

Belgarath the Sorcerer Study Guide

Belgarath the Sorcerer by David Eddings

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Contents

Belgarath the Sorcerer Study Guide.....	1
Contents.....	2
Plot Summary.....	3
Prologue-Chapter 3.....	4
Chapters 4-6.....	6
Chapters 7-9.....	8
Chapters 10-12.....	11
Chapters 13-15.....	14
Chapters 16-18.....	16
Chapters 19-25.....	18
Chapters 26-32.....	20
Chapters 33-36.....	23
Chapters 37-40.....	25
Chapters 41-44.....	27
Chapters 45-48.....	28
Chapters 49-Epilogue.....	29
Characters.....	30
Objects/Places.....	35
Themes.....	38
Style.....	41
Quotes.....	43
Topics for Discussion.....	46



Plot Summary

Belgarath The Sorcerer is a novel about good versus evil in a fantasy setting, written by David and Leigh Eddings. Born thousands of years in the past, Belgarath was once a wandering orphan, and a petty thief who simply struggled to survive day by day. During his travels, he encounters an old man, who later turns out to be the God Aldur, who takes him in and teaches him the ways of sorcery, known as the Will. Belgarath becomes the God's first disciple, and six others soon follow: Belzedar, Belsambar, Belmakor, the twins Belkira and Beltira, and Beldin. Eventually, their god warns them that his brother, Torak, is going to be trouble in the near future, which proves correct when Torak arrives in their home in the Vale and steals The Orb, an artifact of great power, from Aldur. The disciples wander across the world gathering peoples and gods for war against Torak the Dragon-God. Belgarath goes to the Alorns, people of the Bear-God Belar. Along the way, he meets a she-wolf who accompanies him on his travels.

The war between Torak and the rest of the gods is a terrible ordeal. As Torak is nearly defeated, he uses The Orb to crack the earth, which nearly destroys it completely. Torak causes a giant earthquake and Belar and Aldur raise the ground to keep it from being flooded by an ocean. Belar and the Alorns vow to find a way across the ocean to continue their war, as Aldur and his disciples return to the Vale. Centuries pass, Belzedar disappears mysteriously and Belmakor and Belsambar both commit suicide in despair over what has happened to the world. Meanwhile, Belgarath marries Poledra, the she-wolf who eventually learned to change forms. Torak begins teaching disciples much the same way as Aldur did, and Belgarath spends his time maintaining peace in the Western Kingdoms.

One day, the king of Aloria, Cherek, comes to Belgarath with his sons and tells the sorcerer that he has found a way across to Mallorea, the land of Torak. Belgarath originally refuses to go, as Poledra is pregnant, but eventually realizes he has no choice in the matter and travels with them across to Torak's capital city. Though they face great danger, they manage to steal back the orb from Torak. Belgarath divides up the Alorns to protect the orb and returns home, to discover his wife died in childbirth. This drives him to grief, and he abandons his children for over a decade. When he returns, his daughter Polgara harbors a deep grudge for his abandonment, though his daughter Beldaran, loves him deeply and forgives his actions.

Eventually Beldaran must marry Riva, which pushes Belgarath and Polgara close together, and he begins training her as a sorceress. Centuries pass, and the two rescue the Rivan heir from an assassination attempt, hiding him on the mainland and preparing for a coming war between the Western Kingdoms. Finally, the great war comes, destroying the kingdom of Drasnia, but ultimately being decided in the confrontation between Torak himself and the Protector of The Orb, who mortally wounds the Dragon God. Mallorea collapses and more centuries pass as Belgarath and Polgara try to keep the heir safe and maintain peace throughout the Western Kingdoms, until finally the Child of Light is born.



Prologue-Chapter 3

Prologue-Chapter 3 Summary

In the prologue, Belgarath, Garian, and Durnik all wait in the snowy night for signs of Aldur, Issa, and Chaldan to disappear. On their way back down the hillside to Durnik's home, Garion remarks that Eriond has changed. They return to the cottage, where Poledra and Polgara await them. Polgara and Durnik's twins are fast asleep, and Belgarath expresses guilt at having left his wife alone in her time of need with their children. Garian insists that he tell stories from his past adventures. He wants Belgarath to write these stories down, but Poledra scolds them for almost waking the babies and orders them to bed, where Garion dreams of his own adventure's beginning.

In Chapter one, Belgarath is born into a village back when Gods still walked the earth. He can't remember the particular God that his village worshipped. His name is originally Garath, and his mother dies when he is merely a child, and he is raised by the rest of the village as an orphan. He flees the village quickly after he is caught kissing one of the village elder's daughters. He travels to the lands of the Tolnedrans to the west. He winds up in Tol Malin briefly before being caught stealing. He begins traveling with an old man who teaches him things about life and people. He grows to consider the old man a friend until the old man orders him away and travels off in another direction, promising to meet him again later. He spends the winter well taken care of by a strange encampment of elderly people. He slowly gathers supplies from them that he will need in order to leave in the springtime, and makes a quick escape once winter is over. He heads south instead of west at this time and finds a mystical tree. He stays with it for a long time, until winter comes around again. A voice tells him to command a rock to open, and when he does so, a passage opens and he ascends a staircase where an old man awaits, offering him food.

In Chapter two, Garath begins to work for the man over the winter, and finds many of his mannerisms to be very strange. He teaches Garath to read, and Garath remains with him for five more years until he realizes that he can perform simple tasks merely by willing them to be completed. The old man renames him Belgarath, and says he has no further use for him, but Belgarath begs to stay, and spends the next twenty years studying a flower. One day, his master, Aldur, takes him to the city of Proglu to meet UL. While Aldur and UL discuss private matters, Belgarath meets a Gorim, a priest of UL, and befriends him. UL gives Aldur a magical stone, and Belgarath takes interest in falling stars.

In Chapter three, after five-hundred years, a man named Zedar comes to learn from Aldur. Aldur directs Belgarath to teach him instead, and to Belgarath's frustration, Zedar learns the secrets of the Will and Word much more quickly than he once did. They are joined by several other disciples throughout the years, and Belgarath has a difficult time adjusting to their presence. One day, while he is building his own tower, he is accosted by a hideous creature, who asks him if he's seen an old man. The dwarf's name is Din,



and Belgarat winds up training him. He tries to occupy Din by having him physically assist him with building the tower, but it turns out that Din already knows how to command objects with the Will.

Prologue-Chapter 3 Analysis

The prologue presents Belgarath near family, after a very long, very adventurous life. The old sorcerer we meet in the beginning is very different from the orphan and thief that he describes himself to be near the beginning of his life. It seems that Garion too is on the brink of a lifetime filled with adventures much like Belgarath, leading him to implore the old sorcerer for stories. Belgarath's origins are fairly straightforward, with a single exception: he does not know who his father was. Stories like these do often involve main characters with childhoods lacking at least one parent. The manner in which Belgarath marks the passage of time is also interesting, as in several cases he mentions decades going by as though they passed by very quickly. His age is cited in the thousands of years, but he deals with that fact very mutely, as though it were completely natural. Aldur turns out to be a God, and they clearly operate in different ways in the early age of this fictional world.



Chapters 4-6

Chapters 4-6 Summary

In Chapter four, life continues as the other disciples grow more accustomed to Beldin, who eventually asks Belmakor to help him build his own tower. Belsambar provides additional support. Eventually, Aldur's followers learn that they can communicate through thought alone, and Beldin realizes they can also take the shape of animals. They disperse to view the world, then return several years later. Belzedar discovers that another god, Torak, is encouraging his followers to start wars in the south. Aldure decides these people, the Angaraks, are the likeliest source of trouble in the world. Belzedar mentions the strange jewel that Aldur has studied since his meeting with UL. Aldur tells them that the jewel, or orb, foretells the future, and that it shows great struggling and war. One day, Torak himself comes to visit Aldur. He and Belzedar argue briefly before the god goes on to see Aldur. Torak attacks Aldur and takes The Orb. Belgarath and the others want to rush immediately and recapture it, but Aldur stops them and tells them that The Orb foresees the enemy God's destruction. He has his disciples go to his other brothers and gather them for a war Aldur says will involve all mankind.

In Chapter five, the disciples split up to talk to people across the world. The twins stay behind to comfort Aldur. Belgarath himself heads north, trying out the forms of various animals and finally settles on a wolf. He meets a female wolf who travels with him, then arrives at the den of Belar, the Bear God, who agrees to travel to the Vale to see Aldur at once. They arrive at Aldur's with the speed of a god and the other brothers have already returned. The gods convene, and Aldur announces to his disciples that they must fight the Angaraks while he travels to Proglu to discuss matters with UL.

In Chapter six, Belgarath and the other disciples argue about how best to assault the Angaraks, and finally invent siege engines to do so. Belsambar suggests developing weapons that will throw fire over their city-walls. The others argue against it, but it is too much to their advantage to teach the peoples of the world to do so. Each of the disciples becomes responsible for whatever God's children they originally went to visit. Most peoples relocate to better fight the war, but the Alorns stay put and Belgarath returns to them to see what the trouble is. The she-wolf still travels with him, and they discover that the Alorns are already busy fighting each other. Belar insists that he cannot intervene and that they clans must fight each other in order to select a leader. Belgarath suggests the Alorns draw lots to see which chief will be king, and Chagat wins. The Alorns quickly move south and begin to fight against the Angaraks. The fight goes well against Torak and his people, but the Dragon-God goes mad as he suffers from continuous defeat, and finally uses The Orb to break the earth open and spill magma everywhere. The sea pours into the split and brings about incredible destruction. Half of humanity dies in the catastrophe, and the geography of the world is changed drastically, splitting the single continent in two. Torak himself is gravely wounded, losing his left eye and suffering terrible burns on the left side of his face from



The Orb. The catastrophe leaves a giant ocean between Torak's people and those at war with him. Belar swears to continue the war, even though Aldur insists that Torak has been punished and will be unable to use The Orb any longer. The two gods raise the earth in order to prevent the sea from swallowing all of it up. Aldur announces that the plain of Proglu will sustain the surviving peoples, and that he and his disciples will return to the Vale. Belar and his Alorn remain to continue the war against Torak, searching for a way to cross the sea.

Chapters 4-6 Analysis

This section closely resembles many historical myths that originated across prehistoric humanity. The tale of a "perfect" world torn apart by greed and pride is very common across different cultures, and it is equally common to come across fables of battles between good and evil in the early stages of humanity or the earth at large. These battles invariably do great damage to the world in a terrible climax. It is more common than not for the forces of good to emerge victorious, and in fact these kinds of conflicts are equally common throughout this type of "Sword and Sorcery" fiction. In this world, however, the god's direct presence and interest in humanity are uncommon. In fact, their presence as physical characters and their assortment of powers makes them unique to this story, and a powerful driving force for future events. However successful the enemies of Torak were in the way, the world is greatly damaged, resources are vastly depleted, and future conflicts amongst the different groups of people are very likely to occur. Aldur no doubt has plans to try and heal the world, and yet he is deeply hurt by the conflict between himself and Torak, which has emotionally drained him. The two are still brothers, afterall, and Aldur is a very enlightened diety.



Chapters 7-9

Chapters 7-9 Summary

In Chapter seven, Aldur confesses to his disciples that what really caused the catastrophe was set in motion a very long time in the past, when a star exploded unexpectedly, and destroyed its surrounding cluster of stars. This split the Purpose of the universe's design, and now one of the possible outcomes is for the universe to end in darkness. Aldur tells the disciples of the one named Belgarion, who will eventually be the one to stand against Torak. Beldin leaves to spy on the Angarak people, and Belzedar joins him while Belgarath goes north for business in Arendia and Tolnedra. He visits the Gorim of UL in Proglu on his way. Nearby, he and the she-wolf encounter Hrulgrin, a kind of predatory horse. The she-wolf is convinced that they are eating humans, and that they are hunting Belgarath. He is surprised to discover that this is true, and that the Hrulgrin want to kill him far more than they want to eat him. He changes form into a wolf to confuse his scent, and watches the Hrulgrin express frustration as they lose their prey. He discovers more human-hunting animals along the way, and discusses the matter with Proglu's Gorim when he arrives. The city has been emptied, and its inhabitants have taken to caves underground for their protection. Before he can figure out what this means, the world's only dragon appears. Belgarath quickly distracts it so that he and the she-wolf can make their escape. Belgarath begins arranging a series of marriages throughout the lands of Arendia and Tolnedra. This is to ensure the births of specific individuals. In Tol Nedrane Belgarath oversees the creation of the Honethite line, which creates the Tolnedran Empire. He returns to the Vale and tells Aldur what he saw in Ulgoland, which baffles the god. Belgarath then visits with Beldin, who tells him Torak is still burning and that the lands were completely ravaged by the disaster the Dragon God caused. As a result, Angarak society is coming apart. Beldin tells Belgarath that Belsambar, due to his nature as an Angarak, suffers from racial guilt. He asks Belgarath to talk with him. Torak has apparently taken his most loyal followers and built a city called Cthol Mishrak. His Angarak are building a tower made of iron for their god, who has begun taking on his own disciples in the manner Aldur once did. Belzedar has gone missing, and was clearly worried about something the last time that Beldin saw him.

In Chapter eight, an Ulgo comes to the Vale to speak with Aldur. He reveals that the wounding of Earth was responsible for driving the creatures in Ulgoland to madness, and that UL and his people have retreated into the caverns. When the nameless Ulgo leaves, Belsambar expresses desperation and hopelessness over the constant and increasing corruption of the world. That night, he destroys himself and his tower. The suicide of one of their own drives a great rift between the remaining disciples. Beldin berates Belzedar for his strange behavior in Malloreia. Belzedar himself tells the rest of the group that he thinks he has a way to recover The Orb from Torak, but he will not tell them how, and he quickly leaves to the eastern continent once more. The disciples break up once again to their respective tasks, though Belgarath and the twins, Beltin



and Belkin, remain with Aldur in order to keep him company. One day, the she-wolf sees Belgarath change forms, and figures out how to do it herself.

Time passes, and in chapter nine, the Honethite family that Belgarath had arranged marriages to help create emerges. This eventually brings about the creation of legions, which they will need for coming conflicts. Meanwhile, a civil war breaks out in Arendia which Belgarath deals with personally. While there, the beast from Ulgoland begins attacking those lands. The situation grows even more chaotic in Mallorea—the land of the Angarak—until Torak is forced to intervene directly. Two of his disciples are known, Urvon and Cthuchik, but the last remains a mystery, and rumour has it that he is not an Angarak. The Angarak themselves have begun fighting with the Karands, who control a loose confederation of seven kingdoms. The kingdom of Pallia has already been invaded and made to worship Torak. The Angarak succeed in conquering these kingdoms, but meet with far more resistance when they reach the Melcene Empire and are forced south where they convert thousands of Dal into Torak worshippers. Aldur believes that this is just a ruse set up by the Dals so that they may continue their own mysterious purposes.

Several days pass, then suddenly, Belgarath's she-wolf companion announces that she is going to leave and explore the world, and might return some day. Twelve years pass, and Aldur instructs Belgarath to travel north to look at the Morindim, a group of people related to the Karands but far more barbaric. The Morindim are demon-summoners, and to learn more about this practice, Belgarath becomes a magician's apprentice there. One would-be master, a burly-looking magician, summons one of the disciples of the King of Hell, most likely a demon named Mordja. The demon promptly bites the magician's head off. Belgarath finds another magician and learns that he greatly dislikes their form of magic. Eventually, Belgarath learns how to summon demons. Shortly after, his master grows sick and dies. Belgarath decides to return to the Vale. On his way he comes across a cottage of a strange woman who takes him in and feeds him. This woman turns out to be Poledra, his future wife. She returns with Belgarath to the Vale and they marry quickly afterwards.

Chapters 7-9 Analysis

As the world re-forms, Aldur has tasked his disciples with observing things across the world and changing them when necessary to suit their Purpose. They are expected to make certain things happen when they can, as Belgarath was tasked with arranging marriages across the Western Kingdoms so that certain empires and families might arise. They also keep a close watch over Mallorea, as Torak is still convinced that he'll be able to use The Orb against his brothers once again. Yet, from some of the events near and inside Ulgoland, it is clear that the Angarak are not Aldur's only problem. The previous conflict has damaged life on Earth itself, even as many of the human communities are able to move beyond the catastrophe and thrive. The secret nature of Torak's third disciple strongly suggests that it is Belzedar in disguise, since Belgarath's first brother has been spending a great deal of time up there in secret. His purpose is



unknown, but does revolve around The Orb, as even the other brothers were aware of his obsession with the jewel in the first place.

Belsambar's suicide likely came as little surprise to the reader, since Beldin remarks that he suffers from terrible guilt over Angarak's actions during the war. Quickly after this incident, things return to something resembling normal. The she-wolf leaves, but there is very good reason to suspect that she is in fact Poledra. Belgarath seems somewhat aloof about this possibility, and indeed has exhibited this form of blindness in previous encounters. For example, it is now fairly reasonable to assume that the old man he befriended when he was young was in fact Aldur. This demonstrates that while Belgarath displays a great deal of intelligence, he is often capable of missing important pieces of information. Belsambar's suicide could be said to fall into this category, since Beldin tasked him with the responsibility of watching their brother, and the depressed disciple made clear references to ending his life, even though Belgarath totally failed to notice them. This point of weakness is by now clear to the reader, but Belgarath seems unaware of it himself while describing these events. As such, it can be expected that these types of mistakes will play a large role in the rest of the narrative, and the careful reader may be capable of catching them before Belgarath does.



Chapters 10-12

Chapters 10-12 Summary

In Chapter ten, Aldur orders Belgarath and the twins to assist the Royal family in the Alorn Clan Wars. He reaches Poledra's old hut, and finds the she-wolf there waiting for him. She insists on coming with him. Belgarath can't find Belar, so he finds King Uvar and asks him what has happened. Apparently, a priest has gathered up an army and wants to invade southern kingdoms, even though they are supposed to find a way to fight the Angarak. With the help of the disciples, the enemy clans are dealt with quickly. When they return, Belmakor is deeply depressed, and eventually follows Belsambar's example and destroys himself. Beldin and Belzedar are summoned back to the Vale, but Belzedar acts strangely, avoiding the others. Beldin tells Belgarath that there is trouble with a clan called the Marags, who are raiding villages and eating their victims. After a few years, the Marags invade and attack the Serpent People of Nyssia, and Belgarath leaves to resolve the problem, insisting that Poledra remain behind. The invasion goes badly for the Marags, many of whom perish against the Nyssians. Belgarath and Beldin visit their Queen and High Priestess, a woman always named Salmisra, and threaten to destroy the entire jungle if she doesn't allow the Marags to go home. That ends the war, and then Beldin and Belgarath return to the Vale, Aldur tells them that the Queen of Alorns is pregnant, and that this is one of the children they have been waiting for. Cherek Bear-Shoulders is born, and Belgarath knows him to be the one who will find a way to Mallorea. The sorcerer visits Cherek many times throughout his youth and arranges his marriage to a woman that bears him three children. When he returns from one of these visits, Poledra tells him that she is pregnant.

In Chapter eleven, Poledra begins to reorganize Belgarath's tower and develops strange tastes for food. Poledra has Belkira and Beltira make cradles and they all prepare for the arrival of at least two children. Then, one day, Cherek and his sons arrive in the Vale to tell Belgarath that they have found a way to Mallorea. Apparently there is a land bridge that the Morindim have known about for centuries, and now the Alorn can continue their war against Torak and the Angarak. They plan to steal The Orb, and want Belgarath to come with them. Belgarath insists that this is out of the question, as he has children on the way. He suggests that they wait until next year, but Cherek says his auguries insist that this is the year to travel over the bridge. Belgarath continues to refuse until suddenly a voice in his head demands that he go. He recognizes that this is the voice of the Purpose, and speaks with Aldur, who confirms that it is rare for the Necessity to speak to anyone directly, and that Belgarath should obey the command. He calls for Beldin to come back and take care of Poledra for him. Cherek and his sons go with Belgarath to his tower, and they all lie to Poledra about where they are going. Then, they off the next morning for Mallorea.

In Chapter twelve, Belgarath quickly tires of walking through the snow and transforms into a wolf to move through it more easily. Still frustrated about being required to go with



them all in the first place, Belgarath keeps up a very swift pace so that the others are in terrific shape by the time they reach the coast. As they cross through the territory of the Morindim they create dream-markers and curse-markers to discourage interference from the natives, but they suddenly get swarmed by the people and Belgarath notices they are encountering more and more counter-curses as they travel. This means that magicians are drawing near to them. They travel by moonlight since the sun is not currently shining that far north, but one night, after Belgarath has hidden the Alorn royalty in a cave, he discovers thousands of Morindim have gathered nearby. He returns and wakes Cherek and his sons. Riva insists that the Morindim never gather together in such large numbers. Belgarath is worried about the demons they might summon, and argues with himself about what to do. They go out to meet the magicians, who are already coming over the hills toward them. Belgarath waits until all the demons have been summoned, then creates the illusion of the rising sun. This causes all but a handful of magicians to lose control over their demons, who promptly turn around to attack their former masters. He then summons a demon lord to scare off the rest. Once finished, Belgarath tells the Alorns to keep going while he figures out who caused the Morindim to try to block their passage over the bridge. Belgarath finally discovers that Belzedar is responsible. He approaches and discovers that not only is his brother in league with the Morindim, but he is in the service of Torak.

Chapters 10-12 Analysis

Belgarath's fate and responsibilities with respect to the royal family of Alorn grow significantly, even as his duties to Poledra become critical. With family on the way, it is no surprise that Belgarath wishes to remain in the Vale. It was never explicitly stated that the she-wolf and his wife were actually the same being, but by now the two speak so similarly that it is difficult to argue against this reality, and Belgarath implicitly acknowledges them as one in the same. Poledra is, however, surprisingly graceful in her acceptance of her husband's responsibilities, and understands that he must leave even in her time of need. She is too clever to have believed the story the Alorns told her about trying to find gold to trade with the Tolnedrans. She is insightful enough, and even Belgarath was under the impression she knew better than to accept their story. A careful reader should be ahead of the game in this sense, and it also will not surprise anyone that Belzedar is behind the obstruction of Belgarath and the Alorns as they try to make their way to the bridge, although it is surprising that he has gone to far as to actively seek out Belgarath's destruction. It appears as though he has fallen completely under the control of Torak, and upon recalling what he said to the other disciples previously about having devised a way to retrieve The Orb, it is left to the reader to realize that his original purpose has most likely been twisted by a turn of events Belgarath is not privy to. For a while, at least, Belzedar was working as something of a double-agent between the two sides of the conflict in order to bring about the capture of The Orb, but it appears now to be that case that his original purpose has been lost. This ultimately means that Belgarath is pitted against his own brother in order to save the world, which is likely with the Purpose vehemently instructed him to go with the Alorns in the first place. Belzedar is almost certainly the third disciple that remained shrouded in mystery,

though it is surprising that he was able to keep his identity secret for so long, even from Beldar, who has been on Malloreia for a very long time.



Chapters 13-15

Chapters 13-15 Summary

In Chapter thirteen, Belgarath watches Belzedar catch the magician Etchquaw on fire and burn him to death. Belgarath flees, realizing that Belzedar is now serving the other necessity completely. He also realizes that despite his anger, he is incapable of killing his brother. Taking the form of an owl, he follows Zedar and this is what Belgarath thinks of him. Zedar calls out to Torak to explain what has happened. They have no further traps in place for Belgarath and the Alorns, so Belgarath decides to confront him. The voice stops him, however. He flies ahead and takes human form. Zedar acts relieved to see his brother and discourages him from continuing to Malloreia. Belgarath knows Zedar is lying and demands to know why he betrayed Aldur. Zedar breaks down, saying he thought that he could pretend to serve Torak, but he suddenly attacks Belgarath with fire. The two brawl, and Belgarath wins and buries him in the forest.

In Chapter fourteen, Belgarath decides to cross over ice instead of the bridge in order to prevent any further traps. They reach Malloreia's shores quickly, and after a while figure out that they are very close to Cthol Mishrak. Belgarath knows that Torak will be expecting them to enter the city from the north. Riva and Algar suggest they enter the city from the west. They make their way carefully, avoiding the chandim, Grolims transformed into monsters, and along the way Belgarath speaks with the Purpose. They have only one night to steal The Orb. They discover that the city is walled and take a trail closer to it, then burrow into the snow. Cherek and his sons are familiar with snow, and getting to the wall and climbing it proves easy. The city of Cthol Mishrak is cramped and miserable. They spot two guards at the entrance to Torak's tower, but that is all the resistance they have entering it. Belgarath transforms into a civet cat, approaches the chandim, and then sprays them with his stench. The guards run away whimpering, which allows Belgarath and the Alorns to enter the tower. They climb the staircase and find Torak asleep. The Orb is found through another doorway nearby.

In Chapter fifteen, Belgarath knows that only one of the Alorn must open the box. Riva eventually accepts the task, and they have no trouble leaving the tower. They escape the city quickly, and Torak destroys it in fury the next morning. Afterwards, a few clans of Malloreians migrate to the western continent. Murgos, or warriors, Nadrak, or townsfolk, and Thull, or peasants, all migrate there and set up different kingdoms. Belgarath and the Alorns are attacked by Angarak as they escape Malloreia, but are protected by The Orb. Torak himself even joins in the chase, which is against the rules decided on by the Purposes. They manage to escape, and halfway across the ice bridge they are visited by a phantom of Cthuthik, one of Torak's disciples.



Chapters 13-15 Analysis

Belzedar's complete betrayal constitutes possibly the most significant loss Belgarath and his remaining brothers have had to face. Only four of them remain out of seven, and even though Zedar is alive, he is almost certainly lost to them for good. It is not even guaranteed that Zedar will still be in his resting place when Belgarath returns to deal with him, although despite his many baffling errors, things still do have a way of working out well for him. His greatest strength appears to be coming up with solid solutions to problems quickly, whereas Torak and his servants all seem prone to emotional bouts, and easily make mistakes as a result. As an example, Torak destroys his capital city after the theft of The Orb, so it is hard to imagine such an enemy could possibly be of much threat, even if Aldur seems to be aware of greater dangers in the future. The Alorns have assumed great significance in the story, especially Rivas, who has unexpectedly become the Guardian of The Orb. Belgarath makes frequent mention of them and their descendants, and they take on legendary qualities in future stories told about their exploits. Despite the importance of this quest, none of the characters appeared to have been greatly challenged, with the possible exception of Belgarath's foiling of Zedar's trap, but this incident seems to have played straight into his strengths. One or another of the characters accompanying Belgarath gets nervous from time to time, but no losses are suffered, and they experience very little direct danger, thanks mostly to Belgarath's experience and The Orb.



Chapters 16-18

Chapters 16-18 Summary

In Chapter sixteen, upon their return to the western continent, Aldur appears and tells Belgarath that the Gods must depart or risk destroying the world in their fight against Torak. The final conflict is to be decided by the Child of Light, who will descend from Riva. The second age has ended, and the third age is the age of prophecy. Belgarath wishes to return to Poledra, but must first divide up the Alorn kingdom into four separate ones. Dras is sent to Val Alorn, Algar is sent to grasslands in the west, and Cherek is sent to a peninsula from where his kingdom will guard the last, Riva's, set upon the Isle of Winds. He personally accompanies Riva to the Isle, but after the Alorns arrive they burn all of their boats in celebration, leaving Belgarath temporarily stranded.

In Chapter seventeen, Belgarath helps Riva make a magic sword on which The Orb will function as a pommel. His work is then finished and he begins his journey home. On his way he is attacked by an Eldrak and slices its stomach open in frustration over his inability to refuse his purpose in life. He reaches the Vale and goes to his tower, finding it empty. A note directs him to Beldin's tower. When he arrives he finds Beltira, Belkira, and Beldin. He also meets his daughters, Polgara and Beldaran, for the first time. Belgarath asks what's happened to Poledra, but his brothers inform him that she died during childbirth.

In Chapter eighteen, the brothers are forced to keep Belgarath in chains to prevent him from hurting himself as a result of Poledra's death. They bring Beldaran to him often, but Polgara does not seem to like him. He spends the next several years drinking in the town of Camaar in the north, until Aldur intervenes and scolds him for his behavior. Afterwards, he slowly resumes his tasks, exploring the Western Kingdoms and ensuring that everything is running smoothly.

Chapters 16-18 Analysis

Belgarath's life takes a turn for the worst by means he is powerless to prevent. Just as his Alorn companions complain about the kingdom that must be divided up after they steal back The Orb from Torak, Belgarath has an even larger and more legitimate complaint to make. Cherek and his sons are portrayed as somewhat loud and dull-witted, with the exception of Algar who does his best to hide his true intelligence. What these Alorns complain about is the loss of power and glory, which would be the result of a divided kingdom. Belgarath simply wants to spend time with his family. He makes no mention of Zeldar and it isn't even clear if he remembers having left his brother in the snow. Aldur's departure coincides with Poledra's death, and it seems he may have had at least an inkling of what was going to happen to Belgarath's wife. In some ways, this event could be seen as a major victory for Torak and his Angarak, since Poledra's death nearly causes him to follow Belmakor and Belsambar's example, and he disappears



from his responsibilities for an extended period of time. Belgarath has continually sacrificed throughout his life for the Purpose and Aldur, and often accomplishes much in a short period of time that most do not in their entire lives. He has thus far proven resilient, but only because of the support he gains from his wife, who is now lost to him. His children have been left without a mother from the tragedy, and their father abandons them in despair. This will no doubt have a profound effect on their future relationships, and Polgara already seems to dislike him. Even so, he does seem to direct a large portion of his narrative at her directly, so it is safe to assume he has somewhat repaired that particular relationship.



Chapters 19-25

Chapters 19-25 Summary

In Chapter nineteen, Belgarath continues to wander about the Western Kingdoms. He is captured in the Dryad Forest, but is eventually released and winds up once again in the kingdom of Nyssia, where he learns that Salmisra, a different ruler of the same name, is in danger of assassination by her eunuchs.

In Chapter twenty, Belgarath departs for the city of Mar Amon and remains there for nine years until Beldin finally takes him back to the vale. Belgarath resists, but Beldin tells him that the Angarak are coming across the bridge in droves. The Alorns are spread too thin to offer any kind of resistance. On their return to the Vale, Beldin warns him that Polgara will not be happy to see him.

In Chapter twenty-one, Polgara berates Belgarath for his long absence, then flees up a tree and spends almost all of her time up there. Eventually, Aldur visits him in a dream and instructs him to make a silver amulet for Beldaran, Polgara, and himself. He does so, and eventually he and Polgara learn to tolerate one another. In another dream, Aldur tells Belgarath that Beldaran must marry Riva. This makes Polgara angry when he tells her about it.

In Chapter twenty-two, Belgarath, Beldaran, and Polgara travel north to the Isle of Winds in preparation for the marriage. When Riva and Beldaran meet, they fall in love completely, which upsets Polgara even further. This causes her to bathe and change her appearance from filthy to clean and well-composed. The other Alorn kings arrive for the wedding, several of whom wish to marry Polgara, but Belgarath discourages it. During the ceremony, Polgara and The Orb begin to glow the exact same color, and a ghostly owl perches atop the proceedings to pay respects.

In Chapter twenty-three, Polgara, Belgarath, and the Alorn Kings gather. Polgara suggests trying to make friends with the Nadrak in order to get information on the Murgos. She also suggests that they try to become closer friends with the Tolnedrans and Arends. Afterwards, they all disperse. Beldin returns to spy on Mallorea, and Belgarath begins Polgara's training as a sorceress, which she takes to rapidly.

In Chapter twenty-four, Riva's cousin Anrak and Algar come to the Vale to tell Belgarath he is going to be a grandfather. Belgarath and Polgara return to the Isle to be there for the birth, and Polgara takes an interest in the healing arts as she learns to assist in childbirth. During this time, Belgarath tells Riva that they have been recording the ravings of madmen for their prophecies, and that Torak himself has been ranting and having his Grolims record them. Belgarath is worried that one of Torak's disciples will try to steal The Orb, but suddenly one of Riva's warriors comes in to tell him Beldaran is giving birth. The infant has a mark identical to his father's, which has been given to him by The Orb. The baby is named Daran.



In Chapter twenty-five, Polgara and Belgarath remain on the island for a time with their new family member. Once they return to the mainland, they visit their prophets, who are crazy men that the Purpose speaks to. Belgarath is frustrated with an Alorn clan-chief for trying to cover up the prophecies, but Polgara solves the problem by deciding to pay the man's daughter to record them instead.

Chapters 19-25 Analysis

Little in the way of plot advancement occurs in these chapters. Belgarath continues to wander aimlessly from his grief, and Polgara is basically correct in her judgement of him, even if she doesn't know the full extent of his suffering. The sorcerer abandons his responsibilities as a result of the pain he experiences, but he goes too far, perhaps, when he leaves his children until they are teenagers. Beldin also goes too far, perhaps, when he accuses Belgarath of all forms of treachery. He is, after all, the first disciple of Aldur, and has undertaken more and difficult tasks than Beldin, who appears to have taken charge in his absence. Belgarath's daughters are an interesting addition to the story, though Beldaran's significance appears to be short-lived, as she is destined to marry Rivas. Polgara, however, is clearly a powerful sorceress, and, as Belgarath has implied, they must soon begin training her for the service of Aldur, though it is unclear how much either of the daughters knows about Aldur. Polgara learns her art quickly and proves to be very useful across a wide range of situations, much like her father. The marriage of Beldaran to Riva left her without her sister, which can be assumed to be the first of many sacrifices she will experience on behalf of the Purpose, but she does manage to learn more about her father when she takes the form of a white owl. Polgara never seemed to consider the possibility that her father might be capable of feeling pain or remorse for the loss of Poledra, and his reaction to the snow owl surprises her. Belgarath has developed a certain steady state of frustration with the world at large, as expressed in his dealings with Hatturk. Mortals across the Western Kingdoms have a nasty habit of messing up carefully laid plans with their own ambitions and designs, and Belgarath is usually the one responsible for fixing the problems they create. He's done exactly this for more or less the past several thousand years, and does seem to be growing increasingly upset with individuals who distract the Purpose with their own individual greed. This makes Polgara an even more important character, since without her, Belgarath wouldn't have anyone close to him during this time. Indeed, the marriage of Beldaran caused the two to grow much closer to one another.



Chapters 26-32

Chapters 26-32 Summary

In Chapter-six, Belgarath tells Dras to look out for madmen after visiting the prophet at Mrin. Afterwards, he and Polgara return to the Vale

In Chapter twenty-seven, Beldin returns with news that Zedar is currently with Torak. The Dragon-God has come out of his trance, and is very upset with the prophecies his oracles recorded. Belgarath goes into Cthol Murgos and pays a visit to Ctuchik, warning him to keep his Murgos away from the Alorns, and to get a copy of Torak's prophecies before the Dragon-God destroys them.

In Chapter twenty-eight, Belgarath returns to the Vale. They summon Aldur, who allays their fears that the prophecies aren't being accurately recorded. Years pass and Bormik the prophet dies. They receive a complete copy of his prophecies along with the Mrin Codex. Polgara and Belgarath attend the Alorn council, and Belgarath notices that Beldaran looked ill during their visit. Belgarath studies the codices while Polgara learns more about sorcery. Eventually Belgarath goes back to the Dryad Forest to arrange a marriage between the Dryad Princess and the Tolnedran Emperor, which he has learned from the prophecies will eventually produce the Child of Light.

In Chapter twenty-nine, Belgarath has the Tolnedran High Priest oversee the marriage of the son of a Grand Duke and the Dryad Princess. He returns to the Vale to learn that Beldaran is ill. He and Polgara travel quickly to the island, but she has already died by the time they reach her. Everyone is so overcome with grief that Belgarath puts Daran in charge of the kingdom and leaves Polgara with him. She returns after a few years, along with Beldin who has little to report from Mallorea. The Tolnedrans invade the Marags for their gold, but their god Marag drives the invading Tolnedrans insane and most of them take their own lives. Since Belar is close to Mara, the Alorn begin raiding Tolnedra, and Belgarath must intervene.

In Chapter thirty, Polgara begins going out on her own, and Belgarath follows her. He discovers that she is foiling a plot set in motion by Ctuchik designed to break the alliances that exist between the Western Kingdoms and create war between them. Beldin returns from Mallorea and tells Belgarath that the Angarak are massing at the Drasnian border. Belgarath warns the Alorn kings and again goes to Ctuchik and tells him to call off the invasion. Ctuchik ignores his warning, and the Nadrak are soundly defeated in the war. Belgarath finds that Polgara has become a duchess of Erat. She explains to him that she's in Arendia to help maintain peace.

In Chapter thirty-one, the Borune family, which Belgarath helped arrange marriages with between the Dryad princesses, assumes control of Tolnedra. Centuries pass, and Polgara falls in love with an Arendian named Ontrose, even though Belgarath knows the two will never marry. Belgarath is summoned from the Vale because the Asturians have



betrayed them. Belgarath knows from the Mrin Codex that Vo Wacune is going to be destroyed, and he and Ontrose convince Polgara that she must leave, but in her anger over the situation she does not return with her father to the Vale, instead taking up residence in her mother's old cottage. The Cherek eventually make peace with the Tolnedrans, but a problems arises when the Tolnedrans try to trade with Riva, and make an attempt to force open the gates of their city of the Isle of Winds. Belgarath learns that the current king of Riva, Gorek, could be in trouble from the Salmisra of the Nyssians.

In Chapter thirty-two, Belgarath takes a still frustrated Polgara to Riva. They find a young boy drowning in the harbor there and Polgara stays with him. King Gorek has already been murdered by Nyssian merchants. Brand, the City Warder, is charged with protecting The Orb and watching over the citadel. Belgarath learns that the assassination was caused by Salmisra who was influenced by a stranger to their kingdom. Belgarath, Polgara, and Prince Geran, the boy they found in the harbor, all return to the mainland.

Chapters 26-32 Analysis

It is an interesting twist to the typical ideas of prophecies that both Light and Dark sides of this conflict must apparently work very hard to make sure that they come to pass. The fact that things can only turn out one of two ways is not completely set in stone, however, because, as Belgarath explains to his group's members, Torak's meddling and concealment of the prophecies could result in a third outcome that the prophecies would not provide for. This implies that Torak's treachery does not serve him well at all, and the fact that none of his disciples can stand the others seems to reinforce the idea that the Dragon God is at least as clumsy in his rage as he is evil, which causes Belgarath almost to work with the Dark side to ensure a third Purpose does not arise from their duplicity. Polgara is now a full-fledged sorceress and a member of her father's brotherhood. She is clearly very talented, but until now has yet to take on tasks of her own, though her studies must be close to complete at this point as she assumes responsibility for the family of heirs who will eventually assume lordship over Riva once again. The twins make a brief appearance in this section, which has been rare to this point. Beltin and Belkin, apart from being disciples of The Orb, have no assumed great significance in the story as compared to Beldin, for example, who has been spying on Mallorea for centuries to provide valuable information. Belgarath continues the arrangement of marriages and alliances throughout the Western Kingdoms despite the appearance of damage that Ctuchik and his agents have done there, but the death of Beldaran marks a significant change in him. Where the death of his wife sent him into a downward spiral of depression, he remains focused on the preservation of his responsibilities when he loses his cherished daughter, even when everyone else, including Polgara, are lost in anger and self-pity. He is now completely capable of managing his sorrow. Polgara suffers a major setback from the death of her sister, just as she becomes an "adult" and sorceress. When she relocates to Vo Wacune, she appears to have fantasies about leading a normal life, which are clearly made impossible for her. She at least partially blames Belgarath for this loss, even though he had nothing to do with the destruction of the city. Throughout this time, political alliances

that Belgarath worked to forge begin to deteriorate, until the narrative is plunged into a violent attempt at the line of Rivan Kings. The Child of Light is referred to as the Godslayer, which suggests that the descendant will some day be responsible for the death of Torak. This is naturally what Torak dislikes about the own prophecies he has collected, and the reason that he attempts to defy the Purpose he serves.



Chapters 33-36

Chapters 33-36 Summary

In Chapter thirty-three, Belgarath feels as though something important is going to happen when he reaches the Sendarian coast, and spends time planning Riva's war against the Nyssians. Polgara takes Geran into hiding. Belgarath visits the other Alorn kings to coordinate the war effort, then goes to Tolnedra to warn the Emperor. The conflict is short and nasty, leaving Nyssia in ruins. When they invade Ssith Tor, Belgarath and Beldin reach the palace to speak with Salmisra, who reveals that she was lied to by Zedar, who offered her immortality as Torak's wife. She dies from poison which she took before they reached her.

In Chapter thirty-four, Belgarath returns to the Vale in order to continue studying the Mrin Codex. He learns that the lesser Codex, the Darine, is simply a map of events in the Mrin, which is totally out of chronological order. Beldin returns from seeing the Alorn kings home and suggests that the twins continue the study of the Codices in order to make the process go more quickly. They learn that the third age has ended, which means that they will receive no further instructions from prophets. They learn that the Child of Light and the Child of Dark are supposed to meet in Arendia. The war between the Alorns and Nyssia appears to have been a diversion which allowed one of Torak's servants, named Kallath, to accomplish something that Torak required of him, and as a result Polgarath personally assumes guardianship of the heirs to Riva and protectors of The Orb, which must remain in hiding until the main Child of Light is Born.

In Chapter thirty-five, Polgara moves to Sendaria with Gelar and hides him there. Time passes, and Belgarath eventually visits her there, and on his way learns that the Murgos are looking for her and the current heir. He warns Polgara that the Murgos are approaching and directs them to the city of Kotu where they will be safer. Belgarath goes to see the new Gorm of UL in Proglue, where he learns that the unification of the Mallolean Empire is almost complete. Belgarath goes to Drasnia to gather intelligence, and learns that the Baron of Vo Mandor is having trouble with his neighbors in Arendia, and that Ctuchik is present in the Arendian Fair. He confronts Torak's disciple there and meets a Gorim called Chamdar, and tells them both that he will be in Tol Honeth.

In Chapter thirty-six, Belgarath spends the next stretch of time confusing Chamdar until Beldin returns from Mallorea. Belgarath learns from his brother that Torak has left Ashaba. The twins look through the Codices and decide Belgarath must go north to warn the Alorn kings that war is about to begin. He then goes to Polgara and they take the heir, Garel, to the Stronghold to keep him safe. From there they go to the Isle of Winds and meet with the current Brand. Belgarath tells Brand that the current City Warder will be responsible for personally confronting Torak in this EVENT. Belgarath goes to the other Western Kingdoms and coordinates the war effort, and then Torak crosses the bridge and stuns Belgarath by taking his troops through the Nadrak forest. This action leaves the armies of the West in poor defensive positions and results in the



almost complete destruction of Drasnia. Torak is in a great position to destroy the Western Kingdoms after this error.

Chapters 33-36 Analysis

The first half of this section results in a disastrous blunder, almost completely on the shoulders of Belgarath and his assumptions regarding Torak's military strategy. Belgarath thinks that Torak will travel across plains in order to reach his enemies and Arendia, but Torak is not a mortal with mortal concerns. When his armies disappear into the forests, Belgarath's forces are completely incapable of regrouping for the purposes of defense. The reader would do well to wonder at this point what good all of Beldin's spying did on Mallorea has done if it could not even reveal this critical piece of information, for it makes little sense to spend such a large amount of time on the eastern continent only to have an entire nation nearly wiped out due to mismanagement of the defending armies. Ultimately, Torak is heading towards The Orb, and it makes little sense for him to head to Arendia except as a rallying point to continue on to the Isle of Winds, but one would think it prudent of him to avoid the confrontation with the Child of Light, given how bleak the prophecies are for him. However, he ignores the warnings and charges head on into Arendia regardless. Brands function as the Child of Light must not have been foreseen or understood by Torak, and the flexibility of The Orb and the Purpose often function in this unexpected fashion. Despite their ultimate victory, Belgarath would have done well to heed Ctuchik's advice when the Grolim implied that the forces of light weren't necessarily winning the war. Belgarath's oversight has left a lot of effort and hard work undone, and it is correct to wonder why the enemies of Torak would have allowed Mallorea to grow so powerful in the first place. After all, the original purpose of the Alorns was to carry the war over to the eastern continent, and instead they retreated across vast expanses of ground and allowed the Malloreaans not only to reach the western continent, but to settle on huge territories all across it.



Chapters 37-40

Chapters 37-40 Summary

In Chapter thirty-seven, Belgarath and Polgara decide to involve the other Western Kingdoms in the war with Torak. Urvon, another of Torak's disciples, has left Cthol Murgos with another army the same size as Torak's, heading north. Belgarath spies on Torak and learns that he is bogged down trying to destroy the stronghold, which is costing him great time and manpower. The defenders move their base from Riva to Tol Honeth.

In Chapter thirty-eight, Torak's forces continue to face resounding defeats at the Stronghold. Torak's army has been surrounded by Algarian cavalry and is taking heavy losses on a daily basis. They also learn that Urvon's army has not moved, and discover from Beldin that Ctuchik is deliberately sabotaging Urvon's war efforts to prevent him from being Torak's favored disciple. As a result of their disagreement, Murgos have been slaughtering Mallolean soldiers. Six years pass before Belgarath learns that the battle between Light and Dark is going to happen in Vo Membre. Belgarath goes to Riva and discovers The Orb has been taken off of the sword and placed onto a shield, which he takes back to give to Brand. Urvon finally begins marching a year later, and at this time Torak gives up his assault on the Stronghold and continues west, taking heavy casualties with every step. Beldin contacts Belgarath to tell him Urvon's forces have been trapped by a blizzard.

In Chapter thirty-nine, Belgarath and the others prepare for the battle of Vo Membre, which according to the Mrin Codex can last for only three days before Torak and Brand must fight each other face to face. They spend the next several days mending political alliances and delaying Torak's progress in order to place Tolnedra's legions in the best positions for the defense of Vo Membre.

In Chapter forty, Torak begins his siege of Vo Membre. His attempts at destroying the city walls and breaking through the gates are completely unsuccessful. Zedar grows increasingly desperate in his attempts to enter the city, but fails in every attempt, even when he resorts to summoning a dust storm to blind the city of Vo Membre's longbowmen.

Chapters 37-40 Analysis

Belgarath, in his several millennia of existence, seems to have enough experience with warfare that for the most part, his predictions and calculations regarding the movements and actions of Torak's army are now more or less sound. There seems to have been a great deal of research on medieval battles done by the authors for this particular encounter, because much of the action seems fairly convincing, although there are a few very strange claims made by Belgarath himself. Firstly, if the number of soldiers in a



single legion totaled ten-thousand, and the number of legions Beldin brought to the fields near Vo Mimbire came to twenty-seven, as was quoted to Belgarath and the Tolnedran Emperor, that would put the number of defending soldiers at Vo Mimbire at well over a quarter-million. This is a fantastically large number, and in fact would prove not only difficult to support in terms of food and supplies, but it would be impossible. With this exorbitant number of defenders in mind, if the army of Torak began larger than this, his forces would have been even more impossible to maintain, much less cross through a forest unseen or unnoticed. An army of this incredible size would be glaringly obvious to anyone making half an attempt to find it. Belgarath is not an entirely reliable storyteller, and if he is deliberately inflating these numbers, he makes himself appear the more foolish by comparison. On the political side of things, which has taken up a significant part of the narrative in these chapters, alliances seem to be mending and tempers appear to be cooling across the Western Kingdoms, as old feuds are set aside in the interests of defeating Torak. These kingdoms are coming closer together just as the Malloreans are coming apart. Urvon and Ctuchik despise each other to cooperate despite the fact that attacking one another is detrimental to their master.



Chapters 41-44

Chapters 41-44 Summary

In Chapter forty-one, the defenders of Vo Mimbres that Beldin and the legions are in place. The gates of the city open and knights pour out and do terrible damage to Torak's forces. Brand challenges Torak personally once Torak has no escape. They fight, and Torak gashes Brand's left shoulder. When this happens, Brand drops the cloth he'd been holding over the shield with the orb in it. This sets Torak on fire. Brand strikes him through the eye with his sword and takes him down, nearly killing him.

In Chapter forty-two, the Mallorean forces fall apart after Torak's death. Zedar steals the Dragon God's body from the field. The cooperation the Western Kingdoms all shared during the war begins to erode almost instantly. Many of the kings come together to offer Brand the position of Overlord, but he rejects the idea. The Mimbrates and Asturians are united by a marriage between their new rulers, and it looks as though peace will remain in Arendia.

In Chapter forty-three, Belgarath accompanies Beldin to Mallorean where they search the Dragon God's tower for his prophecies, but find nothing. Later, Beldin tells Belgarath he's managed to locate both Zedar and Torak's body. Mallorean falls into total chaos during this time without the leadership of Torak.

In Chapter forty-four, Belgarath begins looking for Chamdar, who appears to be looking for Polgara and the heir. After a long time searching, he goes to Polgara and discovers that the current heir, Gelane, is a member of the Bear-Cult, only their leader is Chamdar posing as an Alorn priest. Belgarath puts an end to the deception quickly, but Chamdar escapes.

Chapters 41-44 Analysis

The battle at Vo Mimbres proceeds according to Belgarath's plans and the prophecies provided to him by the Mrin Codex. Despite a few seemingly significant setbacks, the protagonists in this story almost always manage to defeat Torak and his minions with little trouble. Both the Dragon God and his followers have proven to be disastrous failures in their quest to recover The Orb and end the world in darkness. The fact that Drasnia was almost destroyed served to further unite the Western Kingdoms against Torak. The reintroduction of Chamdar, however, shows a villain cut from a different cloth than the previous ones. Chamdar is intelligent and knows how to stay hidden, and appears to be using a few of Belgarath's old tricks against him. In fact, in recruiting the Rivan heir into a false Bear-Cult, he's outsmarted both Belgarath and his daughter Polgara. But, as Belgarath explains, it does not matter what happens to any of the individual heirs. Only the line needs to survive.



Chapters 45-48

Chapters 45-48 Summary

In Chapter forty-five, Belgarath speaks with the Alorn Kings to have the Bear-Cult destroyed, then travels in search of Chamdar. During this time Beldin tells him that Malloreia has a new emperor, Korzeth. The twins discover that some of the Child of Light's helpers will be Nadraks, and Belgarath disguises himself and goes to Nadrak. There he meets a Nadrak named Rablek, who winds up learning his true identity.

In Chapter forty-six, the two make a fortune, and Belgarath returns to the Vale. Centuries pass, and Beldin informs him that Zedar has left Torak's body. In his travels, he discovers that Polgara is in Nyssia preventing them from joining Ctuchik and Torak. The twins discover that the Godslayer is nearly born.

In Chapter forty-seven, Polgara begins spending much more time performing tasks for Aldur. Belgarath learns that she has met Zedar. The sorcerer travels around the kingdoms disguised as a storyteller.

In Chapter forty-eight, Belgarath must buy Polgara back from her Nadrak slave-owner, and uses a lot of the gold he once mined there to do so. They return to Geran, the heir, in time for him to announce his wedding.

Chapters 45-48 Analysis

Few significant events take place throughout this stretch of the novel. While the world awaits the birth of the Child of Light, the villains of the story scarcely seem to be moving at all, although this could be in part because Chamdar is extremely clever and hides well. The most likely reason that the narrative slows down, though, is that this is far from a stand-alone work, and the author is referencing significant events in other books without bringing them in to this story directly. The largest conflict, between the Western Kingdoms and Malloreia, occurred centuries ago, and since the kingdoms did wind up growing closer, Belgarath finds himself with far less to do, and often delegates tasks to mortals at this stage of the novel. Meanwhile, Polgara seems to have taken on more important tasks, and seems also to have regained the animosity towards her father she once possessed, most likely because he insisted on shadowing her for such a long time, but she does not antagonize him to the same degree she once did.



Chapters 49-Epilogue

Chapters 49-Epilogue Summary

In Chapter forty-nine, the marriage between the heir, Geran, and Ildera takes place. Belgarath wanders for a while before he learns that a rockslide has killed Geran's father. Suspecting Chamdar, he uses Drasnian intelligence to try and find him, but when he learns that the Child of Light is about to be born, he returns to the heir's home and finds it on fire.

Belgarath saves the infant from Chamdar, who had attempted to escape with it. He and Pol take the child to safety, and then Belgarath resumes the search for Chamdar. They find someone impersonating him in Tol Borune, and Belgarath realizes that the Drasnians have been watching the wrong person the entire time.

In the epilogue, five soldiers toss a drunken Gredik into cold water. They sail to Riva to deliver Belgarath's documents to Garion and Ce'Nedra, who both read them. Ce'Nedra grows upset that the story doesn't end, and resolves to get the rest of it from Poledra by sailing to the mainland the very next morning.

Chapters 49-Epilogue Analysis

Chamdar proves his abilities by nearly managing to kill the Child of Light. Once again, Belgarath and Polgara are nearly defeated by a simple mistake. This time, the mistake is Polgara's, as she goes to search for Garion's grandmother and leaves the Child of Light unprotected. Belgarath's habit of delegating tasks does not pay well, because his agents have been spying on the wrong man for a very long time. Ctuchik is supposed to be Belgarath's responsibility to deal with, alongside Chamdar, but he appears to take very little interest in them at all in this section. He did, however, prove correct about Polgara's abilities to deal with tasks on her own, as she almost succeeding in killing the Child of Light.



Characters

Belgarath

Belgarath is the first disciple of Aldur, and a powerful sorcerer. He lives for thousands upon thousands of years. He is the father of Polgara and Beldaran, though he loses Beldaran to illness. He is fond of ale, tends to antagonise mortals he views as foolish, and has very little respect for human customs such as nobility, especially when nobles are obviously foolish or incompetent. Belgarath is legendary wherever he travels, and often uses disguises in order to avoid unwanted attention. Throughout his millenia-spanning life, the sorcerer assumes great responsibility and importance throughout numerous conflicts between the Western Kingdoms and the Dragon God, Torak. He often leads soldiers in planning strategy for war and battle, and when he is not doing this, he is typically making sure that the Western Kingdoms are stable or spying on enemy forces.

Belgarath suffers a great deal throughout his life, and makes tremendous sacrifices for the Purpose that he serves. Two of his brothers, Belsambar and Belmakor, commit suicide after the first war against Torak, as they are driven to madness by their grief. His wife, Poledra, dies in childbirth while Belgarath is away on a critical mission to retrieve The Orb from Torak. His daughter, Beldaran, dies from illness several years later, after having married the Rivan King. These children are all mortal, and Belgarath feels the pain of loss each time one of his "grandchildren" passes on.

Through it all, Belgarath manages to maintain and even foster a sense of playfulness, never taking anyone's insults too seriously, and never taking himself too seriously either. As he is the narrator for the vast majority of the novel, he relays most of the events with a calm, friendly voice, and indeed, is revered throughout most of the world as a result.

Polgara

Polgara is Belgarath's daughter. She begins her life harboring deep resentment for her father, as he abandons her and her sister Beldaran throughout their youth, but overcomes her anger when Beldaran is married off to Riva. Like her father, Polgara is gifted in the art of sorcery, and rapidly develops amazing talent. She uses these talents to protect the Rivan heirs from Torak's agents, and eventually begins undertaking quests directly for the God Aldur, who appears to speak with her more than even Belgarath after a time.

Unlike her father, Polgara tends to be dramatic and hot-headed, and despite her skill as both a sorceress and political planner, often makes choices that involve a major oversight on her part. This has a tendency to put their prophecies in danger, and becomes the source of contention between her and her father, who has a difficult time allowing her to undertake tasks on her own, since he feels doing so places her in grave



danger. While she began her life as filthy and unkempt, the marriage of Beldaran transformed her into an obsessively cleanly and beautiful woman, and many nobles and royalty seek her hand in marriage throughout the centuries. However, the one man she wishes to marry realizes he cannot, and his eventual death causes her great agony, which she takes out on Belgarath.

Beldin

Perhaps equally as important in the struggle against evil, Beldin is the last of Aldur's disciples. He suffers from great deformities, but does not seem to be terribly affected emotionally by them. He is deeply intelligent, far more serious and task-driven than Belgarath, and spends most of his time spying directly on Mallorean and Torak's disciples. He enjoys ale in much the same way as Belgarath, and though the two are close due to the nature of their brotherhood, they never appear to grow very close.

Beltira

One of Aldur's disciples and twins with Belkira. The twins spend most of their time comforting Aldur when he is still on Earth, then translating the prophecies during and after the Third Age.

Belkira

One of Aldur's disciples and twins with Beltira. The twins spend most of their time comforting Aldur when he is still on Earth, then translating the prophecies during and after the Third Age.

Poledra

Poledra is a she-wolf who accompanies Belgarath on many of his journeys. She eventually changes into human form and marries Belgarath, but dies in childbirth. She does, however, appear to have been resurrected in some capacity, as her white-owl form can be seen over the wedding ceremony of Beldaran and Riva.

Belsambar

Belsambar is one of Aldur's disciples who kills himself after the first battle with Torak.

Belmakir

Belmakir is one of Aldur's disciples who kills himself after the first battle with Torak.



Belzedar/Zedar

Belzedar is the second disciple of Aldur, and though he begins his role as a friend to Belgarath and the others, his obsession with The Orb drives him to first attempt to steal it from Torak, then makes him a total servant to the Dragon-God. He makes an attempt to thwart Belgarath and the Alorns when they cross the ice to Mallorean, but he proves no match for Belgarath's powers. He also leads the assault on Vo Mimbren, but suffers total defeat.

Aldur

Aldur is the god responsible for training the disciples and maintaining the Purpose of Light. He is the original holder of The Orb, but it is stolen from him by his brother, the Dragon-God Torak. After it is retrieved by Belgarath and the Alorns, he warns his first disciple that he must leave the world or destroy it while trying to fight Torak. He remains in contact with his disciples and can communicate with them directly when he chooses.

Torak

Torak is the Dragon God. He desires power and insists that his followers make war on other peoples. He is badly wounded at the end of the First Age when he uses The Orb, which he stole from Aldur, to crack open the earth. He is also directly responsible for the prophecies recorded by his own oracles, and on occasion takes direct rulership over his people, as when he declared war on the Western Kingdoms. This incident left him mortally wounded, though not dead.

Urvon

Urvon is one of Torak's disciples. He seldom appears throughout the novel, but is responsible for the rulership of Mallorean.

Ctuchik

Ctuchik is one of Torak's disciples, responsible for the Malloreans on the western continent. Though he is feeble in comparison to any of Aldur's disciples, he frequently plots against them and the Western Kingdoms in order to recover The Orb and prevent the Child of Light from being born. He is also responsible for the training of Chamdar, a particularly clever apprentice who nearly succeeds in killing Garion.



Chamdar

Chamdar is Ctuchik's apprentice, and incredibly devious. He succeeds in several plots against the Child of Light, and nearly winds up killing the child after setting fire to the infant's home and murdering his family.

Cherek

Cherek was the last king of a unified Aloria. After successfully returning The Orb to the Western Kingdoms, he was forced to divide his rulership in order to protect the artifact.

Riva

Riva is the son of Cherek and becomes the Protector of The Orb upon his return from Mallorea. His descendant is prophesized to be the Child of Light.

Algar

Algar is the son of Cherek and is a member of the party who steals The Orb from Torak.

Dras

Dras is the son of Cherek and is a member of the party who steals The Orb from Torak.

Garion

The Child of Light, Garion is born just as his mother and father are murdered by Chamdar in a fire.

Beldaran

Beldaran is Belgarath's daughter and marries Riva. She dies from illness shortly thereafter, leaving her father, sister, and husband completely grief-stricken.

Prince Kheldar

Kheldar, or Silk, is a masterful spy who assists Belgarath in attempting to find Chamdar. Though the two are unsuccessful, his work does lead Belgarath to discover they have been chasing an impostor.



Salmissra

Salmissra is the name given to all the High-Priestesses of Nyssia. Though she is always selected by the eunuchs to resemble the original Salmissra as much as possible, her personalities vary greatly from woman to woman, and she often joins in plots with the Malloreans against other Western Kingdoms.

Brand

Like Salmissra, Brand is the name of Riva's City Warder, who takes control of the citadel when the king is murdered. The line of Brands oversees Riva's operation for centuries while waiting for the Child of Light, and during the assault of Vo Mimbre, the current Brand becomes the Child of Light and mortally wounds Torak.

Belar

Belar is the Bear God, and his people are the Alorns. After the first war against Torak, Belar swears to continue the war against the Dragon God. He is very powerful, but often refuses to intervene when his people develop internal conflicts.

UL

UL is the father of all gods and is responsible for giving The Orb to Aldur.



Objects/Places

The Orb

The Orb is a powerful magical artifact originally given to Aldur by UL. It is later stolen from Aldur by Torak, but after many centuries pass, Belgarath and Alorn royalty are able to retrieve it.

Grolim

The Grolim are priests of the various gods. They possess magical powers, but only in the lands their gods' people inhabit.

The Will

The Will is the magical power that Belgarath and his brother disciples practice.

Ale

Ale is a type of beer that Belgarath and several of his friends and brothers are very fond of.

Demons

Early in his travels, Belgarath learns magic that allows him to summon and control demons, even though he hates the practice.

Towers

Each of the disciples resides within a tower. Aldur and Torak also live inside towers.

Mangonel

Mangonels are gigantic catapults capable of hurtling huge rocks. They nearly destroy the walls of Vo Mimbire during Torak's assault.

Wolf

Belgarath takes the form of a wolf frequently in his travels. This is what originally attract's Poledra's attention.



The Vale

The Vale is the original home of Aldur and his disciples.

Ulgoland

Ulgoland is the original home of UL and his people. After the first war with Torak, the land becomes overrun by monsters and its inhabitants take to the caves.

Tolnedra

Tolnedra is a large Empire based on trade. It is also responsible for the military science in the Western Kingdoms, and commands large amounts of legions.

Legions

Legions are organizations of 10,000 soldiers. These come in very useful during Torak's assault on Vo Mimbire.

Sendaria

Sendaria is a land best know for it's flexible state of mind. Sendarians tend to be the most reasonable folk in the Western Kingdoms.

Algaria

Algaria is the kingdom founded by Algar of the Alorn to protect the Orb.

The Stronghold

The Stronghold is the impenetrable capital of Algaria. Torak wastes a great deal of time and manpower trying to destroy the city.

Drasnia

Drasnia is the kingdom founded by Dras of the Alorn to protect the Orb. It has the best spy network in all the Western Kingdoms.



Cherek

Cherek is the kingdom founded by Cherek of the Alorn to protect the Orb. It has a massive navy to protect Riva.

Riva

Riva is the kingdom founded by Riva of the Alorn to protect The Orb. The Orb is kept well-guarded within the citadel.

Nyssia

Nyssia is a jungle-kingdom ruled over by the High Priestess Salmissra. The country is well-known for its poisons and occasional treacheries.

Arendia

Arendia is a kingdom usually in some form of civil war between the Asturians and the Mimbrates.

Maragor

Maragor is a land of barbaric peoples who practice cannibalism and demon-summoning. Their war with Nyssia almost completely wipes them out.

Cthol Murgos

Cthol Murgos is a giant Malloreaan kingdom on the western continent. It is ruled by Cthuchik.

Gar Og Nadrak

Gar Og Nadrak is the land settled by the Malloreaan townsfolk who fled the destruction of the capital city by their god, Torak. Unlike the Murgos, the Nadrak are far from interested in serving their God, and many dislike him outright.

Mallorea

Mallorea is the land on the eastern continent where the Angarak live and Torak rules. It controls a vast empire which spans the entire eastern continent.



Themes

Good against Evil or Dark versus Light

This is a classic theme that almost always appears in the fantasy genre. Belgarath and his supporters all serve the Purpose of Light, which is diametrically opposed to the Purpose of Dark. The entire novel revolves around this battle, which is constant and requires incredible sacrifice on both sides. Belgarath, for example, suffers through the loss of his wife Poledra, his daughter Beldaran, and numerous descendants of his throughout the millenia. Polgara suffers these losses just the same, though she never seems as capable of dealing with them as her father eventually becomes. The servants of the Purpose of Dark suffer as well, and their suffering tends to take on the form of permanent injury. For example, Torak's handsome visage is burned severely when he is punished by The Orb for its misuse. He is again gravely wounded during his attack on Vo Mimbre, which causes him to fall into a coma for a very long time. Individuals from both sides commonly become frustrated by their lot in life and make the attempt to escape their roles, as the sacrifices are often too much to bear.

The Purpose of Light is commonly hindered by the individual Western Kingdoms, who commonly seek to defeat their neighbors for their own gain. The Purpose of Dark is almost always crippled by the disorganization and strife of its leaders, who rarely cooperate without the direct supervision of Torak. Each of these sides fights an uphill battle, each makes devastating mistakes in the battle against the other, but the friendship and common cause experienced by those serving the Light tends to give this side the edge, as Belgarath, Beldin, Polgara, and the twins are almost always able to set aside their differences and work together. The side of good in this novel is vastly outnumbered by evil, however, as Torak's direct control over his minions gives him a strength that Belgarath can never hope to equal, since he serves primarily as advisor to each of the independent Western Kingdoms.

Unfortunately for Torak, and for evil in general, the jealousy and hatred inherent in serving an evil cause often makes the large size of Torak's empire its own downfall, as when Cthuchik has most of the Mallorean soldiers attempting to march north murdered out of fear that Urvon would become the most favored disciple. However, the constant treachery and backstabbing experienced by the forces of evil does appear to allow to grant them an advantage in certain circumstances, as when Ctuchik is able to convince Salmissra to poison the present king of Riva, which nearly results in the death of the heir and the triumph of evil over good. Belgarath and Polgara alike, despite how clever they are, habitually fail to foresee these types of situations, and the birth of the Child of Light is put in jeopardy several times as a result.



Predestination

The events unfolding within the novel are all predetermined by prophecies set forth from the very beginning. These prophecies constitute a set of rules or guidelines which both good and evil must follow, and sets the stage for numerous critical events that must occur. In each of these events, there is supposedly a choice that must be made by the current Child of Light, but that choice is never explicitly stated. Leading up to these events, whoever the Child of Light happens to be at the time communicates directly with the Purpose, which directs him to where he should go and what he should do. It is most common that the Child of Light doesn't even know what must happen until he completes the task. This fact complicates the prophecies greatly, oftentimes which only become clear right before an event is made to happen. Throughout the novel, Belgarath is constantly worried that either side, but especially the Dark Side, will intentionally break the rules. According to Belgarath, such an action would bring about the creation of yet another, separate Purpose, which neither side would know how to deal with, and would complicate matters so much as to possibly make the outcome far worse. Both sides also resent the form of prophecy they have been given, as the instructions are never clear, and usually predict unfortunate outcomes for everyone. In the one instance where Belgarath did attempt to set aside his duties to the Purpose, it entered his head and commanded him directly to comply with his responsibilities. Belgarath eventually comes to depend heavily on the prophecies, however, and the idea of a third Purpose created as a result of any break in their predictions disturbs him greatly. On several occasions, he visits agents of Torak to ensure that they are not doing anything to deliberately break the rules. From Belgarath's point of view, it is far easier for both sides to do as they are told and leave their successes or failures to the confrontations between the Child of Light and the Child of Dark. These are known as EVENTS, and can apparently end with either side being victorious, though the Dark Side only seems to suffer defeats in every encounter. In fact, during the two main EVENTS of the novel, Belgarath's battle with Zedar and Brand's combat with Torak, the evil sides appear so greatly outclassed as to seem entirely unthreatening to the forces of Light. The Child of Light is presumably far more powerful because of Torak's misuse of the Orb at the end of the First Age, and puts him at a great disadvantage when trying to attack the Western Kingdoms, since The Orb itself is clearly capable of vast destruction and only allows itself to be used for the Purpose of Light.

Family Heritage

Closely related to the idea of predestination in the novel is that of family heritage. Belgarath, being a sorcerer who lives for centuries on end, bears witness to descendants of long family lines on a regular basis, and notices quite early on that certain families take on certain traits. The Alorn Kings, for example, are all said to share certain personality characteristics with their ancestors, such as being quick to anger or greatly outspoken. Belgarath's own family possesses these characteristics, as there is much present in Polgara that reminds him of Polgara, including her first attempt at shapeshifting, when she assumes the form of a white owl, which her mother was



incredibly fond of. His other descendants, heirs to the Rivan throne, also display similar characteristics with one another, and Polgara goes so far as to give them all similarly sounding names, which appears to be a common trait in many families. After all, "Polgara" is a combination of "Belgarath," and "Poledra," as is Beldaran. Early in his career, Belgarath set many of these family traits in motion deliberately. The combination of willful acting and happenstance is a strange process throughout the book. Some things that happen clearly do so by chance, while others must be deliberately brought about by the actions of Belgarath, Polgara, or other character, but seldom do the accidents that occur—the destruction of drasnia, for example, amount to much in the way of danger in terms of the plot of the novel, which is essentially just ensuring that the Purpose's directions are followed so that the final confrontation between Light and Dark may come to pass.



Style

Point of View

The point of view of the novel is written from the first-person perspective, with the exception of the prologue and epilogue, which are recounted in the third person. Belgarath, the sorcerer, offers the primary narrative and he admits himself to being less than reliable at places. The point of view of the novel is important because the tale is Belgarath's, and he has been asked by his descendants to put it all to paper so that they can better understand how things got to be the way they are.

The story is recounted mostly through dialogue and character interaction. Descriptions tend to be short and very effective, grounding the reader in the scene firmly. Belgarath spends much of the novel flitting about from one minor character to another, making certain that various tasks are completed or family lines are begun. Throughout most of the book, time passes swiftly with little detail. Centuries commonly pass in a single sentence or paragraph, but during important historical events it is common for the narrator to go into great detail, which is important because it is very likely these events that the people who asked him to write his account wanted to know more about.

Setting

The story is set in a fictional world of fantasy. At the beginning of mankind, there was only one continent, but a massive war between good and evil split the continent in two. The Western Kingdoms on the Western Continent all descend from peoples who once fought against the Dragon God, and many of their kingdoms still strive to keep the world and the universe at large safe from evil. These nations include the expert in Trade, Tolnedra, the jungle kingdom of Nyssia, the four Alorn kingdoms which protect The Orb, sendaria, and a few other minor lands. These kingdoms are generally at peace with one another, but conflicts do tend to flare up from time to time. The vast majority of the western continent is controlled by Malloreans, either in the Murgos (soldier) realm of Cthol Murgos, or in the lands controlled by Nadrak, who were formally townfolk before Torak destroyed his capitol city. The eastern continent is completely controlled by the evil empire, and consists of the Angarak in ancient Mallorea, the Dalisian Protectorate, the Melcene Empire, and a few lesser kingdoms. Each of these territories is controlled by Torak, but the Dals appear to have their own agenda and only comply with Torak's rulership to keep him in the dark about their true purpose.

The folk of the world take on any range of forms common to medieval fantasy, from Knights to magicians to beggars. The world is also home to many monsters, including a single dragon.



Language and Meaning

The language of the novel is simple and straightforward, though difficult words may be used from time to time. Certain cultures do possess a strange way of speaking, but Belgarath's account of his life and times is written in plain English, and most of the unfamiliar words for monsters or people can be picked up quickly and with little difficulty. Even when the gods speak, or the Purposes themselves speak, the words used are always directly familiar to the reader. The informal nature of the language lends the work a widely conversational tone that makes it very easy to understand, and in fact was a wise choice when putting the work together, for a book that spanned several thousand-years' worth of conflict and history would have been difficult if the attempt to factor in the inevitable changes in languages had been made, if indeed the languages of this world changed at all. It is most likely assumed that Belgarath always stayed current in whatever languages were being spoken, and no difficulties arise between characters of different national backgrounds for the most part, which seems to suggest that language for the most part remained stable in the world. However, Arendians in particular tend to speak in large sentences bearing older forms of construction, and Belgarath himself remarks that this is commonly frustrating.

Structure

The novel is divided into fifty chapters, with a prologue and an epilogue, none of which are labeled. The novel is also divided into six separate parts, which are given the names of the important places or people Belgarath is describing, though they generally follow very rapidly one after the other, and do not significantly change the direction in which the story is headed. The plot of the novel is straightforward: Belgarath must protect his lineage, which shall one day provide the world with the Child of Light. The narrative is also littered with subplots such as political marriages and small wars between neighboring kingdoms, as well as assassination plots and similar attempts to destroy stability in the west. The story also contains seemingly endless references to other books written in the same world. This is done in order to tie this book into a very large series written by the same authors, which nearly every fan of works like these enjoys greatly, though the narrative does seem to drag its feet in places as a result. Belgarath must endure countless sacrifices in his attempt to keep the prophecies correct and provide the world with the Child of Light. This quest ends with the Child of Light barely surviving an encounter with an evil priest known as Chamdar.

The novel's pace varies from very abrupt to very slow, as it does get bogged down in details that never appear to matter to the rest of the book. The novel is relatively easy to read, though the last several hundred pages after the battle of Vo Mimbire do seem to flounder for relevant subject matter in the extreme.



Quotes

"The old sorcerer was a very strange and complex man, and his story promised to provide insights into his character that could come from no other source" (Prologue, p. 7).

"I never knew my father, and I have no recollection of having any living relatives in that place" (Chapter 1, p. 13).

"In time Belzedar and I made peace with each other. I reasoned that as long as we were probably going to spend the next dozen or so centuries together, we might as well learn to get along" (Chapter 4, p. 41).

"It's a strange sort of process, this changing of form" (Chapter 5, p. 65).

"About twenty years after the cracking of the world, our Master summoned us all to his tower and suggested that one of us ought to go to what's now Malloreia to find out what Torak and his people were up to" (Chapter 7, p. 93).

"You wouldn't have thought it to look at him, but Beldin did have a certain sense of delicacy" (Chapter 8, p. 113).

"I wasn't too thrilled at the prospect of leaving Poledra behind, but I certainly wasn't going to take her into the middle of a war" (Chapter 10, p. 136).

"As I think I've mentioned, Bear-Shoulders was probably one of the world's worst liars. After he'd eaten enough roast pork to glut a regiment, he leaned back in his chair expansively" (Chapter 11, p. 157).

"Zedar had given himself away hundreds of times since Torak cracked the world, but I'd been too inattentive to notice" (Chapter 13, p. 171).

"The sun had long since abandoned the north, and the moon had wandered away, so I can't really give you any idea of how long it took to make it across -probably not as long as it seemed, since I reverted to the form of a wolf and I could keep going for a long time without slowing down" (Chap. 14, p. 183).

"I really wanted to get back to the Vale and to Poledra. I was undoubtedly a father by now, and I sort of wanted to have a look at my offspring" (Chapter 16, p. 223).

"My youngest daughter was the most beautiful baby I've ever seen—and that's not just fatherly pride" (Chapter 17, p. 238).

"I translocated him to a spot several hundred yards up the street and marched inside" (Chapter 19, p. 261).



"When you consider all the trouble I've had with a long string of Salmisras, my feelings about that particular one were just a bit unusual, but then so was she" (Chapter 20, p. 273).

"When he came into the room at the inn - Beldin was quick enough to get the door open for him before he walked right through it - he took one look at my blonde daughter and that was it for him" (Chapter 22 p 297).

"All right. Don't beat me over the head with it. Of course I should have realized that something very peculiar was going on" (Chapter 23, p. 311).

"Meanwhile, I hovered on the outskirts of my little family waiting for the chance to get my hands on my grandson. You have no idea how difficult that was" (Chapter 25, p. 334).

"The crazy man was crouched by that post again, and he was still jerkin on his chain" (Chapter 26, p. 351).

"As it turns out, it was surprisingly easy to get in touch with Aldur. I think it might have been because we were in an interim stage between the time when we were guided by the Gods and the time when the Prophecies took over" (Chapter 28, p. 371).

"She was a Honethite to the core, however, so after an initial outburst, she resorted to guile" (Chapter 29, p. 381).

"I think it was about 2940 when I happened to swing by Vo Wacune to see how Polgara was doing. I may have gotten there just in time. Her Grace, the duchess of Erat, was in love" (Chapter 31, p. 402).

"There was absolute chaos in the commercial enclave on the beach. One glance told me that Gorek and his son and the other members of his family were all dead" (Chapter 32, p. 416).

"I suppose I should have known that Zedar was behind the whole thing right from the start. It was all too subtle to have come from Ctuchik" (Chapter 34. p. 446).

"Her general strategy was to submerge herself and the heir to the Rivan throne in the general population—usually in Sendaria" (Chapter 35, p. 459).

"Ran Borune's skepticism about Torak's intentions had been evaporated by what had happened in Drasnia, and he was willing at least to listen to us" (Chapter 37, p. 501).

"The defenders allowed the Thulls to mill around inside that maze for about an hour, and then they rose from their places of concealment atop those twenty-foot high interior walls and obliterated the intruders" (Chapter 38, p. 513).

"With the loss of his siege engines, Torak's chances of breaching the walls of Vo Mibre were reduced to almost zero" (Chapter 40, p 551).



"Kal Torak flinched back violently as my Master's Orb blazed forth its baleful blue fire. The smoldering fire that always blazed behind the left eye-slit of his steel mask suddenly blazed forth like a small sun" (Chapter 41, p. 576).

"What I've just told you about the Battle of Vo Mimbire is more or less true, but I'll leave the business of separating truth from the fiction up to you. It'll sharpen your mind" (Chapter 43, p. 597).

"I knew that my disguise was impenetrable, but it was entirely possible that Olgon and the fellow in the Nyssian robe had recognized one of the Drasnian or Tolnedran agents here and that what I'd just seen had been carefully staged to deceive them" (Chapter 44, p. 612).

"Well of course I was greedy. I've told you about the sort of person I was before I entered my Master's service, and some things never change" (Chapter 46, p. 649).

"Then in the spring of 5538 I received an urgent summons from Polgara. I hurried on up to Annath, thinking the worst, but there wasn't any kind of emergency that I could see" (Chapter 47, p. 653).

"The double ceremony seemed to go on for hours. I'm fairly certain that Geran felt it did, at any rate" (Chapter 49, p. 683).

"In order to save his own life, he threw the infant Garion to safety. Had he been just a little more dedicated, he'd have turned and thrown the baby back into the fire" (Chapter 51, p. 700).

"To Belgarath the sorcerer centuries meant no more than years to normal men. He'd spent forty-five years studying grass and the Gods only knew how much time trying to discover the reason for mountains" (Epilogue, p. 721).



Topics for Discussion

Why does Aldur feel sorry for Torak? Are his feelings well-founded? Does Torak behave as though Aldur is his brother?

Belgarath strongly suggests that he changes pieces of his story here and there, and deliberately leaves certain things out. What is the most noticeable aspect of the way that he portrays himself?

Beldin often seems to take charge in moments where Belgarath's leadership is lacking. Discuss the relationship between the two and how it progresses from when they first meet until the birth of The Child of Light.

Why does Belzedar switch sides? Is he specific about what Torak did to him? Consider other events in the book where people are partially taken control of others. How does this process work for Torak's Gorims, for example?

Does Polgara ever forgive her father's behavior at the beginning of her life? If so, when does this happen and why?

Examine the conflict between Urvon and Ctuchik. How does the fact that the two of them hate each other serve Belgarath? Cite at least two specific examples.

Why does Belgarath try to convince the Alorn kingdoms that the Nadrak are not such bad people? Does he feel the same way about the Murgos? Why or why not?

Prologue of the book strongly suggests that Belgarath's wife, Poledra, never actually died. What else in the novel suggests this, and when does it happen?

What does Belgarath like so much about the Kingdom of Sendaria?

The book contains many descendants of Belgarath and Poledra in the form of heirs to the Rivan throne. What characteristics do these heirs all possess?