

Lirael Abhorsen 2 Garth Nix

Het Oude Koninkrijk is een wereld binnen een wereld, die waar wij in leven. En die van Sabriel, achttien jaar pas en juist op het punt afscheid te nemen van de kostschool waar ze een belangrijk deel van haar leven doorbracht - zij is met beide werelden bekend. Immers, haar vader, de machtige magiër de Abhorsen die zelfs de doden tot leven kan wekken, is degene die de het evenwicht tussen mens en geest in het Oude Koninkrijk in stand houdt. Nu is hij, de Abhorsen, verdwenen. Sabriel vreest dat zijn eeuwige tegenstrever, de vileine Kerrigor, daar wel eens de hand in zou kunnen hebben. Hoe het zij, Sabriel heeft geen andere keuze dan het Oude Koninkrijk binnen te gaan en persoonlijk op zoek te gaan naar haar verdwenen vader. En dat gebeurt. Bijgestaan door het magische zwaard van haar vader en de grote kat - of is het een geestverschijning? - Mogget, die maar wat nadrukkelijk aanwezig is, betreedt ze het verboden gebied. Al gauw ervaart ze dat parasiterende geestverschijningen, Mordicanten en Schaduwhanden, zo hun eigen opvattingen hebben over de aanpak van mensenkinderen. En dan is hij er ook nog, Kerrigor, de allerergste van de kwaadwillende tovenaars in het Oude Koninkrijk. En de Abhorsen? De onzekerheid omtrent zijn lot blijft.

Exploring the ethical questions posed by, in, and about children's literature, this collection examines the way texts intended for children raise questions of value, depict the moral development of their characters, and call into attention shared moral presuppositions. The essays in Part I look at various past attempts at conveying moral messages to children and interrogate their underlying assumptions. What visions of childhood were conveyed by explicit attempts to cultivate specific virtues in children? What unstated cultural assumptions were expressed by growing resistance to didacticism? How should we prepare children to respond to racism in their books and in their society? Part II takes up the ethical orientations of various classic and contemporary texts, including 'prosaic ethics' in the Hundred Acre Wood, moral discernment in Narnia, ethical recognition in the distant worlds traversed by L'Engle, and virtuous transgression in recent Anglo-American children's literature and in the emerging children's literature of 1960s Taiwan. Part III's essays engage in ethical criticism of arguably problematic messages about our relationship to nonhuman animals, about war, and about prejudice. The final section considers how we respond to children's literature with ethically focused essays exploring a range of ways in which child readers and adult authorities react to children's literature. Even as children's literature has evolved in opposition to its origins in didactic Sunday school tracts and moralizing fables, authors, parents, librarians, and scholars remain sensitive to the values conveyed to children through the texts they choose to share with them.

Arthur Penhaligon's magical adventures continue as he faces a new grave danger -- in the form of an enemy named Grim Tuesday. More amazing fantasy from bestselling author Garth Nix. Arthur Penhaligon's magical adventures continue as he faces a new grave danger -- in the form of an enemy named Grim Tuesday. More amazing fantasy from best-selling author Garth Nix. Arthur doesn't think he will ever have to return to the strange house that nearly killed him on Monday -- the house that contains an entire world. But Tuesday brings new challenges -- in the form of an enemy named Grim Tuesday, who threatens the well-being of both Arthur's family and his world. Arthur must retrieve the Second Key from Grim Tuesday in order to save everything -- an adventure that will include stealing a Sunship, surviving a very weird work camp, befriending a bearlike spirit, fighting the voidlike Nithlings, and traveling to the scary Far Reaches for the ultimate showdown.

The long-awaited fourth book in the New York Times bestselling Old Kingdom series by Garth Nix Award-winning author Garth Nix returns to the Old Kingdom with a thrilling prequel complete with dark magic, royalty, dangerous action, a strong heroine, and flawless world-building. This epic fantasy adventure is destined to be a classic, and is perfect for fans of Game of Thrones. Clariel is the daughter of one of the most notable families in the Old Kingdom, with blood relations to the Abhorsen and, most important, to the King. She dreams of living a simple life but discovers this is hard to achieve when a dangerous Free Magic creature is loose in the city, her parents want to marry her off to a killer, and there is a plot brewing against the old and withdrawn King Orrikan. When Clariel is drawn into the efforts to find and capture the creature, she finds hidden sorcery within herself, yet it is magic that carries great dangers. Can she rise above the temptation of power, escape the unwanted marriage, and save the King?

Begin a new adventure: the second thrilling installment of Garth Nix's bestselling OLD KINGDOM fantasy series. Sabriel has spent most of her young life far away from the magical realm of the Old Kingdom, and the Dead that roam it. But all that changes when a creature from across the Wall arrives at her all-girls boarding school. The creature carries a message from her father, the Abhorsen - the magical protector of the realm whose task it is to bind and send back to Death those that won't stay Dead. Since the demise of the Royal Family the Dead have become stronger and more fearless, and now it seems their forces are threatening to overwhelm the Old Kingdom. Sabriel's father has been trapped in Death by a dangerous Free Magic creature. He urges her to return to her homeland, and to discover who or what is behind this uprising. Armed with her father's binding-bells and sword, she soon finds companions in Mogget, an ancient spirit bound into the body of a cat, and Touchstone, a young Charter Mage whom Sabriel frees from a long, magical imprisonment. As the three travel deep into the Old Kingdom, threats mount on all sides. And every step brings them closer to a battle that will pit them against the true forces of life and death - and bring Sabriel face-to-face with her own destiny. With over 1 million Old Kingdom books sold in the UK, this timeless fantasy series is perfect for readers of Philip Pullman. Praise for Garth Nix: 'Sabriel is a winner . . . a world with the same solidity and four-dimensional authority as our own, created with invention, clarity and intelligence' Philip Pullman, author of the His Dark Materials series 'One of the best worldbuilders in fantasy . . . I love the Old Kingdom series' Brandon Sanderson 'There is no joy like returning to the Old Kingdom . . . Nix sets the standard for fantasy' Leigh Bardugo 'One of the greatest living fantasy writers . . . I will never get enough of the Old Kingdom' Sarah J. Maas Bonus Content: The ebook edition is packed with bonus content like a "How I Write" essay and, for devices that support audio, 12 clips of an exclusive interview with Garth.

Iemand heeft de identiteit van Arthur Penhaligon gestolen en zijn leven overgenomen. Arthur komt daardoor opgesloten te zitten in het Huis en wordt tot overmaat van ramp opgeroepen voor het leger van Heer Donderdag. Hij moet een manier zien te verzinnen om zijn dienst te overleven en tegelijkertijd de Vierde Sleutel van Heer Donderdag te pakken te krijgen om het volgende Deel van de Wil te kunnen bevrijden.

Best-selling author Rob Reid makes reading aloud to children and teens easy by selecting titles in high-interest topics published between 2000 and 2008. Inspired by Reid's popular column in Book Links magazine, this time-saving resource includes plenty to engage your audiences and reinvigorate programs!

Trudy Canavan, Sonea 1: De Afgezant In dit zinderende vervolg op de Zwarte Magiërs-trilogie, waarin de brutale Sonea opgroeide van

kruimeldief tot gevreesd magiër, vervolgt Canavan het bewogen levensverhaal van de - inmiddels volwassen - Sonea. Sonea is geschokt als haar zoon Lorkin zich vrijwillig aanmeldt voor een gevaarlijke missie naar het door zwarte magiërs geregeerde Sachaka. Als hij vervolgens spoorloos verdwijnt, wil Sonea niets liever dan hem opsporen, maar het is haar verboden de stad te verlaten. Bovendien eist een reeks moorden al haar aandacht op, waarbij een oude vriend van Sonea ontdekt dat de dader het heeft voorzien op leden van het dievengilde. Het gilde waartoe ook Sonea zelf behoorde. De zaak wordt steeds ingewikkelder als blijkt dat de moorden zijn gepleegd met behulp van magiërs...

Children's literature is an excellent way to educate children, on everything from social behavior and beliefs to attitudes toward education itself. A major aspect of children's literature is the importance of books and reading. Books represent adult authority. This book examines the role that books, reading and writing play in children's fantasy fiction, from books that act as artifacts of power (The Abhorsen Trilogy, The Spiderwick Chronicles, Harry Potter) to interactive books (The Neverending Story, Malice, Inkheart) to books with character-writers (Percy Jackson, Captain Underpants). The author finds that although books and reading often play a prominent role in fantasy for children, the majority of young protagonists gain self-sufficiency not by reading but specifically by moving beyond books and reading.

Sixteen never-before-published chilling tales that explore every aspect of our darkest holiday, Halloween, co-edited by Ellen Datlow, one of the most successful and respected genre editors, and Lisa Morton, a leading authority on Halloween. In addition to stories about scheming jack-o'-lanterns, vengeful ghosts, otherworldly changelings, disturbingly realistic haunted attractions, masks that cover terrifying faces, murderous urban legends, parties gone bad, cult Halloween movies, and trick or treating in the future, Haunted Nights also offers terrifying and mind-bending explorations of related holidays like All Souls' Day, Dia de los Muertos, and Devil's Night. "With Graveyard Weeds and Wolfbane Seeds" by Seanan McGuire "Dirtmouth" by Stephen Graham Jones "A Small Taste of the Old Countr" by Jonathan Maberry "Wick's End" by Joanna Parypinski "The Seventeen Year Itch" by Garth Nix "A Flicker of Light on Devil's Night" by Kate Jones "Witch-Hazel" by Jeffrey Ford "Nos Galen Gaeaf" by Kelley Armstrong "We're Never Inviting Amber Again" by S. P. Miskowski "Sisters" by Brian Evenson "All Through the Night" by Elise Forier Edie "A Kingdom of Sugar Skulls and Marigolds" by Eric J. Guignard "The Turn" by Paul Kane "Jack" by Pat Cadigan "Lost in the Dark" by John Langan "The First Lunar Halloween" by John R. Little

Provides synopses for over 1,500 titles of current popular fiction and recommends other books by such criteria as authors, characters portrayed, time period, geographical setting, or genre

'Ik zál een uitweg vinden,' fluisterde Meilin. 'Ik zál in Zhong komen. Ik zál het tegen de Verslinder en onze vijanden opnemen.' Maar daardoorheen herhaalde een stemmetje heel zachtjes een wanhopige gedachte in haar hoofd. Ik ben verdwaald. Verdwaald in een reusachtig doolhof van bamboe... Het overkomt Meilin als ze op zoek gaat naar haar vader. Hoe komt ze hier ooit weer uit? Conor, Rollan en Abeke reizen Meilin achterna. Want alleen samen – en met hulp van hun magische dieren – hebben ze een kans om de wereld te redden van de Veroveraars. Maar Meilins land is in oorlog en overal dreigt gevaar. Zijn vier kinderen wel opgewassen tegen verraad, giftige pijlen en de vele andere gevaren die wachten in de meedogenloze jungle?

Samen met haar magische metgezel verlaat Lirael de veilige beschutting van de gletsjer waaronder de Clayr al millennia wonen en trekt ze het Oude Koninkrijk in. Tot haar verbijstering is ze geen ziener zoals de andere Clayr, maar is ze in staat het Rijk van de Doden te betreden. Daar blijkt zelfs dat ze de nieuwe Abhorsen is, de opvolger van de doodgewaande koningin Sabriël van het Oude Koninkrijk. Lirael is nu de enige die in staat is het ultieme kwaad te verslaan dat op het punt staat de wereld te vernietigen.

Two novellas and a short story featuring knight and swordsman, Sir Hereward along with Mister Fitz, puppet and sorcerer, gathered in one volume.

Chloe Saunders is een wandelend wetenschappelijk experiment, ze kan niet alleen geesten zien, maar ze is genetisch veranderd door de sinistere Edison-groep. Ze is een tiener maar ook een dodenbezweerder die haar gaven niet beheerst, wat betekent dat ze onwillekeurig doden opwekt. Nu vlucht Chloe voor haar leven met drie van haar bovennatuurlijke vrienden een charmante tovenaars, een cynische weerwolf en een ontevreden heks en moeten ze iemand vinden om hen te helpen voordat de Edison-groep hen vangt.

Veertien jaar zijn verstreken sinds Sabriël de boosaardige Kerrigor versloeg en hem verbande voorbij de Negende Poort van de Dood, en zo het Oude Koninkrijk behoedde voor het Rijk van de Dood. De jonge Lirael voelt zich niet gelukkig bij de Clayr, de gemeenschap van zieners die in de toekomst kunnen Schouwen. Op haar veertiende verjaardag is haar gave nog altijd niet ontwaakt en ze overweegt de Clayr voorgoed te verlaten. Dan krijgt ze een baan aangeboden in de bibliotheek, een uitgestrekt labrynt gevuld met vele magische geheimen en wezens in ruimtes waar al millennia lang niemand meer een voet gezet heeft. In de beschutte omgeving van de bibliotheek ontdekt Lirael dat ze over ongewone magische vaardigheden beschikt. Samen met haar trouwe vriend, de Ongemanierde Hond - een zeer oud magisch wezen - begint ze aan een avontuur dat haar leven voorgoed zal veranderen. Want het is aan haar om het kwaad te bezweren dat het koninkrijk bedreigt en dat de grenzen tussen Dood en Leven dreigt te doorbreken.

The third incredible installment of Garth Nix's bestselling OLD KINGDOM fantasy series, perfect for readers of Philip Pullman Besieged on all sides, Lirael, Sameth and the Disreputable Dog are in for the fight of their lives. Chlorr of the Mask, under the control of the enormously powerful Necromancer Hedge, is determined to free Orannis the Destroyer - the greatest and most powerful Free Magic creature in the history of the Old Kingdom. Only Lirael, newly come into her inheritance as the Abhorsen-in-Waiting, and only just beginning to understand her powers as a Remembrancer, has any chance of stopping the Destroyer - although she has no idea how. To make matters worse, Sameth's best friend, Nick, seems to be helping the Destroyer, and there has been no word from the Abhorsen Sabriël or King Touchstone for days. With only a vision from the Clayr to guide her, and the rather mixed help of her companions, Lirael must search in both Life and Death for some means to defeat the Destroyer. The Old Kingdom - and the world - is depending on her... Praise for Garth Nix: 'Sabriël is a winner . . . a world with the same solidity and four-dimensional authority as our own, created with invention, clarity and intelligence' Philip Pullman, author of the His Dark Materials series 'One of the best worldbuilders in fantasy . . . I love the Old Kingdom series' Brandon Sanderson 'There is no joy like returning to the Old Kingdom . . . Nix sets the standard for fantasy' Leigh Bardugo 'One of the greatest living fantasy writers . . . I will never get enough of the Old Kingdom' Sarah J. Maas Bonus Content: This ebook is packed with bonus content like Garth's A to Z of his author influences and, for devices that support audio, 8 clips of an exclusive interview with Garth.

The MEC/BC bilingual project, initiated in 1996 in primary as a unique experiment within the Spanish state education system, and in September 2004 the classes that had started their bilingual education 8 years earlier took the project forward into Secondary schools. The formal agreement between the MEC/BC states that the aim of the project is to provide students from the age of three to sixteen with a bilingual, bicultural education through an integrated Spanish/English curriculum based on the Spanish National Curriculum and aspects of the National Curriculum for England and Wales. The implantation of such a curriculum requires, firstly, with regard to English as a subject, a very different classroom approach from the traditional EFL classroom where the focus is on

learning English as a foreign language; secondly, a similar new methodology for teaching and learning other curricular areas through English. Such an integrated approach sits very positively within the Directives of the Council of Europe which insists on the need for students to be competent in three European languages by the end of the obligatory period of Secondary Education and that the learning of the first foreign language should begin in the early years of formal education. In addition to this, the secondary integrated curricula have consistently focused on the continuing development of students' skills and learning strategies, thus firmly establishing learning as a lifelong process. The specific objectives of the Project in the Secondary education level are to: continue the acquisition and learning of both languages through an integrated content-based curriculum, encourage awareness and understanding of the diversity of both cultures, facilitate the exchange of teachers and students, encourage the use of modern technologies in learning other languages, promote the certification of studies under both educational systems, if and when appropriate.

This collection of new essays seeks to define the unique qualities of female heroism in literary fantasy from Tolkien's *The Lord of the Rings* in the 1950s through the present. Building upon traditional definitions of the hero in myth and folklore as the root genres of modern fantasy, the essays provide a multi-faceted view of an important fantasy character type who begins to demonstrate a significant presence only in the latter 20th century. The essays contribute to the empowerment and development of the female hero as an archetype in her own right.

Just in time for the 25th anniversary of *Sabriel*, this three-book box set features the original art from the classic must-read fantasy trilogy, a perfect gift for fans of Garth Nix and the teen fantasy genre. Return to the Old Kingdom and experience one of the first feminist teen fantasies. With paperback editions of *Sabriel*, *Lirael*, and *Abhorsen*--all with the cover artwork by Leo and Diane Dillon--it's a perfect gift for fantasy fans. In a land where magic rules, the clash between the living and the dead will be forever changed by dark secrets, deep love, and dangerous magic. Praise for *Sabriel* "Sabriel is a winner, a fantasy that reads like realism. Here is a world with the same solidity and four dimensional authority as our own, created with invention, clarity, and intelligence. I congratulate Garth Nix. And I look forward to reading his next piece of work." --Philip Pullman, author of *His Dark Materials* trilogy "Rich, complex, involving, hard to put down, excellent high fantasy." --Publishers Weekly (starred review) "Nix has created an ingenious, icy world. The action charges along at a gallop. A page-turner for sure." --ALA Booklist (starred review) "An involving fantasy that takes off running and doesn't let up the pace until the final page. The pacing is exquisite, the suspense rising and falling and rising again until the truly edge-of-your-seat finale. A winner for fantasy and adventure lovers." --BCCB Praise for *Lirael* "What makes *Lirael* a delight is the magic that Nix brings to his story and to his characters." --Publishers Weekly (starred review) "Riveting. Readers who like their fantasy intense in action, magisterial in scope, and apocalyptic in consequences will revel in every work." --Kirkus Reviews (starred review) Praise for *Abhorsen* "Nix brings his trilogy to a literally earth-shattering conclusion. Action explodes from the very first pages. Breathtaking, bittersweet, and utterly unforgettable." --Kirkus Reviews (starred review) "This title has a cinematic sweep; the tense, climactic confrontation pulls from the very beginning into a tightly constructed, satisfying conclusion." --BCCB

The second incredible installment of Garth Nix's internationally bestselling OLD KINGDOM fantasy series, perfect for readers of Philip Pullman *Lirael* has never felt like a true daughter of the Clayr, a powerful group of clairvoyant oracles responsible for assisting the Abhorsen and the Royal Family in keeping the Old Kingdom safe from the threat of the Dead. Not only does she look completely different to everyone else, she is long past the age that she should have received the Sight. She feels alone, abandoned, and utterly unsure of who she really is. Meanwhile, across the Wall in Ancelstierre, Prince Sameth is equally lonely. He knows he has a great role to fulfil - he must one day take over as Abhorsen from his mother, Sabriel - but the prospect horrifies him. He fears the Dead, and after a terrifying incident with a rogue Necromancer, he is mortally afraid of his own destiny. But unbeknownst to Lirael and Sameth, they are part of an even greater future plan. The forces of evil are growing once more in the Old Kingdom, and Lirael and Sameth will find themselves at the heart of a desperate mission to stop them.

From the author of *Abhorsen* comes classic fantasy set in a world dominated by the Ragwitch, a being of sinister, destructive intent. Quiet, easygoing Paul never expected to be cast in the role of savior. But his strong-willed sister, Julia, has come under the thrall of the Ragwitch, and Paul himself is drawn not only into the creature's world but into a battle for Julia's very existence -- as well as his own.

Who is Lirael? Lirael has never felt like a true daughter of the Clayr. Abandoned by her mother, ignorant of her father's identity, Lirael resembles no one else in her large extended family living in the Clayr's Glacier. She doesn't even have the Sight -- the ability to See into the present and possible futures -- that is the very birthright of the Clayr. Nonetheless, it is Lirael in whose hands the fate of the Old Kingdom lies. She must undertake a desperate mission under the growing shadow of an ancient evil -- one that opposes the Royal Family, blocks the Sight of the Clay; and threatens to break the very boundary between Life and Death itself. With only her faithful companion, the Disreputable Dog, to help her, Lirael must find the courage to seek her own hidden destiny. In this sequel to the critically acclaimed *Sabriel*, Garth Nix draws readers deeper into the magical landscape of the Old Kingdom and weaves a spellbinding tale of discovery, destiny, and danger.

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? Contemporary American horror literature for children and young adults has two bold messages for readers: adults are untrustworthy, unreliable and often dangerous; and the monster always wins (as it must if there is to be a sequel).

Examining the young adult horror series and the religious horror series for children (*Left Behind: The Kids*) for the first time, and tracing the unstoppable monster to Seuss's *Cat in the Hat*, this book sheds new light on the problematic message produced by the combination of marketing and books for contemporary American young readers.

The spectacular new middle-grade fantasy series from bestselling authors Garth Nix and Sean Williams. Since moving to the town of Portland, many bizarre things have happened to Jaide and Jack Shield. The twins have discovered their own magical powers--and have seen how they can go horribly wrong. They have met cats who talk and humans who keep silent about deep, dark secrets. And they have begun their fight against a deadly force known only as The Evil. Still,

Jaide and Jack have yet to meet the strangest resident of Portland. It's a creature that only comes out at night, a beast that defies human description. Jaide and Jack have never seen it . . . but they're about to. And when they do, destruction and disaster won't be too far away.

If you're lucky, you live to fight another day. In a futuristic urban wasteland, evil Overlords have decreed that no human shall live a day past their fourteenth birthday. On that Sad Birthday, the children of the Dorms are taken to the Meat Factory, where they will be made into creatures whose sole purpose is to kill. The mysterious Shade—once a man, but now more like the machines he fights—recruits the few teenagers who escape into a secret resistance force. With luck, cunning, and skill, four of Shade's children come closer than any to discovering the source of the Overlords' power—and the key to their downfall. But the closer they get, the more ruthless Shade seems to become. . . .

The fifth book in Garth Nix's New York Times bestselling series! The fifth book in Garth Nix's New York Times-bestselling series! Four of the seven Trustees have been defeated and their Keys taken, but for Arthur, the week is still getting worse. Suzy Blue and Fred Gold Numbers have been captured by the Piper, and his New Nithling army still controls most of the Great Maze. Superior Saturday is causing trouble wherever she can, including turning off all the elevators in the House and blocking the Front Door. Amidst all this trouble, Arthur must weigh an offer from Lady Friday that is either a cunning trap for the Rightful Heir or a golden opportunity he must seize--before he's beaten to it!

Afrekening is de grande finale van Kelly Armstrongs succesvolle Darkest Powers-trilogie. Cloe Saunders zou dolgraag het leven van een doodgewone 15-jarige willen leiden. Maar... haar gevoelens voor een mensenschuwe weerwolf en voor zijn lieve gewone broer - die toevallig een magiër blijkt te zijn - zijn alleen niet zo normaal. Daarbij komt nog dat Chloe en haar vrienden op de vlucht zijn voor een bedrijf dat genetische experimenten uitvoert en dat van de vriendengroep afwil...voorgoed. Zeker niet normaal. En ten slotte is ze gezegend met de gave om de doden weer tot leven te wekken. Kortom, een normaal leven zit er voor Cloe niet in. Kelley Armstrong schreef de internationale bestsellerserie Women of the Otherworld. Ze brak in Nederland door met de eerste twee delen van haar Darkest Powers-trilogie, Ontwaken en Bezwinging. Afrekening is het derde en laatste deel in de zeer succesvolle serie van Kelley Armstrong. Ze woont in Ontario met haar man en drie kinderen.

Daar waar macht is, is ook de meeste kans op verraad... Ooit was ze Eon, een meisje dat haar leven waagde voor een droom. Nu is ze Eona en heeft het land haar nodig om de rechtmatige keizer op de troon te krijgen. Tot haar afschuw moet ze een verbond sluiten met haar grootste vijand, een vijand die alles wat ze liefheeft in een handomdraai zou kunnen vernietigen.

Clariël behoort tot een van de aanzienlijkste families in het Oude Koninkrijk. Wanneer haar ouders besluiten naar de stad Belisaere te verhuizen, gaan er geruchten dat Clariëls moeder de troonopvolger is. Maar daar wil Clariël niets van weten. Als geboren jager droomt ze van een terugkeer naar de stille, groene wereld van het Grote Woud. Die droom wordt door diverse krachten tegengewerkt. Wanneer Clariël betrokken raakt bij de inspanningen om een gevaarlijk wezen op te sporen, ontdekt ze dat ze over magische krachten beschikt. Is ze in staat weerstand te bieden aan de verleiding van de macht? Kan ze ontsnappen aan een ongewenst huwelijk om de koning te redden? In Clariël neemt Garth Nix zijn lezers mee naar een tijd, zes eeuwen vóór de geboorte van Sabriël. Een tijd waarin de basis wordt gelegd voor de gebeurtenissen in Het Oude Koninkrijk.

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