

Dragonlance The Soulforge Raistlin Chronicles 1

War Among the Dragons . . . "When dragons make war, Krynn can only tremble in the shadow of angry wings." -- Astinus Lorekeeper Aurican and Darlantan, mighty serpents of gold and silver, have been nurtured in a world of wisdom, meditation, and sublime faith. On the other side of Ansalon, Crematia, a dragon of red, inherits the Dark Queen's legacy of betrayal, violence, conquest, and plunder. The advent of a worldwide war sweeps these powerful beings and many more into desperate strife. Battles rage over Krynn with a fury that threatens to annihilate n whole races -- even dragonkind. As campaigns ebb and flow, generations of lesser mortals come and go, and the great serpents are left to determine the fate of the world. Their triumphs may create a destiny of all-encompassing light or cast the world beneath the shade of ultimate darkness. The Dragons The Lost Histories Series probes the historical roots and epic struggles of little-known inhabitants of Krynn.

The first title in the second Dragonlance novel trilogy is now available for the first time in hardcover. Weapon of the Dark Queen Against a darkened cloud it comes, framed by thunder and lightning, soaring over the ravaged land: the flying citadel, mightiest power in the arsenal of the dragon highlords. In an age of war, an evil wizard learned the secret of creating these castles in the air and sought to use them to gain power over all Krynn. Against him were ranged a red-robed magic-user, a cleric, an ancient warrior, and -- naturally -- a kender. Their battle shook the skies of Krynn.

Kana, the granddaughter of the elf leader Kith Kanan, and her gnone companion, Quix, are captured by the Dargonesti, a warlike, sea-dwelling elf race led by Coryphene, an extraordinary leader who falls in love with the beautiful elf maiden. Original. 75,000 first printing.

Dragonlance Destinies: Volume 1
Heroes
War of the Twins
The Soulforged
The Warriors
The Raistlin Chronicles

In the early '60s, Robinson, a German illustrator, visited New York and documented his trip in his signature style, the self-described "X-ray view," in which he depicts important buildings simultaneously from within and without (instead of showing exactly what was already visible in photographs). Today, with such programs available as Freehand and Illustrator, Robinson is considered a graphics pioneer. From a Greenwich Village restaurant to Chinatown's Mott Street; from a Museum of Modern Art exhibit to takeoffs and landings at Kennedy Airport; and from the Rockefeller Center ice rink to Times Square, New Yorkers and tourists alike will savor Robinson's beautiful and meticulous re-creations. The book also includes updated urban facts.

Obsession At long last, the story of the beautiful dark-hearted Kitiara Uth Matar. This compelling novel tells the story of the birth of her twin brothers, the warrior Caramon and the frail mage Raistlin, and Kit's admirable role in their upbringing. But her youthful mercenary deeds and increasing fascination with evil throw her into the company of a roguish stranger and band of adventurers whose fates are intermingled with her own. Haunted by the memory of her Solamnic father, she hunts him ceaselessly. Tina Daniell's first novel brings to life this remarkable warrior-woman, whose credo of "the sword is truth" becomes her triumph and downfall. Show More Show Less

The regiment of draconian engineers featured in The Doom Brigade seek a safe haven for their precious cargo of young draconians. All they have to do is stay alive. Surely that shouldn't be too hard. But Commander Kang puzzles over a sinister mystery. Why are some of his men vanishing? Kang will have to use draconian measures to defeat his foes and save his race. They'd better be enough -- the fate of his entire race hangs in the balance.

Sanctis of the past. Although Raistlin and Caramon urge him not to go, Sturm Brightblade attends an annual Solamnic ceremony that is interrupted by . . . A stranger, taunting challenge. Clues from the past. Death. Once he accepts a mysterious gauntlet, young Sturm must make a dangerous journey with some curious friends, rescue a fair if querulous maid, defeat a traitor knight, and learn the secret fate of his long-lost father. He must also learn the meaning of honor. The fourth installment in the popular Meetings Sextet tells the story of Sturm Brightblade, the noble Solamnic Knight, in the years before Sturm joined up with the other companions of the best-selling Dragonlance series.

The Soulforge
The Meetings Sextet
Dragonlance Lost Histories
Time of the Twins
Dragons of Deceit

Between Chronicles and Legends, what made Raistlin aspire to godhood? Raistlin Majere has become a Black Robe wizard and travels to Neraka, the lord city of the Dark Queen, ostensibly to work for her, though in reality he means to further his own quest for power. But Takhisis finds out that the dragon orb has entered her city and sends her draconians to find and destroy the wizard who has it in his possession. Before her agents can strike, though, Raistlin finds out that Takhisis means to take control of all wizardly magic. She has ordered Kitiara to set a trap for the Gods of Magic on the Night of the Eye, when all the high-ranking wizards will be in Neraka to celebrate. As the forces of light, with help from the good dragons, are turning the tide of battle, Raistlin is forced to flee, for his foes are closing in on him. As the Dragon Highlords vie for the Crown of Power in the Temple of the Dark Queen, Raistlin Majere wages his own desperate battle against Takhisis in the dungeons below and meets again the brother he betrayed. The fate of the world hangs in the balance.

Dhamon Grimwulf continues his quest to find a way to end the curse that is destroying his body and to atone for his past actions, aided by a mad Solamnic Knight and a wingless draconian.

Primed for a battle between good and evil, Raistlin, the corrupt mage, returns to the Dragonlance series, along with a new generation of characters, the inheritors of the fabled Heroes of the Lance. Reissue.

The Soulforge
The Lost Histories
Dragons of a Vanished Moon
Dragons of Summer Flame
The Death Gate Cycle, Volume 1
New York, Line by Line
The Citadel

From the bestselling authors of The Rose of the Prophet and The Death Gate Cycle, the first in a majestic saga of magic, fantasy, and adventure in the enchanted realm of Merlon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who oppose the dragon and the hidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious 'dead man' and instead finds himself in a battle of wits and power with a renegade warlock of the dark Duuk-Istanth castle. Together, Joram and Saryon begin their quest toward a greater destiny—a destiny that begins with the discovery of the secret books that will enable them to overthrow the evil usurper Blachtoch . . . and forge the powerful magic-absorbing Darksword.

Tanis Half-Elven... Flint Fireforge... Tasslehoff Burfoot... the classic Dragonlance characters are back! Picking up where the first book of the classic Dragonlance Chronicles left off, this tale follows the Companions of the Lance on their adventures following the rescue of the refugees of Pax Tharkas. Flint and Tanis Half-Elven travel to the dwarven kingdom of Thorbardin, while the rest of the Companions confront challenges of their own.

What began as a hopeful reunion of friends has turned into a nightmare. The companions voted to protect a beautiful barbarian princess and the mystical staff she bears. But they never dreamed the price would be so high.

The innocence of youth lost in war! In the fiery siege of the city of Hopesl's End the young mage Raistlin must leave behind his ideals to save himself and his brother. Yet as Raistlin and Caramon train as mercenaries, far away another soul is forged in the heat of battle. Another path is chosen, and a future dragon highlord begins her rise to power. She is Kitiara Uth Matar, the twins' half sister.

From Broadway to the Battery
Oath and the Measure

The Irida
Night of the Eye
Defenders of Magic
A Dragonlance Adventure

A courageous band of heroes joins forces to battle an extraordinary villainess and her powerful army of the dead.

When dragons invade the land of Krynn, a small band of heroes, including a knight, barbarian, dwarf, and half-elf, begin the search for the magical Dragon Orb and Dragonlance.

Margaret Weis and Tracy Hickman return to the unforgettable world of the New York Times bestselling Dragonlance series as a new heroine—desperate to restore her beloved father to life—sets off on a quest to change time. " I love Dragonlance and I love Margaret Weis and Tracy Hickman. Plain and simple. Their books are my favorite fantasy series of all time. " —Joe Manganiello Destina Rosethorn—as her name implies—believes herself to be a favored child of destiny. But when her father dies in the War of the Lance, she watches her carefully constructed world come crashing down. She loses not only her beloved father but also the legacy he has left her: the family lands and castle. To save her father, she hatches a bold plan—to go back in time and prevent his death. First, she has to secure the Device of Time Journeying, last known to be in the possession of the spirited kender Tasslehoff Burtfoot. But to change time, she`ll need another magical artifact—the most powerful and dangerous artifact ever created. Destina` s quest takes her from the dwarven kingdom of Thorbardin to the town of Solace and beyond, setting in motion a chain of disastrous events that threaten to divert the course of the River of Time, alter the past, and forever change the future.

Third in the classic Preludes series. First launched over a decade ago, the Preludes series has continued to prove popular with Dragonlance fans. This re-release of Brothers Majere showcases a new look for the forthcoming recovers of the remainder of the series. The title features cover art from lead Dragonlance artist Matt Stawicki and includes a short introduction by New York Times best-selling author Margaret Weis. Before the War of the Lance... Darkness and unrest are growing. People disappear in the night, and there are rumors of foul forces at work. To this land caught in the grips of a nameless terror come Raistlin and Caramon Majere, two brothers—one a wizard, one a warrior—who are trying to eke out a living on the backroads of Ansalon. Desperate for money, they agree to take on a job in the backwater village of Mereklar. But they soon discover they may be in over their heads. A beautiful noblewoman, a savage beast, the Queen of Darkness, and a spellbound kender will decide the fates of the brothers Majere.

Night of the Dragons
Dragons of the Hourglass Mage
Theros Ironfeld

Dragons of the Dwarven Depths
Dragons of Autumn Twilight
Dragons of Spring Dawning

In the Beginning . . . Given life by gods, the Ogres were the most intelligent and beautiful of the early races on Krynn, and they reigned supreme in their perfect kingdom. . . . Until that fabled race was weakened by clan rivalries and evil ambition, their downfall orchestrated by the hand of the Dark Queen, Takhisis. . . . Until the once-proud Ogres were cursed by their own mistakes and transformed into one of Krynn's most ugly, despised, and villainous species. . . . All except a small group, the Irida, who learned to accept goodness, fight for their freedom, and escape to build a utopian civilization of their own on a paradise island in the Dragon Isles. The Irida The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn. Author Linda P. Baker sheds light on thelegendary origins of this mysterious race. The Irida.

From his army of the undead, Xar, Lord of the Nexus, learns of the existence of the mysterious Seventh Gate. It is said that this gate grants whoever enters it the power to create worlds—or destroy them. Only Haplo knows its location—but he doesn't know he knows it. Now an ex-lover has been sent to betray Haplo and bring back his corpse. Meanwhile, the assassin Hugh the Hand is also after Haplo, wielding the Accursed Blade. With his old companion Alfred, Haplo must seek sanctuary in the Labyrinth—a deadly prison maze whose inhabitants are condemned to death. Millennia ago a battle raged between the Sartan and the Patryn, and the Sartan sundered the world into four realms—air, fire, stone, and water—and then vanished. But now the two races have rediscovered each other through the magic of the Death Gate—and war is about to erupt anew.

The Chronicles retold—from evil's point of view. The story starts in Neraka, where Kitiara uth Matar and Emperor Ariakas hatch a plan to retrieve a dragon orb and thereby destroy Solamnia and the Companions in one fell swoop. But the guardian of the dragon orb, Highlord Feal-Thas, disagrees with this plan. Kitiara must go to Ice Wall to force him to accept Ariakas' will, but her journey does not end there. Thrown out of favor, she conceives a daring plan to enlist the aid of the most feared beings on Krynn—Lord Soth and the Dark Queen. Meanwhile, Laurana and the Companions retrieve the dragon orb and take it back to Solamnia—not knowing that they bring their allies' doom with them. The second volume of a new trilogy from celebrated authors Margaret Weis and Tracy Hickman, The Lost Chronicles details the famed War of the Lance from the perspective of the evil that menaces Krynn. The books are written in such a way that they will be marvelous complements to the original Chronicles, while at the same time accessible and exciting to new readers. From the Paperback edition.

From the lowest of the low will arise a hero. . . . This is the prophecy given by the god Reorx to Verden Leafglow, a reformed green dragon rejected by Takhisis, the queen of villainy. For good measure, Reorx tells the dragon to give the hero a helping hand. "Forever Aghar" But who is this mighty hero? Why none other than Bron, son of the leader of the gully dwarf tribe of Bulp. Befriended by Verden Leafglow, Bron must prove his mettle as the first Aghar hero when the gully dwarves are caught up in the struggles that follow the War of the Lance. The Gully Dwarves The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn.

The Second Generation
Dark Heart
Land of the Minotaurs
Preludes
The War of the Lance
The Doom Brigade
Fantasy roman.

Magic at its peak! It will soon be the Night of the Eye, a rare time when all three moons align in high sanction over the lands of Krynn. On the eve of Guerrand D'Thon's political marriage to a rival family, the young noble is visited by a strange, powerful mage who knows more about him than he does himself. Seduced by promises of wizardly might, Guerrand slips away beneath the triple moons and journeys for the Tower of Wayrth. No one thinks he will survive the deadly trek to the tower, but he does. It's only then that Guerrand realizes that he has made many enemies in his journey. One of these foes would not only see Guerrand dead, but the three orders of sorcery destroyed with him.

The Soulforge: At the age of six, Raistlin Majere is enrolled in a school for magic. As he draws near his goal of becoming a wizard, he must take a test in the Tower of High Sorcery, which will change his life—if he survives.

A young boy stood on the dock of his fishing village and watched the minotaur war barge approach. It would change his life from a lad who would have grown to follow in the footsteps of his father, to the greatest weaponsmith in the history of Krynn. As a boy, Theros Ironfeld was captured and pressed to service under the minotaurs. As a man, he first fought draconians to a standstill in Solace, and later, by mysterious means, acquired a silver arm. And when the evil dragons came to conquer, he was the only man who could forge the fabled dragonlances necessary to defeat them. The Warriors series details the exploits of the heroes and villains of the War of the Lance.

Wizard's Curse
The Dragons
Lost Chronicles, Volume Two
Lost Chronicles, Volume Three
Brothers in Arms

The Raistlin Chronicles, Volume Two

The reader's decisions will determine the outcome of Raistlin's deadly test at the Towers of High Sorcery.

Children of Destiny . . . Throughout the time of Krynn, one race has remained strong in its pride and beliefs. The minotaurs envision themselves as the children of destiny, the future masters of the world. Despite adversity, defeat, and enslavement, that belief has never wavered. If there is a foe capable of destroying the minotaurs, it is their own arrogance. Here is told the tale of clan against clan, and of how the exiled champion Kaz must discover the terrible secret of the empire before he and his entire race suffer the disastrous consequences. Land of the Minotaurs The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn. Author Richard A. Knaak explores the land and history of the horned race of minotaurs.

Dragons from the distant past gather to engulf the world of Krynn in war.

Years have passed since the end of the War of the Lance. The people of Ansalon have rebuilt their lives, their houses, their families. The Companions of the Lance, too, have returned to their homes, raising children and putting the days of their heroic deeds behind them. But peace on Krynn comes at a price. The forces of darkness are ever vigilant, searching for ways to erode the balance of power and take control. When subtle changes begin to permeate the fragile peace, new lives are drawn into the web of fate woven around all the races. The time has come to pass the sword -- or the staff -- to the children of the Lance. They are the Second Generation.

Forging the Darksword

Dragon Wing

Test of the Twins

Flint the King

Into the Labyrinth

The Dargonesti

Ages ago, sorcerers of unmatched power sundered a world into four realms—sky, stone, fire, and water—then vanished. Over time, magicians learned to work spells only in their own realms and forgot the others. Now only the few who have survived the Labyrinth and crossed the Death Gate know of the presence of all four realms—and even they have yet to unravel the mysteries of their severed world. . . . In Arianus, Realm of Sky, humans, elves, and dwarves battle for control of precious water—traversing a world of airborne islands on currents of elven magic and the backs of mammoth dragons. But soon great magical forces will begin to rend the fabric of this delicate land. An assassin will be hired to kill a royal prince—by the king himself. A dwarf will challenge the beliefs of his people—and lead them in rebellion. And a sinister wizard will enact his plan to rule Arianus—a plan that may be felt far beyond the Realm of Sky and into the Death Gate itself.

In the realms of Dragonlance, the tale of one knight is legendary. The dark goddess Takhisis has unleashed evil on the world of Krynn, and only the Knights of Solamnia stand in her way. From amongst their ranks comes Huma, a man destined to be the greatest hero of this world. This is his story... at last! Learn of Huma's mysterious origins and his Oath to the Measure, then witness Huma and the Minotaur, Kaz, fight to eradicate treachery among the fabled Knights of Solamnia and the threat posed by Queen of Darkness. Even with the power of the legendary Silver Dragon at their side, Huma and Kaz face overwhelming odds.

Presents the history of the war between the followers of Takhisis and the minions of Paladine with tales told from the perspective of some of the supporting characters.

Nearra travels to Icereach in order to find the wizard who is the key to restoring the magical powers which her family lost over three hundred years ago.

Lost Chronicles, Volume One

Dragonlance Chronicles
Brothers Majere
The Gully Dwarves

Draconian Measures
Dragons of the Highlord Skies

War can get a fellow killed. The fearless draconians of the War of the Lance have retired from the field of battle to a pleasant valley in the Kharolis Mountains. Well, it would be pleasant, if it weren't for some dwarves, whose irritating feuding prevents the draconians from realizing their greatest hope -- the ability to continue their doomed race. When the dwarves discover a map leading to a fortune buried in the dwarven kingdom of Thorbardin, the draconians are swept up in a feverish race for treasure. Little do they know of Flame. A destiny that includes the children of Chaos . . . the fire dragons! The Doom Brigade is the first installment in The Chaos War series, stories set during the war of the Dragons of Summer Flame, the New York Times best-selling novel co-authored by Margaret Weis.

First launched over a decade ago, the Preludes series has continued to prove popular with Dragonlance fans. This digital release of Flint the King showcases a new look that is also reflected in the other recovers of this series. The title features cover art from lead Dragonlance saga artist Matt Stawicki. Before the War of the Lance The peaceful life of Flint Fireforge is disturbed when he is forced to leave Solace and return to his dwarven homeland to investigate his brother's murder. As he delves into the mystery, un his brother's killer to justice, he must either die or become king. He's not sure which choice might be worse.

One hundred years after the fiery Cataclysm, Caramon and Crysania find themselves aiding the mage's unholy quest to master the Queen of Darkness.

Finally armed with dragonlances, a group of heroes, composed of a knight, barbarian, dwarf, and half-elf, face a deadly showdown with the evil dragons and Takhisis, the Queen of Darkness

Redemption
The Legend of Huma