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KEY=DRAGONS - MYLA FARMER

Dragons of Autumn Twilight

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

Dragonlance Chronicles, Vol. 1: Dragons of Autumn Twilight

IDW Publishing 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.

Dragons of Summer Flame

Primed for a battle between good and evil, Raistlin, the corrupt mage, returns to the Dragonlance series, along with a new generation of characters, the inheritors of the fabled Heroes of the Lance. Reissue.

Dragonlance Chronicles 1

Dragons of Autumn Twilight

Idea & Design Works Llc 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.

Night of the Dragons

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.

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 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.

Dragons of Deceit

Dragonlance Destinies: Volume 1

Dragonlance Destinies

Triumph of the Darksword

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.

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, haunts 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.

Dragonlance Chronicles 2

Dragons of Winter Night

Idea & Design Works Llc 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 Takhisis 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.

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

Dragons of the Highlord Skies

Lost Chronicles, Volume Two

Wizards of the Coast *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.*

Dragonlance: Dragons of Deceit (Dungeons & Dragons)

Destinies: Volume One

Random House *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.*

Dragon Wing

The Death Gate Cycle, Volume 1

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.*

Dragons of the Dwarven Depths

Lost Chronicles, Volume One

Wizards of the Coast *Tanis Half-Elven... Flint Fireforge... Tasselhoff Burrfoot... 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.*

Nightmare Lands

The Companions separate as the land is torn apart by war, with some journeying to the Icewall, and the others attempting to help an elf princess save her home.

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.

A Rumor of Dragons

Mirrorstone *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.*

Leaves from the Inn of the Last Home

The Complete Krynn Source Book

Wizards of the Coast *Stories about strange adventures in the fictional land of Krynn are accompanied by discussions of the history, culture, music, and cookery of Krynn*

Dragonlance Chronicles

Dragons of autumn twilight

Secret of the Dragon

St. Martin's Press *Skylan Ivorson and the Vindrasi clan embark on a mission to reclaim the spiritbone of a Vektia dragon, which was taken by the traitor Sund, God of Stone, as a token of his new allegiance to the Gods of the New Dawn, enemies of the Vindrasi gods. By the authors of *Bones of the Dragon*. Reprint.*

Knights of the Crown

The Warriors

Wizards of the Coast *The Knights of Solamnia were the greatest order of chivalry in the history of Krynn. All those who wish to become Solamnic Knights must first enter as squires of the Knights of the Crown, with whom they begin their training in the virtue of loyalty. This is the story of Sir Pirvan the Wayward, whose reluctant and inauspicious beginnings as Pirvan the Spell Thief bore few clues to his potential as a Knight of the Crown. Roland J. Green is the author of the Starcruiser Shennandoa and Wandor series and numerous Conan novels, and is coauthor (with Jerry Pournelle) of the Jannisaries series. The Warriors series details the exploits of the heroes and villains of the War of the Lance.*

Dragons of Autumn Twilight

Wizards of the Coast *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 Tasselhoff 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.*

Bones of the Dragon

A Dragonships of Vindras Novel

Macmillan 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.

Test of the Twins

Dragonlance Chronicles, Vol. 2: Dragons of Winter Night TPB

IDW Publishing Adapts the second novel in the *Dragonlance Chronicles Trilogy* 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 four-issue series.

The Door Into Fire

The Tale of the Five, Volume One

Independently Published A sorcerous swordsmith desperate to achieve true power. His stubbornly nonmagical sword. His princely runaway lover. His hungry new fire elemental. Put them all together, and what can possibly go wrong? Herewiss is the only man in centuries to possess the Power of the blue Flame, but he can't use or control it - not even to help his friend and lover Freelorn, prince of Arlen, exiled from his native land and pursued across the Middle Kingdoms by the usurpers' allies. Invoking perilous sorceries and the even more dangerous assistance of the fire elemental Sunspark, Herewiss manages to rout the armies besieging Freelorn and his little band of followers, and free his loved. Together they flee east to seek temporary refuge in the mysterious lands near the edge of the world they know. But now Herewiss faces a devastating choice. His time to master the blue Fire is running out. Should he abandon his fruitless search and join Freelorn in his fight to regain his kingdom? Or should he seek out the ancient keep in the Waste where doors lead into other worlds--perhaps even the door whose use will teach him to control the Power that he must master or die?...*The Door Into Fire*, first novel set in Diane Duane's award-winning Middle Kingdoms universe, opens a fantastic saga of power, magic and friendship that has become a cult classic for its uniquely inclusive take on epic fantasy and its unforgettable characters.

Dragons of Autumn Twilight

Random House Books for Young Readers As darkness threatens to engulf the land of Krynn a group of eight are given the power to save Krynn from the dragons.

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.

DragonLance Chronicles

TSR GAMES/GAMEBOOKS/CROSSWORDS

A Rumor of Dragons

Tale begins in Solace, in the Inn of the Lost Home, with the characters slowly coming into the building to meet once again. They share stories with a mysterious old man and two plainspeople, Goldmoon and Riverwind, who turn out to be very civil.

Whitechapel Gods

Penguin In Victorian London, the Whitechapel section has become a fiery mechanized hell, ruled by two strange gods, until a resistance group, left over from the Uprising, obtains a secret weapon that could finally free them or kill them. Original.

The Seventh Sigil

Macmillan A conclusion to the trilogy that includes *Storm Riders* finds Captain Stephano de Guichen leading the Dragon Brigade to the land of the attacking Bottom Dwellers to unlock the heretical secrets of contramagic that are being used against the rest of humanity.

Time of the Twins

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

The Second Generation

Wizards of the Coast 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.

Dragons of Autumn Twilight

Devil's Due Pub "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--" -- p. [4] of cover.

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.

Storm Riders

Tor Books Daring dragon-riders fight to save a uniquely magical world from destruction by vengeful outcasts, in *Storm Riders* by Margaret Weis and Robert Krammes In a world where magic is intrinsic to the fabric of everyday life, two kingdoms, centuries-long enemies, have long sought a powerful magical weapon that will win them lasting dominance. But neither realm is ready when they are both attacked by the Bottom-Dwellers, a bitter people whose own land was destroyed, and who now live only to take vengeance on those they blame for a wretched life in the storm-tossed abyss they inhabit. Using contramagic strengthened by blood sacrifice to attack the world above, they threaten to bring down whole cities, or even the island kingdoms themselves. Freya and Rosia are forced to put aside their age-old conflict to defend themselves, or risk losing everything. As the Bottom-Dwellers' contramagic eats away at the magic of the dragons that helps protect the world above, a former dragon-riding hero gathers a ragtag group to form a new dragon brigade, the one desperate hope of the two kingdoms to defeat the fiends who threaten their world. As the effects of contramagic bring the world ever

closer to disaster, the new dragon brigade fight the vengeful adversary. Their high-flying heroics will be to no avail, though, unless they can somehow uncover forbidden knowledge, long hidden by the Church, without which they will never be able to prevent the world's destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dragons of a Lost Star

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.