

## Doom Of The Darksword Trilogy 2 Margaret Weis

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### **Darksword Adventures Spectra**

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 denied 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.

### **The Sword of Shannara Spectra**

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.

### **Darkest Highlander Spectra**

The action-packed third book in the *Dragonships* fantasy series by New York Times bestselling authors Weis and Hickman

### **The Summer I Wasn't Me Penguin**

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.

### **Forging the Darksword HarperPrism**

Epic fantasy featuring warrior priestesses, and fickle gods at war, for readers of Brian Staveley's *Chronicles of the Unhewn Throne*. Epic fantasy featuring warrior priestesses and fickle gods at war, for readers of Brian Staveley's *Chronicles of the Unhewn Throne*. Hessa is an Eangi: a warrior priestess of the Goddess of War, with the power to turn an enemy's bones to dust with a scream. Banished for disobeying her goddess's command to murder a traveller, she prays for forgiveness alone on a mountainside. While she is gone, raiders raze her village and obliterate the Eangi priesthood. Grieving and alone, Hessa - the last Eangi - must find the traveller and atone for her weakness and secure her place with her loved ones in the High Halls. As clans from the north and legionaries from the south tear through her homeland, slaughtering everyone in their path Hessa strives to win back her goddess' favour. Beset by zealot soldiers, deceitful gods, and newly-awakened demons at every turn, Hessa burns her path towards redemption and revenge. But her journey reveals a harrowing truth: the gods are dying and the High Halls of the afterlife are fading. Soon Hessa's trust in her goddess weakens with every unheeded prayer. Thrust into a battle between the gods of the Old World and the New, Hessa realizes there is far more on the line than securing a life beyond her own death. Bigger, older powers slumber beneath the surface of her world. And they're about to wake up.

### **Old Venus Spectra**

The darkest, fiercest warriors of Scottish legend finally meet their match--in the brave, fiery hearts of the women they cherish.

### **Castle Roogna Random House Worlds**

/Margaret Weis and Tracy Hickman An absolutely essential book for all role-players. Very appealing to the hundreds of thousands of kids who have read the novels and want to create gaming scenarios of their own. In addition to its value as a gaming tool, *Darksword Adventures* will be of interest to anyone who wants to learn more about the world of the Darksw

### **Bones of the Dragon Titan Books (US, CA)**

Larry Niven created his popular "Magic Goes Away" universe in 1967, and it has been a source of delight and inspiration ever since. By asking the simple question, What if magic were a finite resource?, Niven brought to life a mesmerizing world of wonder and loss, of hope and despair. The success of his first story collection, "The Magic Goes Away," birthed two sequel anthologies, "The Magic May Return" and "More Magic." All three volumes are collected here for the first time, with stories by Niven himself, as well as contributions by such luminaries of fantasy as Roger Zelazny, Fred Saberhagen, Steven Barnes, and Poul Anderson. Featuring a brand-new introduction by Larry Niven, "The Magic Goes Away Collection" gives readers insight into the breathtaking world of Niven and Jerry Pournelle's "The Burning City" and "Burning Tower" and stands on its own as a landmark in fantasy fiction

### **Dragons of Deceit Bantam**

In the astonishing conclusion of Anne Bishop's *Black Jewels Trilogy*, the Dark Court has been formed and the end—for some—draws exceedingly near... Jaenelle Angelline now reigns as Queen—protector of the Shadow Realm. No longer will the corrupt Blood slaughter her people and defile her lands. But where one chapter ends, a final, unseen battle remains to be written, and Jaenelle must unleash the terrible power that is Witch to destroy her enemies once and for all. Even so, she cannot stand alone. Somewhere, long lost in madness, is Daemon, her promised Consort. Only his unyielding love can complete her Court and secure her reign. Yet, even together, their strength may not be enough to hold back the most malevolent of forces. And in the end, under the emergent shadow of evil and unforeseen betrayal, only Jaenelle's greatest sacrifice will save those she loves—and the realm she's bound to protect...

### **Elven Star Spectra**

Abarrach, the Realm of stone. Here, on a barren world of underground caverns built around a core of molten lava, the lesser races -- humans, elves, and dwarves -- seem to have all died off. Here, too, what may well be the last remnants of the once powerful Sartan still struggle to survive. For Haplo and Alfred -- enemies by heritage, traveling companions by necessity -- Abarrach may reveal more than either dares to discover about the history of Sartan... and the future of all their descendants.

### **Dragons of Autumn Twilight Astra Publishing House**

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

rise to power.

### **Dragon Wing Random House Worlds**

BONUS: This edition contains an excerpt from Elizabeth Moon's *Kings of the North*. For the first time in nearly twenty years, Elizabeth Moon returns to the thrilling realm of her superb *Deed of Paksenarrion* trilogy. Thanks to Paks's courage, the long-vanished heir to the half-elven kingdom of Lyonya has been revealed as Kieri Phelan, a formidable mercenary who earned a title—and enemies—in the neighboring kingdom of Tsaia, where Prince Mikeli suddenly faces the threat of a coup. Acting swiftly, Mikeli strikes at the powerful family behind the attack: the Verrakaien, magelords steeped in death and evil. Mikeli's survival—and that of Tsaia—depend on the only Verrakai whose magery is not tainted with innocent blood. Two kings stand at a pivotal point in the history of their worlds. For dark forces are gathering against them, knit in a secret conspiracy more sinister and far more ancient than they can imagine.

### **The Second Generation St. Martin's Press**

Experience the War of the Lance as you've never experienced it before—from evil's point of view—in this thrilling retelling of the events seen in *Dragonlance Chronicles*. In the capital city of Neraka, 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 when 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. A fascinating retelling of the famed War of the Lance, *The Lost Chronicles* series is a marvelous complement to the original *Chronicles* trilogy as well as an exciting, accessible read for those new to the *Dragonlance* universe.

### **Oath of Fealty Macmillan**

Kyle and Annie want to celebrate Thanksgiving like the pilgrims. They want to wear stovepipe hats, bake their own pies--even raise their own turkey. Then they meet Frankenturkey! Frankenturkey is big, bad, and mad. If Kyle and Annie don't watch out, Frankenturkey will eat them for Thanksgiving dinner.

### **Dangerous Highlander Spectra**

After the four worlds Alfred has at last found his people on Chelstra, the realm of sea. But his travels have taught him to be cautious... and Alfred soon realizes his caution is justified, even among his own kind. The one person Alfred can trust is, strangely, Haplo the Patryn. But Haplo's lord has decreed all Sartan to be the enemy, and Haplo dares not go against his lord. Now the companions have arrived in a land where humans, elves, and dwarves have learned to live in peace. Unaware of an even greater threat to all the realms, it is Sartan and Patryn who will disrupt this alliance of the lesser races in their struggle to gain control of all four worlds. Only Alfred and Haplo realize that they have a much older -- and more powerful -- enemy than each other...

### **American Gods Spectra**

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.

### **Shadow Raiders Del Rey**

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.

### **Serpent Mage Wizards of the Coast**

Filled with heroes and heroines and spanning locales of exotic adventure in a magic-forged world, the *Dragonships of Vindras* 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!*

### **Secret of the Dragon Sourcebooks, Inc.**

Returning to one of their best-loved fantasy series, Margaret Weis and Tracy Hickman bring alive a sweeping tale of intrigue and magic. It is twenty years since the once-magical land of Thimhallan was shattered by the forging of the Darksword. The survivors of that catastrophe now live on Earth, bereft of magic and hope, forbidden to return home. Only Joram remains behind on the world ravaged by his Darksword. Although the magic weapon has been destroyed--and with it, Joram's power--rumors have risen that Joram has forged a second Darksword. Now, as a merciless alien race threatens Earth with annihilation, Earth's desperate leaders look to Joram as their only hope. But even as his old friend Saryon begins the perilous journey to seek his aid, the embittered Joram has his own plans for the weapon. And Joram is not the only one. Soon a new menace looms, foreshadowing betrayal, enslavement, and death to humans and Thimhallans alike.

### **Doom of the Darksword Del Rey**

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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.