
Forging The Darksword Trilogy 1 Margaret Weis

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The Will of the

Wanderer Spectra tale of adventure
Sinister forces and magic A
once again council of evil
threaten the Isles sorcerers has
of Moonshae in overpowered the
this classic High King. Among
Forgotten Realms them is Bhaal, a

mysterious and vicious figure who stands for death and destruction and commands an army of zombies and ogres. The Forgotten Realms are under attack, and it falls to the young druid Robyn and prince Tristan to assume their birthrights. As they struggle to comprehend their new powers, the two join forces with the mystical children of the Goddess to protect their home from the darkness.

Flint the King

Random House LLC
Born without magic, Joram was one of the Dead, denied the throne of Merilon. For

years, he lived among outlaws, surviving by wit and sleight-of-hand. Now, wielding the powerful, magic absorbing Darksword, Joram returns to the enchanted Kingdom that once was his home to win revenge and claim his birthright. Here he will test Bishop Vanya and his fierce army of Duuktsarith in a battle unlike any their world has known. Joined by the scholarly catalyst Saryon, the young mage Mosiah, and the trickster Simkin, Jorma confronts the shattering secret of his past and discovers the ancient prophecy that puts the fate of the world in his hands--the hands that forged the Darksword.

Dragons of Summer Flame
National Geographic Books

The Great War of the Gods means nothing to the proud people on the mortal planet - until Akhran the Wandering God decrees the union of two mighty feuding clans. Though the families are fierce Warriors, they are few in number. Even the marriage of Khardan and Zohra is not enough to over power the strength of the invading army or prevent the imprisonment of their peoples. Now, with Khardan and Zohra mysteriously missing - seemingly cowards who hid from certain defeat - the two clans have lost all hope of ever again seeing their beloved open skies. But Prince Khardan

and Princess Zohra, aided by the wizard Matthew, have been given another mission . . . a mission that at first seems less useful than counting the many grains of the desert sands, but soon proves to be of far more lasting importance.

Guardians of the

Lost 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.

Doom of the Darksword Spectra

In the acclaimed Dark Sword series from Donna Grant, the darkest, fiercest warriors of

Scottish legend finally meet their match—in the brave, fiery hearts of the women they cherish... The Dark Sword Series, The Complete Collection contains Dangerous Highlander, Forbidden Highlander, Wicked Highlander, Untamed Highlander, Shadow Highlander, and Darkest Highlander.

Dangerous unmatched brothers,
Highlander skill, even Quinn is a
The bold and immortality. prisoner of
passionate But those the god
Lucan gifts have inside him,
MacLeod—one come at a tormented by
of three price that his
brothers puts inability to
cursed by everyone he save his
dark magic loves at family from
for risk. Only slaughter.
eternity—is when his His fury
driven by brother, governs him,
desire for Quinn, is and day by
the one taken day he loses
woman he captive does himself to
dare not let Fallon leave the darkness
himself the in his soul.
possess... seclusion of But Quinn
Forbidden his Highland has a
Highlander home to seek profound
Fallon the king's yearning for
McLeod has aid. Wicked a woman's
gifts any Highlander love....
warrior The most Untamed
would reckless and Highlander
covet—fierce fierce of Druid-born
strength, the MacLeod and magic-

blessed, Islami mission into Broc has
is one of the shadowy watched over
the world of the her,
deadliest Druids, protected
she-devils Galen must her—and
ever to find a hidden his
serve the powerful love for
forces of ancient her. But
darkness. As relic to when his
an immortal defeat the beautiful
Highland enemies of Sonya, finds
warrior, Castle herself in a
it's up to MacLeod. But hopeless
Hayden what he situation,
Campbell to discovers is the
destroy her far more Highlander
and her powerful—and flies to her
kind. But far more side to save
for Hayden, dangerous. A her. Unfortu
Isla is more Druid lass nately,
than a sworn whose beauty before the
enemy. She is as Druidess can
is spellbinding thank him,
temptation.. as any Broc is
. Shadow magic... captured by
Highlander Darkest his enemy
Sent on a Highlander and destined
dangerous For years, for eternal

pain... village in the Beast
War of the the Pit. Even
Twins foothills more
Wizards of near Solace unexpectedly
the Coast to , the gully
When Flint investigate dwarves and
Fireforge his an interesti
becomes the brother's ng-and inter
reluctant murder. Upon ested-female
king of the his arrival, dwarf come
gully he finds to his
dwarves, he Hillhome rescue. Made
learns the unexpectedly their
true meaning booming with monarch
of heroism commerce. against his
and But when he will, Flint
leadership stumbles struggles to
Flint upon the unite the
Fireforge, ominous scruffy
paternal source of dwarves into
dwarven this one fighting
member of prosperity—a force that
the Heroes n alliance will not
of the with an only thwart
Lance, enemy dwarf the agents
returns to race—he is of the Dark
his sleepy pushed to Queen but
boyhood the death in help him

bring his brother's killer to justice.
The Second Generation
Spectra Brothers in arms: As Raistlin and Caramon train as mercenaries, a future dragon highlord begins her rise to power.
Dragons of Deceit Harper Collins
Margaret Weis and Tracy Hickman return to the unforgettable world of the New York Times bestselling Dragonlance series as a new heroine—deperate 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 lost from
takes her from sight and
the dwarven memory. But
kingdom of there are
Thorbardin to those who
the town of dare never
Solace and forget ... A
beyond, setting magical relic
in motion a has been
chain of miraculously
disastrous recovered --
events that and the
threaten to divert the
course of the the future of
River of Time, Loerem
alter the past, begins. It is
and forever a nightmare
change the conflict that
future. will ensnare

The Raistlin
Chronicles

Macmillan
For two
centuries the
portion of
the great
Sovereign
Stone
belonging to
the humans of
Loerem was

Void. And now
heros must
emerge from
the most
unlikely
corners of
the world to
deny Dagnarus
the awesome
power of the
Stone -- or
suffer the
hideous
damnation of
his hellish
reign.
Darkwell
Wizards of
the Coast
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 Master of

the Tower of High Sorcery. Originally in paperback. 50,000 first printing.

The Prophet of Akhran

Margaret Weis Productions
Join Tanis, Flint, Tasslehoff, and other classic Dragonlance characters on a new adventure, in this series kick-off set after Dragons of Autumn Twilight The Companions

are back—and facing new challenges together and alone. While Tanis and Flint seek out a haven in the dwarven kingdom of Thorbardin, Raitlin is strangely drawn to the haunted fortress known as Skullcap. Elsewhere, Strum seeks the legendary Hammer of Kharas, and Tika embarks on a perilous

journey to rescue those she loves from certain death. But it is the dwarf, Flint Fireforge, who faces the most crucial test. The heroes race against time to save the lives of those dependent on them, forcing Flint to make a difficult choice—one on which the future of mankind may rest.

Bones of the Dragon Harper Collins
Tristan and Robyn prepare for a battle against evil—and possibly each other—in this conclusion to the first *Forgotten Realms* trilogy ever published
Newly crowned king of the Ffolk of the Moonshae Isles, Tristan Kendrick must unite the many peoples of his realms for one final battle against the evil that

threatens them.
Meanwhile, Robyn the druid faces a sinister power that has infested the very land itself. With enemies on all sides and danger lurking in every shadow, Robyn and Tristan must decide if their paths forward are one—or if their powers and alliances will divide them. Time is running out, and the future of the beloved Moonshae

Isles depend on Robyn and Tristan. Will they come together to rule as king and queen, or will they separate as bitter enemies?
The Book of Nod Astra Publishing House
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—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. **Half a King** Spectra “David Gemmell tells a tale of very real

adventure, the land, led the land of
the stuff of by puppets the Mist,
true epic fa of the there to
ntasy."—R.A. ruthless seek a
Salvatore, Witch ghostly
New York Queen—whose army. And
Times minions the only one
bestselling included who could
author Chaos dark, prepare
and terror bloodthirsty Thuro to
stalked the creatures achieve his
realm. The and a birthright
king had savage, was the
been slain undead mountain
by traitors, warrior. All warrior
and the hope lay Culain, the
sword of with young one man who
power had Thuro—in knew the
been lost whose veins queen's
beyond the flowed the deadly
Circle of blood of secret . . .
Mist. Armies kings. He The legend
of Saxons, would have of the
Angles, to defeat mystic
Jutes, and the Witch Stones of
Brigantes Queen's Power begins
cut a gory monsters and with a tale
swath across travel to of blood and

glory, of
love and
betrayal, as
a boy must
come of age
amidst the
seemingly
impossible
quest to
become the
High King.
**Into the
Labyrinth**
Hachette UK
"The first
vampires
remember
their first
nights, but
do not speak
of them.
Others have
heard tales,
but know
better than
to believe
them. The
wise speak of
The Book of

Nod, but none
have seen
this fabled
book of
ancient lore.
These are
their
tales...
Their stories
begin with
the Chronicle
of Caine and
the earliest
nights of the
vampire. The
Chronicle of
Shadow
reveals
Caine's
hidden
teachings.
Finally, the
Chronicle of
Secrets
unveils the
deepest
mysteries of
the Damned,
including the
coming dread

of Gehenna.
The Book of
Nod is a
collection of
mythic texts
for use in
the Vampire :
The
Masquerade
Roleplaying
Game.
Presented as
an epic poem,
the Book of
Nod is an in-
game
resource,
viewed as
sacred by
Noddists
scholars and
most vampire
elders,
especially of
the Sabbat.
Rather than a
book of game
mechanics,
this book can
be used as a

prop and for
lore, as it
outlines the
genesis of
vampires with
the mythology
of Caine."--A
mazon.com

Dragon Wing

Spectra
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.
Rose of the
Prophet
Trilogy
Wizards of the
Coast
WAR DRAGONS.
FEARSOME
RAIDERS. A
DAEMONIC
WARLORD ON THE
RISE. '5/5
stars' SFX
Magazine When
the citizens
of Black Keep
see ships on

the horizon, of Narida is excited for the
terror takes lurching toward next one!
them because war. Black Keep Django Wexler
they know who is about to be 'Compelling . .
is coming: for caught in the . promises to
generations, crossfire - if be a watershed
the keep has only its new epic fantasy
been raided by mismatched series. I loved
the fearsome society can it' Fantasy
clanspeople of survive. THE Book Review The
Tjakorsha. START OF AN Black Coast is
Saddling their UNMISSABLE the first
war dragons, FANTASY SERIES. fantasy novel
Black Keep's 'Vibrant and from critically
warriors rush intricate acclaimed Games
to defend their worldbuilding' Workshop/Warham
home only to Matthew Ward mer 40k author
discover that 'Epic . . . Mike Brooks.
the clanspeople powerful . . . Look out for
have not come I really, the sequel: The
to pillage at really can't Splinter King.
all. Driven recommend this **Warbreaker** Del
from their own one enough' Rey
land by a Fantasy Inn After the four
daemonic despot 'Excellent worlds Alfred
who prophesises characters and has at last
the end of the wonderful found his
world, the worldbuilding, people on
raiders come in with a wealth Chelstra, the
search of a new of interesting realm of sea.
home . . . cultural But his
Meanwhile the collisions . . travels have
wider continent . I'm already taught him to

be cautious... alliance of the Dominion Lords
and Alfred soon lesser races in dare to oppose
realizes his their struggle him. For
caution is to gain control Dagnarus's most
justified, even of all four loyal servant
among his own worlds. Only has ventured
kind. The one Alfred and into the
person Alfred Haplo realize terrible
can trust is, that they have darkness, where
strangely, a much older -- lies the most
Haplo the and more potent talisman
Patryn. But powerful -- in the realm.
Haplo's lord enemy than each And once it is
has decreed all other... in the dark
Sartan to be Dragons of the prince's hand,
the enemy, and Dwarven Depths no power will
Haplo dares not Hachette UK deter his
go against his Second in line Destiny.
lord. Now the for succession **Last Guardian**
companions have to the throne, Wizards of
arrived in a Prince the Coast
land where Dagnarus will One hundred
humans, elves, have his years after
and dwarves crown...and the fiery
have learned to his queen -- Cataclysm,
live in peace. though his Caramon and
Unaware of an heart's prize Crysania find
even greater is a married themselves
threat to all elfin beauty. aiding the
the realms, it Let his hated mage's unholy
is Sartan and half-brother quest to
Patryn who will Prince Helmos
disrupt this and the

master the
Queen of
Darkness.