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R2EGIW - DOMINIQUE BRANSON

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

As the Companions stand on the threshold of victory against the Queen of Darkness, they find themselves at risk of losing everything they have fought for when a new darkness surfaces from within, testing their alliance and faith.

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!

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

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.

"Welcome to the world of Krynn-- formerly a place of beauty and peace, now poisoned by fear and paranoia. Neighbors glare at each other in suspicion. Religious strife tears once tranquil communities apart. Creatures of myth and legend stalk the countryside, sowing terror. As their world descends into darkness, a group of lifelong companions are reunited. Only this ragtag band can save Krynn from the dark forces looming on the horizon-- but the bonds of friendship that time could not sever will be sorely tested by overwhelming odds. A long dormant evil has arisen anew-- and dispatched an army of reptilian warriors to baptize Krynn in blood. A conflict unlike any other has begun--"--Page 4 of cover.

As darkness threatens to engulf the land of Krynn a group of eight are given the power to save Krynn from the dragons.

Dragons return to Krynn, spreading destruction. A quest for the legendary Dragonlance forces a group of friends into the unlikely role of heroes.

The reunion of old friends--an outcast in love with a princess, a would-be warrior, a wizard in training, a knight, an elderly dwarf, and a childlike kender--becomes a final struggle to save their homeland from the Dark Queen's wrath.

Return to the mystical world of Krynn, where the heroic Companions continue their fantastical adventures—and face their greatest challenge yet With the return of the dragon minions of Takhisis, the Queen of Dragons, the land of Krynn has become more dangerous than ever. But as the nations of Krynn prepare to fight for their homes, their lives, and their freedom, longstanding hatreds and prejudices interfere. When fighting breaks out among the races, it seems the battle is lost before it even begins. Meanwhile, the heroic Companions have been torn apart by war. A full season will pass before they meet again—if they meet again. Raistlin has made an ominous prediction, one that implies not all of the Companions will survive the fight. His warning, along with sinister dreams, haunt the friends as they search for the weapons that will stop the Dark Queen in her tracks: the mysterious Dragon Orbs and legendary Dragonlance. Another riveting tale in the Dragonlance Chronicles, *Dragons of Winter Night* is an action-packed adventure in which the true value of love and friendship is measured against the backdrop of a catastrophic war between good and evil. *Dragons of Winter Night* is the second book in the Dragonlance Chronicles.

Based on the first in a series of countless fantasy books by bestselling authors Margaret Weis and Tracy Hickman *Dragonlance: Dragons of Autumn Twilight* is the first animated feature-length film spun from the venerable *Dungeons and Dragons* role-playing game. The 90-minute feature hews as closely to the 400-plus-page source material as possible--in a nutshell, a group of adventurers

seek to head off the evil plans of a multi-headed dragon goddess and her army with the help of a crystal staff--and there is plentiful swordplay and spellcasting to keep younger viewers entranced. And the voice talent, which includes Kiefer Sutherland, Xena's Lucy Lawless, and Michael Rosenbaum of *Smallville*, does a respectable job of making the heavy-handed dialogue sound believable. However, the animation (a mix of 2D and CGI) is truly dreadful, and brings the epic scope of the story down to the level of Saturday morning cartoons. Supplemental material might've helped make this middling DVD more palatable, but sadly, there's only a few clips of original test animation (which looks slightly better than the finished product) and a gallery of early character designs.

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.

This anthology collects tales of love and war as they affect the characters of Krynn, including the story "Raistlin's Daughter" by Margaret Weis and Dezra Despain, as well as works by Richard A. Knaak, Nick O'Donohoe, Nancy Varian Berberick, Paul B. Thompson and Tonya C. Cook, Kevin Randle, and others. Reprint.

The first new Dragonlance novel from Margaret Weis and Tracy Hickman in over a decade, and featuring fan-favorite characters from the iconic first two trilogies, *Dragonlance Chronicles and Dragonlance Legends*--books that brought a generation of readers into the fantasy fold. Destina Rosethorn--as her name implies--believes herself to be very much a favored child of destiny. But when her father dis in the War of the Lance, her carefully-constructed world comes crashing down. Not only does she lost her beloved father, but the legacy he has left her: a wealthy fiance, and rule over the family lands and castle. With nothing left in the world to support her but wits and determination, she hatches a bold plan: to secure the Device of Time Journeying she read about in one of her father's books and prevent her father's death. The last known holder of the Device was one of the Heroes of the Lance: the free-spirited kender, Tasselhoff Burrfoot. BUT when Destina arrives in Solace--home not only to Tas, but to fellow heroes Caramon and Tika Majere--she sets into motion a chain of events more deadly than she had ever anticipated: one that could change not only her personal history, but the fate of the entire world, allowing a previously-defeated evil to once again gain ascendancy.

Tanis Half-Elven... Flint Fireforge... Tasselhoff 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 action-packed second book in the Dragonships series, Skylan Ivorson and the Vindrasi clan embark on a mission to save their dying gods. They must unravel an ever-expanding web of deceit and foul play if they hope to survive.

Margaret Weis and Tracy Hickman return to the unforgettable world of the New York Times best-

selling 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 Tasselhoff Burrfoot. 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.

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.

The War of Souls, Volume 1

GAMES/GAMEBOOKS/CROSSWORDS

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.

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

Volume III in the heroic saga of magic, betrayal and adventure, *The Darksword Trilogy*. In the realm where magic is life, Joram was one of the Dead. Born without power, he was denies his royal birthright and sentenced to the Turning--his mind to be imprisoned inside a husk of living stone. Yet at the last moment, Saryon took his place, suffering the eternal torment for his young master. And joram and his wife Gwendolyn vanished into the mists that marked the Border of the World. . . . Now, ten years later, Joram and Gwendolyn have returned to reclaim their rightful place in Merilon. Wielding one last time the terrible, magic-thirsting Darksword, Joram must confront the evil sorcerer Menju and his army of Technologists from beyond the Border in a final apocalyptic battle. Rejoined by Saryon, the mage Mosiah and Simkin, Joram will fulfill the ancient prophecy of the Darksword--the prophecy that puts in his hands the power to destroy the world . . . or save it.

Summer has come to Krynn, a summer unlike any before. The sun bears down on land and sea, searing the world with relentless light and heat. Clouds and rain are nowhere to be found, and even the darkness of night brings little relief from the strange and oppressive day. Meanwhile, those who commune regularly with their gods are uneasy. Every day, their deities become more distant, more difficult to reach. Clerics' prayers go unanswered, and magic goes awry. As the tension on Ansalon builds, estranged cousins Palin Majere and Steel Brightblade search for an explanation. It soon becomes evident that more than just magic is at stake. The fate of all Krynn hangs in the balance. This is a new paperback edition of *Dragonlance* cocreators Margaret Weis and Tracy Hickman's first hardcover New York Times bestseller. It is the direct prequel to the current War of Souls trilogy. This edition features a new cover design that ties into the recent rereleases

Filled with heroes and heroines and spanning locales of exotic adventure in a magic-forged world, the *Dragonships of Vindrasi* series fully illustrates the mastery of world-building and storytelling

that has made Weis and Hickman into the bestselling fantasy co-authors of all time. In *Bones of the Dragon*, Skylan Ivorson is a sea-raider of the Vindras and eventually becomes the Chief of Chiefs of all Vindras clans, an honor he truly feels he deserves as one who has been blessed by Skoval, the god of war. But sometimes a blessing is a curse in disguise. Skoval and the other ancient gods are under siege from a new generation of gods who are challenging them for the powers of creation... and the only way to stop these brash interlopers lies within the mysterious and hidden Five Bones of the Vektan Dragons. It will be up to the Vindras people, as the dragon-goddess's champions, to undertake the quest to recover all Five. The fate of the Old Gods and the Vindras rests on their recovery—for this is not only a quest to save the world. It is also a quest for redemption. Welcome to the World of Dragonships! 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 vowed to protect a beautiful barbarian princess and the mystical staff she bears. But they never dreamed the price would be so high.

A courageous heroine trapped in the distant past is determined to return to her own time—without changing the shape of the world forever—as the New York Times bestselling *Dragonlance* series continues in the thrilling sequel to *Dragons of Deceit*. A clash of powerful magical forces sets off the *Graygem of Gargath*, sending Destina and her companions deeper into the past than she intended—to the age of Huma Dragonsbane and the Third Dragon War. Now, after the *Device of Time* Journeying shatters, they must find another way back to their own era, before the *Graygem* alters history irrevocably and the Third Dragon War ends in defeat for the forces of good. With the battle raging on, Destina tries desperately to make amends and prevent disaster. Raistlin and Sturm encounter their heroes, Huma and Magius, and must reconcile the myths with the men. Meanwhile, Tasslehoff—shocked that the Knights of Solamnia have never heard of dragonlances—sets out to find the famed weapons. But as the forces of the Dark Queen close in on the High Clerist's Tower, Desti-

na's party must return to their own timeline together—or not at all.

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 Takhissis 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.

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.

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*.

This *Dungeons & Dragons*-inspired fantasy adventure is the first installment in the beloved *Dragonlance Chronicles*, set in the magical world of Krynn. Once merely creatures of legend, the dragons have returned to Krynn. But with their arrival comes the departure of the old gods—and all healing

magic. As war threatens to engulf the land, lifelong friends reunite for an adventure that will change their lives and shape their world forever . . . When Tanis, Sturm, Caramon, Raistlin, Flint, and Tasslehoff see a woman use a blue crystal staff to heal a villager, they wonder if it's a sign the gods have not abandoned them after all. Fueled by this glimmer of hope, the Companions band together to uncover the truth behind the gods' absence—though they aren't the only ones with an interest in the staff. The Seekers, a new religious order, wants the artifact for their own ends, believing it will help them replace the gods and overtake the continent of Ansalon. Now, the Companions must assume the unlikely roles of heroes if they hope to prevent the staff from falling into the hands of darkness. *Dragons of Autumn Twilight* is the first book in the *Dragonlance Chronicles*.

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 next *Dragonlance* novel in the trilogy that launched the entire *Dragonlance* line, *Dragons of Winter Night* has been adapted to a format specifically targeted at young readers. The novel has been divided into two volumes, *The Nightmare Lands* and *To the Gates of Palanthas*, that are sized to fit the young reader market. These titles contain brand new cover art and interior art and are a continuation of the overall young reader adaptation of the entire *Dragonlance Chronicles* trilogy.

Brothers in arms: As Raistlin and Caramon train as mercenaries, a future dragon highlord begins her rise to power.

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*.