

1 Dragons Of Autumn Twilight 2 Dragons Of Winter Night 3 Dragons Of Spring Dawning 4 Dragons Of Summer Flame Dragonlance Chronicles 1 To 4

This annotated version of "Dragons of Autumn Twilight, Dragons of Winter Night" and "Dragons of Spring Dawning" contains extensive notes by the bestselling authors, as well as commentary from the original members of the Dragonlance conceptual team.

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

Adapting the second Dragonlance novel by Margaret Weis and Tracy Hickman! Krynn was once a peaceful world, where the native races managed to coexist, if only through tolerating one another. That time is gone. The friendship that helped win the first real battle against the force of darkness is now split, torn apart by conflict, and a long, bitter winter will pass before they are reunited. But, the dragon armies of the evil goddess Takhisis are leaving a trail of devastation across the land and a small group of companions is the only thing that stands against her. Collects the Dragons of Winter Night four-issue series.

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

Caramon must travel back and forth in time in order to save the world from his twin brother, Raistlin, who has become the Master of the Tower of High Sorcery. Reprint.

Fra det fjerne nord rykker de frem – Drageherrerne med deres hære af skællede krigere. De er fortro for Mørkets Dronning som vil underlægge sig verden én gang for alle. En flok gamle venner bliver kastet hovedkulds ud i et eventyr der fører dem vidt omkring på Krynn. Gennem Mørkets Skov og elvernes land, til ruinbyen Xak Tsaroth og draconianernes dystre fæstning. Vandrer de i blinde mod deres egen undergang – eller leder ukendte magter dem på vej?

Dragons of Autumn Twilight

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

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accessible and exciting to new readers. From the Paperback edition.

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.

The Companions separate as the land is torn apart by war, with some journeying to the Icewall, and the others attempting to help an elf princess save her home.

The first title in the second Dragonlance novel trilogy is now available for the first time in hardcover.

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.

A tough, snarky heroine and an aloof dragon shifter must work together to save Seattle in this new urban fantasy series.

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

Adapts the third volume of the epic trilogy by Margaret Weis and Tracy Hickman. Armed with the legendary Dragonlance, the Companions begin the final battle against the evil goddess Takhisis and her legions! But even as hope begins to spring, secrets long dormant threaten to render their sacrifice meaningless! Collects the entire 12-issue series.

The title that started the entire Dragonlance phenomenon is now being released in a trade hardcover edition for the first time, the first in a series of the core works by Weis and Hickman.

Adapting the mega-popular first novel in the Dragonlance Chronicles Trilogy by Margaret Weis. An age of despair has dawned for the world of Krynn. As dark forces marshal their growing strength, fear and religious fanaticism grips the land. With war on the horizon, a group of lifelong friends are reunited, all outcasts in their own way. It will fall to these eight companions to prevent a cataclysm! Collects the 8-issue series originally published by Devil's Due.

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.

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint, assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to

Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks, which has delighted readers all over the world--with over one million copies in print! Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White

A mysterious force holds Krynn in thrall. A young woman, protected by her regiment of dark-armored knights, calls upon the might of an unknown god to bring victory to her army as it sweeps across the land. The souls of the dead rob the living of their magic. A dragon overlord threatens the very land the elves hold most dear. Amidst the chaos, a band of brave and selfless heroes struggles against an immortal power that appears to thwart them at every turn. The encroaching darkness threatens to engulf all hope, all faith, all light. The War of Souls rages on. The New York Times bestselling hardcover now in paperback. This latest title from Dragonlance cocreators Margaret Weis and Tracy Hickman is the sequel to the New York Times bestselling Dragons of a Fallen Sun. This paperback version contains a preview chapter from the upcoming conclusion to the trilogy, Dragons of a Vanished Moon.

The books that began the best-selling Dragonlance saga are collected in their entirety in this special edition, along with all of the artwork from the trilogy. This collector's edition is a must for all those readers who fell in love with the fantasy world of Krynn.

A useful accessory for "Dragonlance" game players and a handy reference for "Dragonlance" novel fans, this detailed atlas represents the final authority on the geography and history of this fantasy world

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.

* 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. * Collecting all six issues of the comic book adaptation of the much loved novel, Dragonlance: The Legend of Huma.

A sorcerous swordsmith desperate to achieve true power. His stubbornly nonmagical sword. His princely runaway lover. His hungry new fire elemental. Put them all together, and what can possibly go wrong? Herewiss is the only man in centuries to possess the Power of the blue Flame, but he can't use or control it - not even to help his friend and lover Freelorn, prince of Arlen, exiled from his native land and pursued across the Middle Kingdoms by the usurpers' allies. Invoking perilous sorceries and the even more dangerous assistance of the fire elemental Sunspark, Herewiss manages to rout the armies besieging Freelorn and his little band of followers, and free his loved. Together they flee east to seek temporary refuge in the mysterious lands near the edge of the world they know. But now Herewiss faces a devastating choice. His time to master the blue Fire is running out. Should he abandon his fruitless search and join Freelorn in his fight to regain his kingdom? Or should he seek out the ancient keep in the Waste where doors lead into other worlds—perhaps even the door whose use will teach him to control the Power that he must master or die?... The Door Into Fire, first novel set in Diane Duane's award-winning Middle Kingdoms universe, opens a fantastic saga of power, magic and friendship that has become a cult classic for its uniquely inclusive take on epic fantasy and its unforgettable characters. Featuring the stunning art and design that graced the cover of the paperback edition, this hardcover version is a follow-up to the release of the first title of the series, "Dragons of Autumn Twilight," earlier this year.

Stories about strange adventures in the fictional land of Krynn are accompanied by discussions of the history, culture, music, and cookery of Krynn

Piers Anthony's bestselling Xanth series is one of the cornerstones of fantasy, a lively and whimsical interpretation of a genre often criticized for taking itself too seriously. Anthony's first Xanth novel, A Spell for Chameleon, was initially edited to target a more traditional audience. Now, in an eBook exclusive, A Spell for Chameleon has been reworked line by line—its language matching the simpler, playful way with words that made Piers Anthony an enduring fan favorite. Xanth is an enchanted land where magic rules, a land of centaurs and dragons and basilisks where every citizen has a unique spell to call their own. For Bink of North Village, however, Xanth is no fairy tale. He alone has no magic. And unless he gets some—and fast!—he will be exiled. Forever. But the Good Magician Humfrey is convinced that Bink does indeed have magic. In fact, both Beauregard the genie and the magic wall chart insist that Bink has magic as powerful as any possessed by the King, the Good Magician Humfrey, or even the Evil Magician Trent. Be that as it may, no one can fathom the nature of Bink's very special magic. This is even worse than having no magic at all . . . and he still faces exile!

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.

As the bestselling THE Mallorean series continues, Garion is pursuing Zandramas, in the form of a great dragon flying over them, across the known world. With the forces of evil threatening on both sides, Garion still had to get to the Place Which Is No More, as the Seeress of Kell had warned, but they had no idea where that might be....

Daring dragon-riders fight to save a uniquely magical world from destruction by vengeful outcasts, in Storm Riders by Margaret Weis and Robert Krammes In a world where magic is intrinsic to the fabric of everyday life, two kingdoms, centuries-long enemies, have long sought a powerful magical weapon that will win them lasting dominance. But neither realm is ready when they are both attacked by the Bottom-Dwellers, a bitter people whose own land was destroyed, and who now live only to take vengeance on those they blame for a wretched life in the storm-tossed abyss they inhabit. Using contramagic strengthened by blood sacrifice to attack the world above, they threaten to bring down whole cities, or even the island kingdoms themselves. Freya and Rosia are forced to put aside their age-old conflict to defend themselves, or risk losing everything. As the Bottom-Dwellers' contramagic eats away at the magic of the dragons that helps protect the world above, a former dragon-riding hero gathers a ragtag group to form a new dragon brigade, the one desperate hope of the two kingdoms to defeat the fiends who threaten their world. As the effects of contramagic bring the world ever closer to disaster, the new dragon brigade fight the vengeful adversary. Their high-flying heroics will be to no avail, though, unless they can somehow uncover forbidden knowledge, long hidden by the Church, without which they will never be able to prevent the world's destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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

Chaos is everywhere as the Lord of the Nexus orders his servant Haplo and the human child known as Bane to further their master's work on Arianus, the realm of air. But their one time companion Alfred has been cast into the deadly Labyrinth. And somehow the assassin Hugh the Hand has been resurrected to complete his dark mission. More important, the evil force that Haplo and Alfred discovered on Arianus has escaped. As Haplo's doubts about his master grow deeper, he must decide whether to obey the Lord of the Nexus or betray the powerful Patryn...and endeavor to bring peace to the universe.

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