
Dragonlance Chronicles Volume 3

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Chronicles
Volume 3*

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ANDREWS ATKINSON

**Dragons of Summer
Flame** Sovereign Press
(WI)

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.

Dragons of the Dwarven Depths

Wizards of the Coast

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

Relics & Omens Wizards of the Coast

Dhamon Grimwulf continues his quest to find a way to end the curse that is destroying his body and to atone for his past actions, aided by a mad Solamnic Knight and a

wingless draconian.
The Search for Magic
Wizards of the Coast
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*.
[Legends of the Twins](#)
Random House Worlds
The Dragonlance Chronicles enter a new era in this thrilling installment starring the descendants of the Heroes of the Lance. The War of the Lance is long over. The seasons come and go as the pendulum of the world swings. Now it is summer—a hot, parched summer during which the uneasy balance of light and dark begins to shift. The Dark Queen has found new champions in

the Knights of Takhisis. Among them is dark paladin Steel Brightblade, the son of the heroic Sturm Brightblade and the infamous Kitiara Uth Matar. He rides to attack the high Clerist's Tower, the fortress his father died defending . . . Elsewhere, other descendants of the Companions embark on their own journeys: Distraught by a grievous loss, the young Palin Majere seeks to enter the Abyss in search of his lost uncle, the archmage Raistlin. And in Palanthas, a human girl named Usha

comes forward with claims that she is Raistlin's lost daughter. She has fled her home among the Irda, who have unwittingly unleashed the god Chaos upon the world in their desperation to thwart the Knights of Takhisis. The summer will be deadly. But for whom, only the swing of the pendulum will tell. *Dragons of Summer Flame* is the fourth book in the Dragonlance Chronicles and the first installment that follows the Second Generation. *Night of the Dragons*

Wizards of the Coast
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. *The Nightmare Lands*
Wizards of the Coast
Nine short stories and a novel journey to the magical world of Krynn and feature the strange creatures and races of Krynn, along with an appearance by the

Companions of the Lance and the twins Caramon and Raistlin. Reissue.

The Atlas of the Dragonlance World

Wizards of the Coast
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.

Measure and the Truth
Macmillan

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.

Dragonlance Chronicles Volume 3 Mirrorstone

As the Companions struggle to protect a beautiful barbarian princess and her mystical staff, dragons from the distant past, summoned by the Dark Queen, gather to ravage the world of Krynn, and the War of the Lance begins.

The Annotated Legends Turtleback

Books

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

Amber and Ashes

Devil's Due Publishing
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.
Dragonlance Chronicles
 Wizards of the Coast
 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.
The Dragons National
 Geographic Books
 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.

War of the Twins
 Random House Childrens

Books
 The third Dragonlance
 title ever published, now
 available for the first time
 in hardcover.
The Legend of Huma
 Wizards of the Coast
 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.

Dragonlance Tales

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.

Bones of the Dragon
Mirrorstone

A useful accessory for "Dragonlance" game players and a handy reference for "Dragonlance" novel fans, this detailed atlas represents the final authority on the

geography and history of this fantasy world

[Dragonlance Classics](#)

[Volume 3](#) Turtleback

Books

The War of Souls, Volume 1

Dragons of the Highlord Skies

One twin plots in a dark tower, mastering the arcane forces of magic and learning the secrets that will allow him to enter the Portal and challenge the gods themselves. The other twin hides from personal demons at the bottom of a bottle, not yet having

found the courage and wisdom to become whole.

Their legend will change both the history of Krynn and its future. The legends of other heroes stand waiting to be written. Personal journeys, great quests, and heroic sacrifices all lie ahead. Sometimes it is not the world that needs to be saved, but a soul. The River of Time not only provides the chance to find the forgotten history of Krynn, but a chance to visit the world as it might have been. Discover an Ansalon untouched by

Cataclysm, where the Godpriest reigns supreme; visit a magocracy, a land in which the Orders of High Sorcery rule through the power of magic; roam the dragonlands, crushed under the terrible might of the Dark Queen and her dragon highlords. Legends of the Twins is a resource for games set in the world of DragonLance. Inside

one will find information for players, including variant rules for character traits, new feats, prestige classes. New spells and magic items allow characters to journey across the River to Time. Dungeon Masters will discover an amazing wealth of campaign possibilities, including

travel into Ansalon's distant past or many different alternate versions of the world-available to introduce into a current campaign or as a launching point of one that is entirely new. All information within this volume is fully compatible with the revised edition of the d20 System game. Book jacket.