
Forging The Darksword Trilogy 1 Margaret Weis

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Warbreaker Spectra
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.

Bones of the Dragon
Hachette UK
Forging the
Darksword))Doom of

the
Darksword)) Triumph
of the Darksword)) 3
Vols.

Off Armageddon Reef Del
Rey

NATIONAL BESTSELLER

• Explore the past of
Critical Role's daring half-
elf twins, Vex'ahlia and
Vax'ildan, in this original
prequel novel to their
adventures with Vox
Machina. Vex and Vax
have always been
outsiders. A harsh
childhood in the elite elven
city of Syngorn quickly
taught them not to rely on
others. Now, freed from the
expectations of their
exacting father and the
scornful eyes of Syngorn's
elves, the cunning hunter
and the conning thief have
made their own way in the
world of Exandria. The
twins have traveled far and
experienced great hardship.
But with the help of Vex's

quick wit and Vax's quicker
dagger, they've always kept
ahead of trouble. Now,
unknown perils await them
in the bustling city of
Westruun, where the twins
become entangled in a web
spun by the thieves' guild
known to many as the
Clasp. Trapped by a hasty
deal, Vex and Vax (along
with Vex's faithful bear
companion, Trinket) set out
into the wilds to fulfill their
debt to the infamous crime
syndicate. As the situation
grows more complicated
than they ever could have
imagined, for the first time
Vex and Vax find
themselves on opposite
sides of a conflict that
threatens the home they
have carried with each other
for years. Written by #1 New
York Times bestselling
author Marieke Nijkamp,
Critical Role: Vox
Machina—Kith & Kin follows
a brand-new adventure that

delves into the twins' unexplored history, and returns to some of the iconic moments that forged Vox Machina's most unbreakable bond.

Night Winds Del Rey New 5th Anniversary Editions include Bonus Graphic Novels. An Adrenaline-Laced Epic Where Dreams and Reality Collide. Fleeing assailants through deserted alleyways, Thomas Hunter narrowly escapes to the roof of a building. Then a silent bullet from the night clips his head . . . and his world goes black.

From the blackness comes an amazing reality of another world where evil is contained. A world where Thomas Hunter is in love with a beautiful woman. But then he remembers the dream of being chased through an alleyway as he reaches to touch the blood on his head. Where does the dream end and reality begin? Every time he falls asleep in

one world, he awakes in the other. Yet in both, catastrophic disaster awaits him . . . may even be caused by him. Some say the world hangs in the balance of every choice we make. Now the fate of two worlds hangs in the balance of one man's choices.

Gift of Griffins Astra Publishing House

A sweeping epic fantasy perfect for fans of the Summoner trilogy by Taran Matharu and *Shadow and Bone* by Leigh Bardugo. WHEN GODS FAIL, WHO WILL KEEP THE DARKNESS OUT? Lann knows nothing of his mysterious past, but by his fifteenth birthday he will come face to face with destiny. For Lann must wield the Dreadblade, an ancient sword forged to defeat terrible monsters. Across the mountains a King has been

murdered. His daughter, Astrid, is a warrior with no desire to bear the crown. Only she can uncover her father's killer before her brother is framed for the crime. Evil is stirring. Lann and Astrid are the kingdom's last defence. Together, they must face the greatest darkness their world has ever known.

Forging the Darksword

HarperCollins UK
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! At the Publisher's

request, this title is being sold without Digital Rights Management Software (DRM) applied. *Wards of Faerie Gateway* 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.

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

The Raistlin

Chronicles Spectra 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.

Darksword Adventures
Orbit

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

The Hand of Chaos
Stoneguard
Publications

The first in the

“powerful”
(SFFWorld.com) New
York Times
bestselling fantasy
series. Vaelin Al
Sorna was only a
child of ten when
his father left him
at the iron gate of
the Sixth Order to
be trained and
hardened to the
austere, celibate
and dangerous life
of a warrior of the
Faith. He has no
family now save the
Order. Vaelin’s
father was Battle
Lord to King Janus,
ruler of the
Unified Realm—and
Vaelin’s rage at
being deprived of
his birthright
knows no bounds.
Even his cherished
memories of his

mother are soon challenged by what he learns within the Order. But one truth overpowers all the rest:

Vaelin Al Sorna is destined for a future he has yet to comprehend. A future that will alter not only the Realm but the world.

Secret of the Dragon Random House Worlds

From his army of the undead, Xar, Lord of the Nexus, learns of the existence of the mysterious Seventh Gate. It is said that this gate grants whoever enters it the power to create worlds—or

destroy them. Only Haplo knows its location—but he doesn't know he knows it. Now an ex-lover has been sent to betray Haplo and bring back his corpse. Meanwhile, the assassin Hugh the Hand is also after Haplo, wielding the Accursed Blade.

With his old companion Alfred, Haplo must seek sanctuary in the Labyrinth—a deadly prison maze whose inhabitants are condemned to death. Millennia ago a battle raged between the Sartan and the Patryn, and the Sartan sundered the world into four

realms—air, fire, stone, and water—and then vanished. But now the two races have rediscovered each other through the magic of the Death Gate—and war is about to erupt anew.

The Soulforge 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—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.

Dragonspell St. Martin's Press

Small-time stoolie, paid to find a killer
Jake " The Spinner" -- by the victim...in
Jablon, made a lot of advance.
new enemies when he **Dragons of the**
switched careers, **Dwarven Depths**
from informer to Bloomsbury
blackmailer. And the Publishing
more "clients", he Seven years after
figured, the more the conclusion of
money -- and more the High Druid of
people eager to see Shannara trilogy,
him dead. So no one New York Times
is surprised when the bestselling author
pigeon is found Terry Brooks at last
floating in the East revisits one of the
River with his skull most popular eras in
bashed in.And what's the legendary epic
worse, no one cares fantasy series that
-- except Matthew has spellbound
Scudder. The ex-cop- readers for more
turned-private-eye is than three decades.
no conscientious Tumultuous times are
avenging angel. But upon the world now
he's willing to risk known as the Four
his own life and limb Lands. Users of
to confront Spinner's magic are in
most murderously conflict with
aggressive marks. A proponents of
job's a job after all science. The
-- and Scudder's been dwindling Druid

order is threatened with extinction. A sinister politician has used treachery and murder to rise as prime minister of the mighty Federation. Meanwhile, poring through a long-forgotten diary, the young Druid Aphenglow Ellesedil has stumbled upon the secret account of an Elven girl's heartbreak and the shocking truth about the vanished Elfstones, which once warded the lands and kept evil at bay. But never has a little knowledge been so very dangerous—as Aphenglow quickly learns when she's set upon by assassins. Yet there can be no turning back from the road to which fate

has steered her. Whoever captures the Elfstones and their untold powers will surely hold the advantage in the devastating clash to come. "I can't even begin to count how many of Terry Brooks's books I've read (and reread) over the years. From Shannara to Landover, his work was a huge part of my childhood."—Patrick Rothfuss, New York Times bestselling author of *The Name of the Wind* "Shannara was one of my favorite fictional worlds growing up, and I look forward to many return trips."—Karen Russell, New York Times bestselling author of

Swamplandia! "If Tolkien is the grandfather of modern fantasy, Terry Brooks is its favorite uncle."—Peter V. Brett, New York Times bestselling author of the Demon Cycle series
Into the Labyrinth
Spectra
The Reality
Dysfunction is a modern classic of science fiction from Peter F. Hamilton, an extraordinary feat of storytelling on a truly epic scale. "A space opera that is big, boisterous, and has something for everyone." —Science Fiction Weekly
Space is not the only void. . . In AD 2600 the human race is finally beginning to realize its full potential. Hundreds of colonized planets scattered

across the galaxy host a multitude of prosperous and wildly diverse cultures. Genetic engineering has pushed evolution far beyond nature's boundaries, defeating disease and producing extraordinary spaceborn creatures. Huge fleets of sentient trader starships thrive on the wealth created by the industrialization of entire star systems. And throughout inhabited space the Confederation Navy keeps the peace. A true golden age is within our grasp. But on a primitive colony planet, a renegade criminal's chance encounter with an utterly alien entity unleashes the most primal of humanity's fears. An extinct race which inhabited the

galaxy aeons ago called waves of destruction
it "The Reality Dysfunction." It is that will pit humans
the nightmare which against humans as well
has prowled beside us as dragons against men
since the beginning of the world. Humanity's
history. The Night's very survival is at
Dawn Trilogy The risk The power
Reality Dysfunction to hold the chaos at
The Neutronium bay, the terrible
Alchemist The Naked Go secret that maintains
Mistress of Dragons the balance, rests in
Spectra the hands of a new and
As Anne McCaffrey is inexperienced *Mistress*
to science fiction, of *Dragons* At the
Margaret Weis is to Publisher's request,
fantasy . . . for she this title is being
is the genre's sold without Digital
Mistress of Dragons Rights Management
Mistress of Dragons Software (DRM)
is the first volume in an applied.
epic fantasy trilogy *Time to Murder and*
entitled *The Create Spectra*
Dragonvald. Here is a /Margaret Weis and
world where men and Tracy Hickman An
dragons coexist amid absolutely essential
political intrigue and book for all role-
dark magic, where the players. Very
uneasy balance of appealing to the
power between the two hundreds of
is on the verge of thousands of kids
becoming undone, who have read the
threatening to unleash

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 Maiden of Pain* Rebellion Publishing Ltd. From the bestselling authors of *The Rose of the Prophet* and *The Death Gate Cycle*, the first in a majestic saga of magic, fantasy, and adventure In the enchanted realm of Merilon, magic is life. Born without magical abilities and denied his birthright, Joram is left for dead. Yet he grows to manhood in a remote country village, hiding his lack of powers only through constant vigilance and ever more skillful sleight-of-hand. Forced to kill a man in self-defense, Joram can keep his secret from the townspeople no longer: he has no magic, no life. Fleeing to the Outlands, Joram joins the outlawed Technologists, who practice the long forbidden arts of science. Here he meets the scholarly catalyst Saryon, who has been sent on a special mission to hunt down a mysterious "dead man" and instead finds himself in a battle of wits and power with a renegade

warlock of the dark
Duuk-tsarith caste.
Together, Joram and
Saryon begin their
quest toward a
greater destiny—a
destiny that begins
with the discovery of
the secret books that
will enable them to
overthrow the evil
usurper Blachloch . .
. and forge the
powerful magic-
absorbing Darksword.
Dragon Mage Macmillan
Book four of the
celebrated Deverry
series, an epic
fantasy rooted in
Celtic mythology that
intricately
interweaves human and
elven history over
several hundred years.