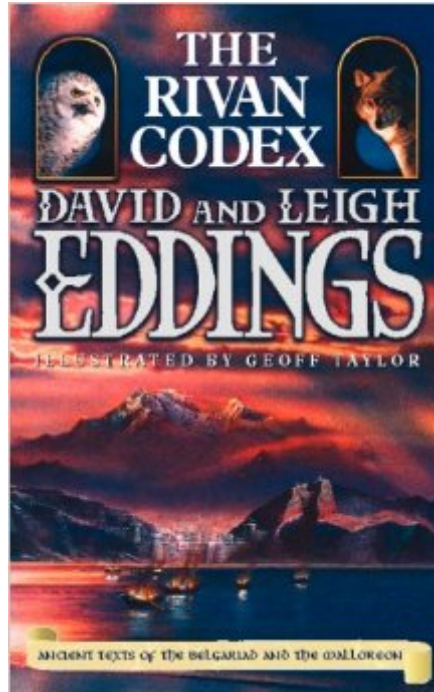


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# The Rivan Codex: Ancient Texts Of The Belgariad And The Malloreon



## Synopsis

Comprising the ancient texts of The Belgariad and The Malloreon, The Rivan Codex is a book which stands in the same relationship to the Belgariad and Malloreon as The Silmarillion does to The Lord of the Rings and The Hobbit. Before David Eddings started to write his first fantasy series, the BELGARIAD, in the late 1970s, he spent a year working on the design and mythology of the fantasy world in which it is set. The Rivan Codex comprises the immensely readable background material to Eddings's best-loved series, repeated information a lot of it, but it's the books that repeat the information, and these seminal documents have about them an air of original inspiration, world-building in action. The rest of it is background which is taken for granted but not spelled out. History, geography, myths and folktales, peoples, gods, customs, social organization, political hierarchy, laws, dress, modes of address, produce, culture, flora, fauna, all presented with so light a touch one can only yearn for Eddings to be taken up by academics so that his style might catch on in the real world. The 12-book long series grew out of these delightful preliminary sketches like a river growing from a spring of striking purity and constancy. Magically, the information reads fresh each time, minimal Eddings prose, beguilingly arcane, in which massive events attain an all-time perspective.

## Book Information

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## Customer Reviews

This is a great book, so long as you have already read the earlier books in the series. I repeat, **THIS BOOK IS LIKELY ONLY WORTHWHILE IF YOU HAVE ALREADY READ AT LEAST THE BELGARIAD** (and preferably other books in the series as well). There, now that that's out of the way, this is actually a really interesting book! If you're looking for a plotline, or new stories of Garion and Polgara, sorry. Not here. What this book does contain, however, is the fascinating history of the work **BEHIND** the 12 books written thus far set in the lands of the Belgariad. It opens with a short introduction by Eddings, giving some of the history behind the series and some of his recommendations for the budding fantasy writing. The remainder of the book was actually written before any of the other books of the series. It consists of the histories and texts Eddings designed to give himself an idea of what his world would be like. As I said, no plotline whatsoever. What it does give, however, is a rewarding look in the mind of Eddings. What's more, it made the next time I read the series itself even more rewarding than the last (or the first, for that matter). If you haven't already read the series, it won't make much sense. If you have, however, this is a must-read if simply for the appreciation of the work Eddings put into everything.

The Rivan Codex is not actually part of the series of either the mallorean or the belgariad. Its also quite different from the Belgarathe and Polgara books. If you were expecting a continuation of the Garion storie, your going to be disappointed. But, if you want to know stuff like how the other books were written, or if you want to know more about the individual civilizations of the series then this is the book for you. It starts with a foreword by David Eddings, describing his own adventures while writing the book. After this mini-autobiography, is a series of chapters including all the books, eg. the Book of Torak, the book of Ulgo, etc. Most of this is given at the beggining of the belgariad and mallorean books, but its here altogether. Then comes the part I liked best, which is an analysis of the different cultures, i.e, stuff like what currency each race uses, what they dress like and other interesting stuff. Then to top off the book there's King Anhegs diary, which is the closest youll come to another Garion story. It gives a very small account of what happens after the mallorean. I bought it in the hope of another Garion story, and was a little disappointed at first, but in the end I enjoyed quite a bit.

I did Love the first 12 books, so you other avid Eddings' fans can relate to my delight when I seen

this tome on the shelf. However, for those of you who haven't yet bought it ... wait for the paperback. This novel does provide some interesting information about Belgarion's world, and a great bonus is when we are treated to something that readers rarely get in hearing about the inside thought processes of the authors. However, there is simply too much in here that any observant reader should have picked up in the wonderful first 12 novels (which would all get 5 stars from me), and even worse is the almost bitter, resentful feeling that Eddings relays in his sporadic diatribes to the reader. It's almost as if he felt forced, not by the readers, but by his publisher to produce this book. I, though, remain glad that he did write this novel and look forward to some NEW adventures.

This is a guide. It is an "American fantasy fiction manual handbook". The stuff inside is the various background information the author was probably asked by many fans to publish. In that case, it IS for die-hard fans only, so stop bashing Dave Eddings about it! This is the stuff the man spent years working on, honing and refining to create Garion, to write the epic! Don't get me wrong, I'm not putting down your opinions. I just think you're being too hard on the guy. Some of your reviews are pretty harsh. The insight into writing fantasy is great! Dave is really funny and easy about it, I thought he put it frankly, bluntly, and managed to sound laid-back about it. So lay off him, people! Eddings is most likely on your bookshelf and in your heart if you're a fantasy freak; myself, he was my first fantasy writer and the one who got me hooked, so I won't stand for this slander and blasphemy! No hard feelings! :)

I read through most of the reviews for this book, and I think that there is a very common theme among the negative reviews: they didn't know what they were buying. This book wasn't written to tell a story. It wasn't written as a prequel or followup on the books of the Belgariad or the Malloreon. This book was largely written before any of those books were written, because this book is the background of the stories in the Belgariad and Malloreon. I think that a lot of people bought this book with the impression that it was all-new material from the worlds that we already knew. This is a wonderful behind-the-scenes look at a fantasy world that many of us have enjoyed over the years. As such, a lot of the information presented in this book is already present in the Malloreon and Belgariad. But the point of this book is that there is a great deal of development that goes on before you begin writing an epic fantasy like this. You literally have to create the world before you can create the book. Eddings spent a couple of years developing the characters and the backstory of his books, and this is that backstory. If you buy this book for what it is, you will probably enjoy it immensely. If you buy this book looking for a new story you *will* be disappointed.

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