

# The Soulforge The Raistlin Chronicles Volume One

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**Empire of Blood** Richard A. Knaak 2011-12-20 The War of Souls has ended, but Krynn is still rife with conflict. The elven land of Silvanesti is no more, replaced by the minotaur colony of Ambeon. A new emperor sits on the throne in Nethosak, his dark Protectors backed by the magic of the Forerunners. Resistance to the empire is all but crushed. The rebellion's last hope, Faros, struggles with personal demons. But, unexpectedly bolstered by the very gods he has renounced, the legitimate heir rises up against obstacles all too real as well as others fantastical. A plague of abominations descends upon Faros's forces as they storm the capital...forcing a memorable showdown with the evil usurpers. The trilogy that began with dire events of NIGHT OF BLOOD and continued with the epic struggles in TIDES OF BLOOD now arrives at this thrilling conclusion. From the Paperback edition.

**Brothers Majere** Kevin Stein 2012-06-05 Third in the classic Preludes series. First launched over a decade ago, the Preludes series has continued to prove popular with Dragonlance fans. This re-release of Brothers Majere showcases a new look for the forthcoming recovers of the remainder of the series. The title features cover art from lead Dragonlance artist Matt Stawicki and includes a short introduction by New York Times best-selling author Margaret Weis. Before the War of the Lance... Darkness and unrest are growing. People disappear in the night, and there are rumors of foul forces at work. To this land caught in

the grips of a nameless terror come Raistlin and Caramon Majere, two brothers--one a wizard, one a warrior--who are trying to eke out a living on the backroads of Ansalon. Desperate for money, they agree to take on a job in the backwater village of Mereklar. But they soon discover they may be in over their heads. A beautiful noblewoman, a savage beast, the Queen of Darkness, and a spellbound kender will decide the fates of the brothers Majere.

*The Legend of Huma* Richard Knaak 2012-04-17 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. This is his story... at last! Learn of Huma's mysterious origins and his Oath to the Measure, then witness Huma and the Minotaur, Kaz, fight to eradicate treachery among the fabled Knights of Solamnia and the threat posed by Queen of Darkness. Even with the power of the legendary Silver Dragon at their side, Huma and Kaz face overwhelming odds.

**The Soulforge** Margaret Weis 2011-10-11 Discover the early history of Raistlin Majere, one of Dragonlance's most complicated yet beloved characters, in this prequel to the wildly popular Chronicles and Legends series. A mage's soul is forged in the crucible of magic. Raistlin Majere is six years old when he meets an archmage who enrolls him in a school for the study of magic. Weak and frail, and tormented by jealousy and inadequacy compared to his twin brother Caramon, the gifted boy begins to forge his wizarding skills. But shadows are darkening over Raistlin even as the same shadows lengthen over all of Ansalon. As Raistlin's wizarding apprenticeship draws nearer to the end, he must first take the Dread Test in the Tower of High Sorcery. It will change his life forever. *The Soulforge* is the first of two novels in *The Raistlin Chronicles* series, followed by *Brothers in Arms*.

Brief Cases Jim Butcher 2019-06-04 An all-new Dresden Files story headlines this urban fantasy short story collection starring the Windy City's favorite wizard. The world of Harry Dresden, Chicago's only professional wizard, is rife with intrigue--and creatures of all supernatural stripes. And you'll make their intimate acquaintance as Harry delves into the dark side of truth, justice, and the American way in this must-have short story collection. From the Wild West to the bleachers at Wrigley Field, humans, zombies,

incubi, and even fey royalty appear, ready to blur the line between friend and foe. In the never-before-published "Zoo Day," Harry treads new ground as a dad, while fan-favorite characters Molly Carpenter, his onetime apprentice, White Council Warden Anastasia Luccio, and even Bigfoot stalk through the pages of more classic tales. With twelve stories in all, *Brief Cases* offers both longtime fans and first-time readers tantalizing glimpses into Harry's funny, gritty, and unforgettable realm, whetting their appetites for more to come from the wizard with a heart of gold. The collection includes:

- "Curses," from *Naked City*, edited by Ellen Datlow
- "AAAA Wizardry," from the *Dresden Files RPG*
- "Even Hand," from *Dark and Stormy Knights*, edited by P. N. Elrod
- "B is for Bigfoot," from *Under My Hat: Tales from the Cauldron*, edited by Jonathan Strahan. Republished in *Working for Bigfoot*.
- "I was a Teenage Bigfoot," from *Blood Lite III: Aftertaste*, edited by Kevin J. Anderson. Republished in *Working for Bigfoot*.
- "Bigfoot on Campus," from *Hex Appeal*, edited by P. N. Elrod. Republished in *Working for Bigfoot*.
- "Bombshells," from *Dangerous Women*, edited by George R. R. Martin and Gardner Dozois
- "Jury Duty," from *Unbound*, edited by Shawn Speakman
- "Cold Case," from *Shadowed Souls*, edited by Jim Butcher and Kerrie Hughes
- "Day One," from *Unfettered II*, edited by Shawn Speakman
- "A Fistful of Warlocks," from *Straight Outta Tombstone*, edited by David Boop
- "Zoo Day," a brand-new novella, original to this collection

**Time of the Twins** Margaret Weis 2004-03-01 The first title in the second *Dragonlance* novel trilogy is now available for the first time in hardcover.

[What Is Your Quest?](#) Anastasia Salter 2014-11 "What's Your Quest? examines the future of electronic literature in a world where tablets and e-readers are becoming as common as printed books and where fans everywhere are blurring of the positions of reader and author. The magic of Youtube, the iPad, and adventure gaming draws upon a history of convergence in digital storytelling that has evolved alongside computing itself, as new tools and models for interactive narrative and the increased accessibility of those tools have allowed for a broad range of storytellers to build on these emerging models for literary interaction"--

*Prince of Wolves* Quinn Loftis 2011-06-29 Jaque Pierce was an ordinary 17-year-old girl getting ready to

start her senior year in high school in Coldspring, TX when a mysterious foreign exchange student from Romania moves in across the street. Jacque and her two best friends Sally and Jen don't realize the last two weeks of their summer are going to get a lot more interesting. From the moment Jacque sets eyes on Fane, she feels an instant connection, a pull like a moth to a flame. Little does she know that the flame she is drawn too is actually a Canis Lupus, werewolf, and she just happens to be his mate, the other half of his soul. The problem is Fane is not the only wolf in Coldspring. Just as Fane and Jacque are getting to know each other, another wolf steps out to try and claim Jacque as his mate. Fane will now have to fight for the right to complete the mating bond, something that is his right by birth but is being denied him by a crazed Alpha. Will the love Fane has for Jacque be enough to give him the strength to defeat his enemy and will Jacque accept she is Fane's mate and complete the bond between them?

**Dragon Wing** Margaret Weis 2008-12-24 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.

**Flint the King** Mary Kirchoff 2012-06-05 First launched over a decade ago, the Preludes series has continued to prove popular with Dragonlance fans. This digital release of Flint the King showcases a new look that is also reflected in the other recovers of this series. The title features cover art from lead Dragonlance saga artist Matt Stawicki. Before the War of the Lance The peaceful life of Flint Fireforge is disturbed when he is forced to leave Solace and return to his dwarven homeland to investigate his brother's murder. As he delves into the mystery, unexpected allies and unseen enemies join the fight of truth against treachery. Flint soon discovers that to bring his brother's killer to justice, he must either die or

become king. He's not sure which choice might be worse.

**Dragons of the Highlord Skies** Margaret Weis 2009-07-07 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-That, 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.

*Twilight Falling* Paul S. Kemp 2010-04-21 Erevis Cale - simple butler or much, much more? The shadows grow long on the mean streets of Selgaunt... and the sun sets on one man's service to Sembia's merchant lords. The day's end finds Erevis Cale serving a new master, one who is beyond the petty accumulation of wealth. After all, what is gold to one who trades in souls?

**Dragons of Deceit** Margaret Weis 2022-08-02 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.

**Kendermore** Mary Kirchoff 2003 Before the War of the Lance, carefree kender Tasslehoff Burrfoot is enjoying the company of his friends at the Inn of the Last Home when a bounty hunter arrives and charges him with desertion for violating the kender laws of prearranged marriage. But Tasslehoff's intended has pulled a disappearing act of her own. The race is on to see who gets dragged to the altar first in a tale of adventure replete with magic, monsters, and mayhem.

**The Heir Comes Forth** R S Gullett 2017-08 The king has been murdered, a usurper seizes the throne, and the kingdom faces utter destruction unless the true heir can be found. Six individuals from different walks of life are drawn into the quest to find the lost heir and help him in his claim to the throne. A young man seeking adventure, a repentant assassin seeking to find his lost sister, a princess trying to discover her father's killer, a usurper seeking revenge for his family's murder, a young man yearning for approval from his father and seeking his place in the kingdom, and an exiled warrior trying to restore his honor and rescue his beloved. Finally finding the heir, the kingdom is torn apart as people choose whether to support the usurper or the true heir. Each individual is confronted with a choice also: to seek their own or take a chance on faith in something greater.

**Wolf Pack** Edo Van Belkom 2004 Fifteen years after being rescued from a fire and taken in by a forest ranger, four teenage siblings must face kidnapping and possible exposure of their ability to change into wolves.

**The Obsidian Tower** Melissa Caruso 2020-06-02 'This is a truly excellent fantasy and an epic beginning for a new trilogy' Locus One woman will either save an entire continent or completely destroy it in a captivating epic fantasy bursting with intrigue and ambition, questioned loyalties, and broken magic. 'Guard the tower, ward the stone. Find your answers writ in bone. Keep your trust through wits or war--

nothing must unseal the door.' Deep within Gloamingard Castle lies a black tower. Sealed by magic, it guards a dangerous secret that has been contained for thousands of years. As Warden, Ryxander knows the warning passed down through generations: nothing must unseal the Door. But one impetuous decision will leave her with blood on her hands--and unleash a threat that could doom the world to fall to darkness. 'A must-read for lovers of high fantasy' C. L. Polk, World Fantasy Award-winning author Witchmark 'The Obsidian Tower is a masterpiece of character driven fantasy . . . I was enthralled from the first page ' Fantasy Book Review 'With this novel, Melissa Caruso solidifies herself as one of my favourite authors. The Obsidian Tower is a masterpiece of character driven fantasy . . . I was enthralled from the first page' Fantasy Book Review

*Dragonlance Chronicles* Margaret Weis 2010 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.

Dragons of Autumn Twilight Margaret Weis 2008-11-11 Dragons from the distant past gather to engulf the world of Krynn in war.

The Raistlin Chronicles Margaret Weis 2010 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.

Dragons of Summer Flame Margaret Weis 2008-11-11 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.

*Night of the Dragons* Margaret Weis 2008-08-11 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.

The Erevis Cale Trilogy Paul S. Kemp 2010 From the mean streets of Sembia... Erevis Cale might just seem like just another loyal butler for just another wealthy family in the merchant realm of Sembia, but he has always been a whole lot more than that. When the world itself is threatened, Erevis Cale takes it personally, and takes the fight all the way to the Plane of Shadow. This massive trade paperback omnibus edition collects *Twilight Falling*, *Dawn of Night*, and *Midnight's Mask* into one book.

#### **Test of the Twins 2010**

Dragons of the Dwarven Depths Margaret Weis 2009-07-07 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.

War of the Twins Margaret Weis 2004 One hundred years after the fiery Cataclysm, Caramon and Crysania find themselves aiding the mage's unholy quest to master the Queen of Darknss.

Amber and Ashes Margaret Weis 2005 A continuation of the saga of the War of Souls follows Mina as she makes her way through the dangerous chaos of postwar Krynn.

Brothers in Arms Margaret Weis 2011-10-11 The innocence of youth lost in war... In the fiery siege of the city of Hope's End the young mage Raistlin must leave behind his ideals to save himself and his brother. Yet as Raistlin and Caramon train as mercenaries, far away another soul is forged in the heat of battle. Another path is chosen, and a future dragon highlord begins her rise to power. She is Kitiara Uth Matar, the twins' half sister.

Dalamar the Dark Nancy Varian Berberick 2000-01-01 Dalamar Argent, the elf, is only a servant in the house of an elvish lord, not worthy of the High Art of Sorcery. As war simmers on the borders of Silvanesti, Dalamar will find a way to become a wizard. His quest will take him along dark paths toward

an awesome destiny. 2 illustrations.

**Wizard's Curse** Christina Woods 2005 Nearra travels to Icereach in order to find the wizard who is the key to restoring the magical powers which her family lost over three hundred years ago.

**Well of Darkness** Margaret Weis 2009-10-13 Second in line for succession to the throne, Prince Dagnarus will have his crown...and his queen -- though his heart's prize is a married elfin beauty. Let his hated half-brother Prince Helmos and the Dominion Lords dare to oppose him. For Dagnarus's most loyal servant has ventured into the terrible darkness, where lies the most potent talisman in the realm. And once it is in the dark prince's hand, no power will deter his Destiny.

**Dragons of a Fallen Sun** Margaret Weis 2001-01-01 The War of Souls, Volume 1

The Second Generation Margaret Weis 2012-04-10 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.

**Into the Labyrinth** Margaret Weis 2008-12-18 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.

**Dragons of a Vanished Moon** Margaret Weis 2003 A courageous band of heroes joins forces to battle an extraordinary villainess and her powerful army of the dead.

Dragons of the Hourglass Mage Margaret Weis 2009-08-04 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.

**Darkness & Light** Paul B. Thompson 2012-05-29 Before the War of the Lance. The Companions have gone their separate ways, each vowing to return with news of the growing darkness in Ansalon. Sturm Brightblade, a warrior whose honor is his life, and Kitiara, a passionate woman of uncertain loyalties, travel north in search of Sturm's long-lost father. Before they reach their destination, a band of gnomes begs for their help. But nothing with gnomes ever goes as planned. The two adventurers are soon thrown into a perilous adventure that will take them beyond the realms of Ansalon, through love and hate, to darkness and light.

**The Citadel** Richard Knaak 2012-05-08 Weapon of the Dark Queen Against a darkened cloud it comes, framed by thunder and lightning, soaring over the ravaged land: the flying citadel, mightiest power in the arsenal of the dragon highlords. In an age of war, an evil wizard learned the secret of creating these castles in the air and sought to use them to gain power over all Krynn. Against him were ranged a red-

robed magic-user, a cleric, an ancient warrior, and -- naturally -- a kender. Their battle shook the skies of Krynn.

*The Soulforge* Margaret Weis 1999-01 Fantasy roman.

*The Doom Brigade* Don Perrin 2012-01-03 War can get a fellow killed. The fearless draconians of the War of the Lance have retired from the field of battle to a pleasant valley in the Kharolis Mountains. Well, it would be pleasant, if it weren't for some dwarves, whose irritating feuding prevents the draconians from realizing their greatest hope -- the ability to continue their doomed race. When the dwarves discover a map leading to a fortune buried in the dwarven kingdom of Thorbardin, the draconians are swept up in a feverish race for treasure. Little do both sides realize that they are part of the strange and terrible destiny descending upon Krynn during the Summer of Flame. A destiny that includes the children of Chaos . . . the fire dragons! *The Doom Brigade* is the first installment in *The Chaos War* series, stories set during the war of the Dragons of Summer Flame, the New York Times best-selling novel co-authored by Margaret Weis.