



The Belgariad Part Two: Castle of Wizardry / Enchanters' End Game

David Eddings

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An exultant song seemed to soar in his mind, filling him with wonder. It was the Orb. Garion knew . . . the living jewel, recovered from the servants of the maimed god Torak after more than a year of searching. But the danger was not over.

Murge soldiers were hunting them, intent on capturing those responsible for their leader's fall. Even more to be feared were the Grolin Heirarchs - evil priests who could fuse the power of their minds to attack anyone, anywhere . . .with devastating effect.

Garion's own powers were growing - a heritage of sorcery he was reluctant to use but helpless to deny. More than ever he was grateful for his friends, whose experience was so much greater than his, and whose unique abilities had proved their worth many times during the long quest for the Orb.

Belgarath the Sorcerer, centuries-old disciple of the god Aldur, had led them for most of the quest - and had nearly lost his life in the final confrontation with the evil one from whom they had regained the Orb. The left the Eternal Man's daughter Polgara in charge, a wise and beautiful sorceress in her own right, but already pushing the limits of her strength . . .the stern yet loving "Aunt Pol" who had raised Garion, never revealing her true identity or the boy's destiny.

Now that destiny was upon him, ordained by a Prophecy given ages ago. Torak would soon arise; the whole world would be plunged into war. And the only hope of avoiding total annihilation lay in Garion's ability to overcome Torak in combat.

Unfortunately, the Prophecy did not guarantee his success.

Omnibus of two novels originally published in paperback separately: Castle of Wizardry (12th place, 1985 Locus Poll Award) and Enchanter's End Game (8th place, 1985 Locus Poll Award). 4th and 5th novels in series, preceded by The Belgariad, Vol. 1: Pawn of Prophecy, Queen of Sorcery, and Magician's Gambit.



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