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LEGENDS GIFT SET

TIME OF THE TWINS, WAR OF THE TWINS, AND TEST OF THE TWINS

This slip-covered gift box set of three core titles from the Dragonlance saga contains "Time of the Twins, War of the Twins" and "Test of the Twins, " all of which were authored by "New York Times" bestselling authors Weis and Hickman.

TIME OF THE TWINS

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

THE LEGEND OF HUMA

HEROES

Wizards of the Coast 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.

WAR OF THE TWINS

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

BROTHERS IN ARMS

THE RAISTLIN CHRONICLES, VOLUME TWO

Wizards of the Coast The innocence of youth lost in war... In the fiery siege of the city of Hope'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.

LEGENDS OF THE DRAGONREALM

Simon and Schuster An omnibus containing two complete novels and three bonus novellas by the best-selling author of the Dragonrealm series includes The Crystal Dragon, in which a wizard must sacrifice himself to a dragon to defeat two horde groups; and The Dragon Crown, in which Cabe confronts an old enemy to protect a young emperor. Original.

DRAGONS OF DECEIT

DRAGONLANCE DESTINIES: VOLUME 1

Random House Worlds 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 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.

THE IMMORTALS

Margaret Weis Productions Limited Meet Zesty Tastee, flamboyant gay playboy and heir to the Tastee Corporation fortune. That's what the world knows of him, but Zesty is also Magpie, the corporate saboteur who fights against his father's corrupt business practices. Zesty's evil tycoon dad is out to destroy an entire rainforest, and he's joined up with a mysterious sect of ninjas to help keep 'Magpie' from interfering. Prince Ander is the sect agent on the case and Zesty has love at first sight for this dreamy ninja master. Zesty can't understand why anyone as noble as Prince would ever work with his father. His mission is to find out the secret of the rain forest, and win Prince's heart in the process!

THE RAISTLIN CHRONICLES

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.

DRAGONS OF AUTUMN TWILIGHT

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

TEST OF THE TWINS

FLINT THE KING

PRELUDES

Wizards of the Coast 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, unexpected allies and unseen enemies join the fight of truth against treachery. Flint soon discovers that to bring his brother's killer to justice, he must either die or become king. He's not sure which choice might be worse.

DRAGONS OF THE HOURGLASS MAGE

LOST CHRONICLES, VOLUME THREE

Wizards of the Coast 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.

KAZ THE MINOTAUR

HEROES

Wizards of the Coast "But, the beast-man, scorned and hunted, knows without honor there is nothing, not even death. So, driven by the only ghosts that matter, Huma and himself, Kaz alone faces the scourge." After the defeat of the Dark Queen and the death of Huma Dragonbane, the most famous of the Knights of Solamnia, Kaz, the renegade minotaur, wanders throughout Krynn, telling the tale of the land's most legendary hero, stalked by his enemies - a haunted soul, an outcast, hero. But when Kaz hears rumors of evil incidents, he returns to warn the Knights of Solamnia - and is plunged into a dark nightmare of magic, danger, and deja-vu. Kaz the Minotaur is the sequel to Richard Knaak's bestselling Dragonlance novel, The Legend of Huma.

LOVE AND WAR

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.

LEGENDS OF THE DRAGONREALM: THE HORNED BLADE

Permuted Press+ORM A strange blade could turn the tide in a war between wizards and dragons in this fantasy adventure by the New York Times–bestselling author of Firedrake. With the rebellion in dire straits, Nathan Bedlam and the Gryphon turn to a desperate spell that may win the war for them at the cost of their souls. Yet, an even darker threat lurks behind the scenes, an ancient evil whose resurrection is being instigated by none other than Nathan's son, Azran, through his sinister creation, a magical blade housing a malevolent mind of its own . . . The Turning War is a three-volume saga answering many of the questions concerning the Dragonrealm and the Dragon Masters and how those events yet reverberate in the current timeline. Praise for the Legends of the Dragonrealm "Full of energy. . . . Great world building [and] memorable characters... It's easy to see why Richard has enjoyed so much success!" —R. A. Salvatore, New York Times–bestselling author "Richard's novels are well-written, adventure-filled, action-packed." —Margaret Weis, New York Times–bestselling author "Endlessly inventive. Knaak's ideas just keep on coming!" —Glen Cook, author of Chronicles of the Black Company

CHANSONS POUR LA VICTOIRE

Penguin To prove his worth to the tribes, Kern embarks on a dangerous quest to find the House of Crom, where a legendary weapon that can destroy any man, beast, or god resides, bringing certain victory on the battlefield and to his people. Original.

VINAS SOLAMNUS

Fantasy roman.

DRAGONLANCE CHRONICLES GIFT SET

The original trilogy that started the whole "Dragonlance" phenomenon is available in this three-volume gift set. During the reunion of five friends, an artifact of great power falls into their hands, causing them to flee because dragons have returned to Krynn. Now the five friends must battle to preserve their homes, their lives, and their honor.

BROTHERS MAJERE

PRELUDES

Wizards of the Coast 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.

LEGENDS OF THE TWINS

Sovereign Press (WI) This source book allows gamers to experience the adventure of the Legends of the Twins trilogy for the first time, either by playing out the events of the popular novels or by taking the themes of time travel, spiritual journeys, and redemption and using them in all-new campaigns. Full color.

DRAGONLANCE CHRONICLES

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.

THE SEVENTH SENTINEL

DEFENDERS OF MAGIC

Wizards of the Coast Shadow of the past! A wizard sacrificed himself to preserve the secrets of magic. Centuries later, the survival of magic is again in question. The key is a young lord whose heritage is tied to the tuatha dundarael, faerie folk who practice powerful earth magic. These secrets are the weapons that Guerrand and Bram DiThon will wield in defending their Art against an old, scarred enemy. For Lyim, Guerrand's former friend and now renegade wizard, seeks to destroy the magic that he believes has forsaken him. The final battle will rage across the universe. The Seventh Sentinel is the final volume of the Defenders of Magic Trilogy, an series by Dragonlance saga author Mary Kirchoff that explores the secrets of sorcery in the world of Krynn.

A DAWN OF DRAGONS

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.

LEGENDS OF THE DRAGONREALM: DRAGON MASTERS

Permuted Press+ORM A team of wizards unite against shape-shifting dragons in this fantasy series opener by the New York Times–bestselling author of Firedrake. At long last, the true story of the mage-led rebellion against the Dragon Kings that two centuries later continues to affect all inhabitants of the Dragonrealm! Some two hundred years before Cabe Bedlam was thrust into the machinations of the Dragon Kings, his grandfather Nathan led a band of wizards against the drake lords in the hopes of freeing the realms of their tyrannical rule. Yet, the truth behind that story is not a simple one. Here now, is the dawn of the Turning War, a pivotal moment in the Dragonrealm, and the startling creation of the first band to stand against the drake lords: The Dragon Masters . . . The Turning War is a three-volume saga answering many of the questions concerning the Dragonrealm and the Dragon Masters and how those events yet reverberate in the current timeline. Praise for the Legends of the Dragonrealm “Full of energy. . . . Great world building [and] memorable characters... It’s easy to see why Richard has enjoyed so much success!” —R. A. Salvatore, New York Times–bestselling author “Richard’s novels are well-written, adventure-filled, action-packed.” —Margaret Weis, New York Times–bestselling author “Endlessly inventive. Knaak’s ideas just keep on coming!” —Glen Cook, author of Chronicles of the Black Company

DRAGONS OF SUMMER FLAME

The War of the Lance is long over. The seasons come and go. The pendulum of the world swings. Now it is summer. A hot parched summer, such as no one on Krynn has eer known before. The uneasy balance starts.

THE LEGEND OF HUMA

Devil's Due Pub A faithful graphic novel adaptation of The Legend of Huma, fabled Hero of the Lance. Learn of Huma's mysterious origins and his Oath to the Measure, as Huma and the minotaur, Kaz, fight to stop the treachery of the Queen of Darkness. With the power of the Silver Dragon on their side, our heroes must prevail.

DRAGONS OF WINTER NIGHT

Wizards of the Coast 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.

DRAGONS OF SPRING DAWNING

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

THE SOULFORGE

Fantasy roman.

FATE OF THORBARDIN

DWARF HOME, VOLUME THREE

Wizards of the Coast The battle for the kingdom of the dwarves comes to the door of its mad king... Brandon Bluestone has finally cleared his family's name and rallied the nation of dwarves. Now one great task remains to him: he must open up the greatest of the dwarf nations, Thorbardin, which has been sealed against the outside world by the edict of a mad king. Aided by Gretchan Pax, a mighty priestess, Brandon leads an army to the north gate of Thorbardin. The hill dwarves and mountain dwarves strive to bury longstanding enmity and form an uneasy alliance against the King of Thorbardin and his potent magical minions.

THE ANNOTATED CHRONICLES

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.

STORMBLADE

This attractive new re-release of "Stormblade," first published in 1988, showcases a new look for the Heroes series, including new cover art. Reissue.

THE GATES OF THORBARDIN

A new prophecy unfolds that the finder of the magical helm of Grallen, the tragic hero of the final battle of Dwarfegate War, will be rewarded by a united Thorbardin but that he will also open the gates to new horror and dark magic

THE ANNOTATED LEGENDS

An omnibus edition containing the three novels in the Legends series is accompanied by extensive notes by the authors, as well as commentary from the original members of the Dragonlance setting conceptual team.

DUNGEONS & DRAGONS: THE LEGEND OF DRIZZT, VOL. 1: HOMELAND

IDW Publishing Adapting the famous series by R.A. Salvatore, beginning with Book 1 of the Dark Elf Trilogy, Homeland. Travel back to strange and exotic Menzoberranzan, the vast city of the Drow and homeland to Icewind Dale hero Drizzt Do'Urden. The young prince of a royal house, Drizzt grows to maturity in the vile world of his dark kin. Possessing honor beyond the scope of his unprincipled society, young Drizzt faces an inevitable dilemma. Can he live in a world that rejects integrity?

WEASEL'S LUCK

This attractive new re-release of this title showcases a new look for the Heroes series with new cover art.

GALEN BEKNIGHTED

When his brother vanishes mysteriously, Galen Pathwarden must set aside his cowardice, scheming, and boredom, and venture under the earth to find him in a nightmarish subterranean world, in the sequel to Weasel's Luck. Reissue.

DRAGONLANCE TALES

THE WAR OF THE LANCE

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.
