the adventures and exploits of Garion and his companions in *Guardians of the West*, *King of the Murgos*, and *Demon Lord of Karanda*. Original. 20,000 first printing.

**The Sorceress of Darshiva** - David Eddings 1990

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....

**Domes of Fire** - David Eddings 1993-05-29

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!

**Belgarath the Sorcerer and Polgara the Sorceress: 2-Book Collection** - David Eddings 2015-07-02

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 Hidden City** - David Eddings 2006

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.

**25 Truths About Demons and Spiritual Warfare** - David Diga Hernandez 2016-10-04

25 Truths about Demons and Spiritual Warfare will help readers to uncover demonic influence in areas others might overlook or miss, with twenty-five specific truths that will lead them to a newfound spiritual freedom. The Bible makes it clear: we are in a battle, and we do not wrestle against flesh and blood. There is a real devil and real demons engaged in a very real war—with us. But we don't have to fear the enemy. His kingdom is built on shifting shadows—lies that can only stop us if we believe them. This book will expose how demons operate, how they gain access to our lives, and how we can defeat them.

**Rivers West** - Louis L'Amour 2004-06-01

His dream was to build magnificent steamboats to ply the rivers of the American frontier. But when Jean Talon began his journey westward, he stumbled upon a deadly conspiracy involving a young woman's search to find her missing brother, and a ruthless band of renegades. Led by the brazen Baron Torville, this makeshift army of opportunists is plotting a violent takeover of the Louisiana Territory. Jean swears to find a way to stop this daring plan. If he doesn't, it will not only put an end to all his dreams; it will change the course of history—and destroy the promise of the American frontier.

The Treasured One - David Eddings 2007-10-15

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.

*King of the Murgos* - David Eddings 1989-02-13

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 Zandramas, who was now the Child of Dark. Dark and Light still contended for mastery, and Zandramas 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 Zandramas arrived, they would lose—forever.

*Pawn of Prophecy* - David Eddings 2004

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.

*Queen of Sorcery* - David Eddings 1982

"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.

**Seeress Of Kell** - David Eddings 2010-02-23

BOOK 5 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*. The final choice: darkness or light The last clue has been found. It will lead Garion and his friends to the Place Which Is No More. Zandramas awaits him there...and with him is Garion's son. Armed only with his ancestral sword Garion must fight his way past dragons and demons to meet Zandramas and fulfil his destiny. But the prophecies require a great sacrifice. An impossible choice: save the world - or the person you love

**Castle of Wizardry** - David Eddings 1984

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

*A Spell for Chameleon (The Parallel Edition... Simplified)* - Piers Anthony 2012-02-14

Piers Anthony's bestselling Xanth series is one of the cornerstones of fantasy, a lively and whimsical interpretation of a genre often criticized for taking itself too seriously. Anthony's first Xanth novel, *A*

*Spell for Chameleon*, was initially edited to target a more traditional audience. Now, in an eBook exclusive, *A Spell for Chameleon* has been reworked line by line—its language matching the simpler, playful way with words that made Piers Anthony an enduring fan favorite. Xanth is an enchanted land where magic rules, a land of centaurs and dragons and basilisks where every citizen has a unique spell to call their own. For Bink of North Village, however, Xanth is no fairy tale. He alone has no magic. And unless he gets some—and fast!—he will be exiled. Forever. But the Good Magician Humfrey is convinced that Bink does indeed have magic. In fact, both Beauregard the genie and the magic wall chart insist that Bink has magic as powerful as any possessed by the King, the Good Magician Humfrey, or even the Evil Magician Trent. Be that as it may, no one can fathom the nature of Bink's very special magic. This is even worse than having no magic at all . . . and he still faces exile!

**The Rivan Codex** - David Eddings 2007-12-18

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.

*Belgarath the Sorcerer* - David Eddings 1996-06-01

Bestselling authors David and Leigh Eddings welcome readers back to the time before *The Belgariad* and *The Malloreon* 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.

**JoJo's Bizarre Adventure: Part 2--Battle Tendency** -

Hirohiko Araki 2015-08-18

The battle against evil takes a diabolical twist as more Pillar Men awaken! Now it is up to Joseph Joestar and his new ally Caesar Zeppeli to try and stop their nefarious plan! But these are creatures of unimaginable power, and JoJo and Caesar will have to get a lot stronger to even stand a chance! -- VIZ Media

*Pet Peeve* - Piers Anthony 2005-10

"Aimless and heartbroken after the recent passing of his beloved wife, Go Go, Goody Goblin reluctantly agrees to undertake this unenviable mission, armed only with a bag of half-spent spells and guarded by a brawny woman warrior called Hannah Barbarian. Their daunting quest leads them on a wild and wondrous journey from the chaotic Region of Madness to the genderbending No Man's Land, from the wells of memory to the realm of dreams."

*Shining Ones* - David Eddings 1994-07-02

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. . . .

Magician's Gambit - David Eddings 2010-02-23

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.

Demon Lord of Karanda - David Eddings 2013

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 ...

Dragon Champion - E. E. Knight 2010

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

The Elenium Trilogy (1) - the Diamond Throne - David Eddings 2015-03-12

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.

Sapphire Rose - David Eddings 1992-11-23

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 Bhelliom 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—Bhelliom itself!

The Elder Gods -The Dreamers B - David Eddings 2001-01-01

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

The Elder Gods - David Eddings 2003-10-15

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.

Enchanters' End Game - David Eddings 1984

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

The Losers - David Eddings 2010-07-29

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

Krondor: Tear of the Gods - Raymond E. Feist 2002-06-04

The vile sorcerer Sidi plans to strike the kingdom a fatal blow, setting the murderous pirate Bear upon the high seas in pursuit of the vessel that is transporting Midkemia's most holy object; the Tear of the Gods. From this miraculous stone all magic power is believed to flow. And if the Tear becomes the mage's trinket, the future will hold only terror, death and unending night. For Squire James, Lieutenant William, and the able magician Jazhara, the race is on to rescue the remarkable artifact. For all manner of dark creatures are gathering with one unspeakable purpose: to breed the chaos that will hasten the destruction of Squire James and his brave companions . . . and bring about the total corruption of the Tear of the Gods.

Crystal Gorge - David Eddings 2007-10-15

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...