

Demon Lord Karanda Malloreon

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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.

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

Crystal Gorge - David Eddings 2007-10-15

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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...

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

Quest for Lost Heroes - David Gemmell

2011-06-08

The Drenai stronghold had fallen. Now blood-hungry Nadir hordes spread desolation and despair across all the lands... ..even tiny Gothir, where slavers seized a young girl while the villagers looked the other way—all but the peasant boy Kiall. His unlikely rescue attempt would lead across the savage steppes and on

through the Halls of Hell. The youth would face ferocious beasts, deadly warriors, and demons of the dark; he would emerge a man--or not emerge at all. But Kiall would not face these dangers alone. Heroes out of legend joined his quest: Chareos the Blademaster, Beltzer the Axeman, and the bowmen Finn and Maggrig. And one among their company hid a secret that could free the world of Nadir domination. That one was the Nadir Bane, the hope of the Drenai. That one was the Earl of Bronze. Thus did a search for a stolen slave girl become a quest that would shake the very world.

[Astonishing Times](#) - Frank Barbiere 2022-09-27

A modern superhero story that celebrates the genre and redefines heroes for a new generation. In a world where superheroes are common place, Noah Sans, a young reporter trying to live up to the legacy of his father, investigates a mystery involving missing superheroes that quickly turns into a thrilling conspiracy. Noah Sans, a young reporter living

in the shadow of his father, lives in a world full of superheroes—but no one seems to care. After a world changing event called The Cataclysm, people moved on, and now heroes are old news. But when Noah begins investigating a mysterious murder, he comes face to face with his most revered heroes and is forced to confront a secret past that could change the world forever. *Astonishing Times* is a love letter to the medium of comics and a celebration of superheroes old and new. Award-winning writer Frank J. Barbiere returns to creator-owned comics alongside Arris Quinones, host of YouTube's Variant, to craft a modern classic that redefines superheroes for a new era with stunning art by Ruairí Coleman and color artist Lauren Affe. Together, the team hopes to inspire a new generation of fans young and old, and remind us all that heroes are everywhere. Collects *Astonishing Times* #1–#5.

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.

Magician's Gambit - David Eddings 1983
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

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!

Demon Lord of Karanda - David Eddings

2000-03-08

In this third book of The Malloreon, Garion, Belgarath and their friends follow the quest begun in Guardians of the West and continued in King of the Murgos. It will lead them further into the dark designs of Zandramas and the strange ways of demons... The company now knows that Garion's baby son has been kidnapped by Zandramas and is to be used in a terrible ritual which will make the Dark Destiny supreme. The group, however, has been detained by Zakath, Emperor of all Malloreon, and taken to Mal Zeth,

the largest city in the world. When a dire plague strikes, they manage to escape and, as prophesied by the Seeress of Kell, travel on to Ashaba - but, although they find Urvon, mad disciple of the evil god Torak, and the Demon Lord Nahaz, Zandramas is gone. In a desperate race against time, the company turn east once more to follow her spoor...

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 Boy Who Lost Fairyland](#) - Catherynne M.

Valente 2015-03-03

"A young troll named Hawthorn is stolen from Fairyland by the Golden Wind, and becomes a changeling in our world, a place no less bizarre than Fairyland in his eyes"--

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.

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.

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....

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.

Diamond Throne - David Eddings 1990-06-13
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.

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

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.

King of the Murgos - David Eddings 1989-02-13
Here David Eddings' bestselling *The Mallorion* 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.

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 Rivian 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.

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. . . .

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](#) - 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

[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.

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 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 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. *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.

The Elenium Trilogy (3) - the Sapphire Rose - David Eddings 2015-03-12

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.

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.

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.

Guardians of the West - David Eddings 1987

Garion, the King of Riva, finds himself caught between the Dark Prophecy and the Prophecy of Light when he searches a previously obscure part of the Mrin Codex to identify someone or something called Zandramas

The Saint - Tiffany Reisz 2018-03-12

Revisit the fifth book in Tiffany Reisz's fan-favorite *Original Sinners* series, where Nora Sutherlin, Manhattan's most famous dominatrix, was merely a girl called Eleanor... Rebellious, green-eyed Eleanor never met a rule she didn't want to break. She's sick of her mother's

zealotry and the confines of Catholic school, and declares she'll never go to church again. But her first glimpse of beautiful, magnetic Father Marcus Stearns—Søren to her and only her—and his lust-worthy Italian motorcycle is an epiphany. Eleanor is consumed—yet even she knows being in love with a priest can't be right. But when one desperate mistake nearly costs Eleanor everything, it is Søren who steps in to save her. When she vows to repay him with complete obedience, a whole world opens before her as he reveals to her his deepest secrets that will change everything. Danger can be managed—pain, welcomed. Everything is about to begin. "I worship at the altar of Tiffany Reisz! Whip smart, sexy as hell—The Original Sinners series knocked me to my knees." —New York Times bestselling author Lorelei James
Originally published in 2014

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. . . .

White Wolf - David Gemmell 2003-04-01

“For anyone who appreciates superior heroic fantasy, David Gemmell’s offerings are mandatory.”—Time Out London The blood-drenched lands of the Drenai are protected by a man who has been hated and feared as much as he has been loved: the living legend known as Druss, Captain of the Ax. But this is also the land of Skilgannon, a man who is armed with the mythic Swords of Night and Day, and perhaps Druss’s equal on the field of battle. Brought together by a brutal attack, the two lone warriors form an unlikely alliance. But as Druss and Skilgannon face the supernatural threat of the Joinings—monstrous werebeasts with unholy strength and more than animal savagery—respect and trust will grow. Their alliance will become a friendship destined to change both men—and the lands of the Drenai—forever. “[Gemmell’s] fiction has always carried the genuine flair of the classic sword and sorcery pieces of the 1930s and ’40s. This installment is no exception.”—Starlog “A

multitude of good battle scenes! . . . Readers will be carried along by the nonstop action and heroic characters.”—Booklist

Ruby Knight - David Eddings 1991-11-13

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!

The Outcast - Taran Matharu 2018-05-01

The thrilling extension of the eBook novella Origins, The Outcast continues Arcturus's story into a feature length novel. When stable boy Arcturus accidentally summons a demon and becomes Hominum's first common summoner, he becomes the key to a secret that the powerful overlords would do anything to keep hidden. Whisked away to Vocans Academy so he can be kept watch over, Arcturus finds himself surrounded by enemies. But he has little time to settle in before his life is turned upside down once again, for Hominum Empire is in turmoil. Rebellious intent simmers among the masses, and it will not be long before it boils over. Arcturus must choose a side . . . or watch an Empire crumble. The Summoner Trilogy The Novice The Inquisition The Battlemage Also in the Summoner series The Outcast (Summoner: The Prequel) The Summoner’s Handbook (coming Fall 2018) A Fine Welcome: Othello’s

Journey (A Summoner Short Story)

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 ...

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

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.