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Legends Of The Dragonrealm Richard A Knaak

Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in an eternal conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the Sin War -- the conflict that would forever change

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the destiny of man. Three thousand years before the darkening of Tristram, Uldyssian, son of Diomedes, was a simple farmer from the village of Seram. Content with his quiet, idyllic life, Uldyssian is shocked as dark events rapidly unfold around him. Mistakenly blamed for the grisly murders of two traveling missionaries, Uldyssian is forced to flee his homeland and set out on a perilous quest to redeem his good name. To his horror, he has begun to manifest strange new powers -- powers no mortal man has ever dreamed of. Now, Uldyssian must grapple with the energies building within him -- lest they consume the last vestiges of his humanity.

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In the mist-shrouded haze of the past, the world of Azeroth teemed with wondrous creatures of every kind. Mysterious Elves and hardy Dwarves walked among tribes of man in relative peace and harmony -- until the arrival of the demonic army known as Burning Legion shattered the world's tranquility forever. Now Orcs, Dragons, Goblins, and Trolls all vie for supremacy over the scattered, warring kingdoms -- part of a grand, malevolent scheme that will determine the fate of the world of WarCraft A terrifying upheaval among the highest ranks of the world's Wizards sends the maverick Mage, Rhonin, on a perilous journey into the Orc-controlled lands of

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Khaz Modan. What Rhonin uncovers is a vast, far-reaching conspiracy, darker than anything he ever imagined -- a threat that will force him into a dangerous alliance with ancient creatures of air and fire if the world of Azeroth is to see another dawn.

"Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

A player's omnibus of four original tales traces the game's backstory, from the arrival of the Burning Legion demonic army on the diverse world of Azeroth to the ongoing battle for supremacy between warring kingdoms, in a compendium that includes the titles, Day of the Dragon,

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Lord of the Clans, The Last Guardian, and Blood and Honor. Original. 25,000 first printing.

The fourth and final episode in the Dragonrealm series, chronicling the story of Cabe Bedlam and his war against the evil Dragon Kings. Other titles in the series include Firedrake, Ice Dragon and Wolfhelm.

Diablo: Moon of the Spider

Shadow Steed

World of Warcraft: Dawn of the Aspects

Legacy of Blood

Heroes

A comprehensive resource on the principles and

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techniques of virtual world design and programming covers everything from MUDS to MMOs and MMORPGs, explaining how virtual worlds work, creating games for multiple users, and the underlying design principles of online games. Original. (Advanced)

Since he became the guardian of the Gate between our world and Feirie sixteen hundred years ago, Nick Medea, once Saint George, has battled to keep the darkest Feirie--the Wyld--from invading the mortal plane. With the dragon an unwilling part of him, Nick maintains balance

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between realms, often at great cost to him and those nearest to him. Nick and his ragtag confederates--including the shape-shifter Fetch and Nick's reincarnated love, Claryce--have battled the Wyld, but mortals as sinister as the darkest Feirie. Now, with Prohibition in full swing and bootlegger wars embattling Chicago, a murderous evil born of the mortal world has turned its attention to the power of the Gate...and Nick himself. Nick must turn again to his most untrustworthy ally: the dragon within. Yet even together they may not be enough to face what

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was once a man...but is now a creature even dragons may fear. From the Trade Paperback edition.

For more than sixteen hundred years, Nick Medea has followed and guarded the Gate that keeps the mortal realm and that of Feirie separate, seeking in vain absolution for the fatal errors he made when he slew the dragon. All that while, he has tried and failed to keep the woman he loves from dying over and over. Yet in the fifty years since the Night the Dragon Breathed over the city of Chicago, the Gate has not only

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remained fixed, but open to the trespasses of the Wyld, the darkest of the Feiriefolk. Not only does that mean an evil resurrected from Nick's own past, but the reincarnation of his lost Cleolinda, a reincarnation destined once more to die. Nick must turn inward to that which he distrusts the most: the Dragon, the beast he slew when he was still only Saint George. He must turn to the monster residing in him, now a part of him...but ever seeking escape. The gang war brewing between Prohibition bootleggers may be the least of his concerns. If Nick cannot prevent an

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old evil from opening the way between realms...then not only might Chicago face a fate worse than the Great Fire, but so will the rest of the mortal realm. From the Trade Paperback edition.

The epic fantasy series Legends of the Dragonrealm continues in this omnibus edition by New York Times bestselling author Richard A. Knaak...including three bonus novellas in print for the first time!

When Darkhorse receives word that the son of the great warlock, Cabe Bedlam, has been lured

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into captivity in the land of Zuu, the magical steed determines to rescue his young friend and stop his enemies' sorcery. Original.

World of Warcraft: Wolfheart

Legends of the Dragonrealm: Sword of Ghosts

WarCraft War of the Ancients Archive

The Legend of Huma

WarCraft Archive

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

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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. A team of wizards unite against shape-

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shifting dragons in this fantasy series opener by the New York Times-bestselling author of Firedrake. At long last, the true story of the mage-led rebellion against the Dragon Kings that two centuries later continues to affect all inhabitants of the Dragonrealm! Some two hundred years before Cabe Bedlam was thrust into the machinations of the Dragon Kings, his grandfather Nathan led a band of wizards against the drake lords in the hopes of freeing the realms of their tyrannical rule. Yet, the truth behind that story is not a

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simple one. Here now, is the dawn of the Turning War, a pivotal moment in the Dragonrealm, and the startling creation of the first band to stand against the drake lords: The Dragon Masters . . . The Turning War is a three-volume saga answering many of the questions concerning the Dragonrealm and the Dragon Masters and how those events yet reverberate in the current timeline. Praise for the Legends of the Dragonrealm “Full of energy. . . Great world building [and] memorable characters... It’s easy to see why

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**Richard has enjoyed so much success!” —R. A. Salvatore, New York Times-bestselling author
“Richard’s novels are well-written, adventure-filled, action-packed.” —Margaret Weis, New York Times-bestselling author
“Endlessly inventive. Knaak’s ideas just keep on coming!” —Glen Cook, author of Chronicles of the Black Company**

Fourth in an all-new WORLD OF WARCRAFT series from New York Times bestselling author Richard A. Knaak! THE AGE OF DRAGONS IS OVER. Uncertainty plagues

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Azeroth's ancient guardians as they struggle to find a new purpose. This dilemma has hit Kalecgos, youngest of the former Dragon Aspects, especially hard. Having lost his great powers, how can he—or any of his kind—still make a difference in the world? The answer lies in the distant past, when savage beasts called proto-dragons ruled the skies. Through a mysterious artifact found near the heart of Northrend, Kalecgos witnesses this violent era and the shocking history of the original Aspects: Alexstrasza, Ysera, Malygos,

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Neltharion, and Nozdormu. In their most primitive forms, the future protectors of Azeroth must stand united against Galakrond, a bloodthirsty creature that threatens the existence of their race. But did these mere proto-dragons face such a horrific adversary alone, or did an outside force help them? Were they given the strength they would become legendary for... or did they earn it with blood? Kalecgos's discoveries will change everything he knows about the events that led to the...DAWN OF THE ASPECTS

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**Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the...
WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz**

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-- senses the malice of Grim Batol rising once more to threaten those he holds dear.

Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

Color the World of the Dragonrealm in over 30 single-sided pages! For over 25 years, I've been fortunate enough to have had the pleasure of bringing the Dragonrealm series

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to you, my readers around the world! The saga of the Bedlam family of wizards and enchantresses, the inhuman Gryphon, the fantastical Darkhorse, and the enigmatic and tragic warlock Shade, has been for me a second home. I've received many interpretations of my characters over that time, but here we now have a new look, one that I hope will entertain you as much! In these pages, you'll see all the heroes, villains, and astonishing creatures inhabiting the Dragonrealm and even be able to add your

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**own touch to them! Thanks for letting my
world be part of yours! Best, Richard A.**

Knaak

Black City Demon

Legends of the Dragonrealm

World of Warcraft: Dawn of the Aspects:

Beastmaster: Myth

The Horse King

A CONTINUATION OF THE CLASSIC BEASTMASTER
SAGA... In an epic journey across the mystical lands of Ancor, a
lone warrior confronts a sinister power from beyond the stars --
forced to stake his very survival on the aid of his companions: a

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soaring eagle, a fearsome tiger, and two cunning, quick ferrets. BEASTMASTER MYTH Blessed with an extraordinary gift to commune with animals, yet haunted by his own legacy and tragic past, Dar has become champion of his world and its natural riches. But when an unyielding force of evil and carnage descends upon his gentle existence, he must emerge from a spiritual journey and embark upon a dreadful voyage. Will Dar become the savior Ancor so desperately needs, or will his world be subjected to an evil that leaves no innocent unharmed -- human or beast? And when a striking figure from Dar's past reappears, can she help him salvage his broken spirit?

Sean Russell's acclaimed duology, *The Initiate Brother* and *Gatherer of Clouds*, together in one omnibus edition for the first time! Plague and warfare have swept across the ancient kingdom of

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Wa, devastating the royal line and leaving a new dynasty on the throne—a new Emperor, Akantsu, filled with fear of all who might seek to wrest the Empire from his grasp. Among those out of favor with the new liege is the Order of the Botahist Monks, whose mystical powers have enabled them to hold positions as Spiritual Advisors to the Imperial court for nearly ten centuries. But Emperor Akantsu fears none so greatly as he does Lord Shonto, the brilliant leader of the most important of the old families, whose influence could rally the Great Houses against the throne, and whose adopted daughter, the beautiful and talented Lady Nishima, is the last surviving member of the old royal family. Sent to be military governor of a northern border province long threatened by barbarian invaders, Lord Shonto knows he is being lured to his death. But Akantsu has underestimated his foe, for not only is Lord Shonto the

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greatest military genius of the age, but he has with him a Spiritual Advisor from the Botahist Order—a young man gifted with extraordinary martial arts skills and magical abilities, Initiate Brother Shuyun. And even Lord Shonto does not realize the true potential of this young monk. Only time will reveal that Shuyun's magical powers have not seen their equal in nearly a thousand years—not since the Perfect Master himself walked the paths of the Empire

THE AGE OF DRAGONS IS OVER. Uncertainty plagues Azeroth's ancient guardians as they struggle to find a new purpose. This dilemma has hit Kalecgos, youngest of the former Dragon Aspects, especially hard. Having lost his great powers, how can he—or any of his kind—still make a difference in the world? The answer lies in the distant past, when savage beasts called proto-

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dragons ruled the skies. Through a mysterious artifact found near the heart of Northrend, Kalecgos witnesses this violent era and the shocking history of the original Aspects: Alexstrasza, Ysera, Malygos, Neltharion, and Nozdormu. In their most primitive forms, the future protectors of Azeroth must stand united against Galakrond, a bloodthirsty creature that threatens the existence of their race. But did these mere proto-dragons face such a horrific adversary alone, or did an outside force help them? Were they given the strength they would become legendary for...or did they earn it with blood? Kalecgos's discoveries will change everything he knows about the events that led to the...DAWN OF THE ASPECTS

PART I The former Dragon Aspects are on the brink of going their separate ways to forge new destinies. As Kalecgos ponders the uncertain future awaiting his kind, he uncovers a mysterious artifact

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that allows him to see through the eyes of his late predecessor, Malygos. Intense visions bombard Kalecgos, transporting him to a time when the original Aspects were no more than primitive proto-dragons. Across ancient Kalimdor's northern plains, they fought for survival against each other and a terrifying creature that dominated the era: the Father of Dragons, Galakrond. But many questions remain for Kalecgos. What are the origins of this strange artifact? Are its visions a gift, or a curse?

Presents a collection of short stories set in the Warcraft universe.

At long last, the story behind the mage-led rebellion against the rule of the Dragon Kings. The gripping conclusion to The Turning War trilogy! The Turning War is a three-volume saga that answers many of the questions about the beginnings of the Dragonrealm, the Dragon Masters, and the events that continue to reverberate in the

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current timeline. With the rebellion in dire straits, Nathan Bedlam and the Gryphon turn to a desperate spell that may win them the war, but cost them their souls. But an even darker threat lurks behind the scenes, an ancient evil whose resurrection is being instigated by none other than Nathan's son, Azran and his sinister creation, a magical blade housing a malevolent mind of its own . . .

Legends of the Dragonrealm: Shade

Legends of the Dragonrealm: The Gryphon Mage

Black City Dragon

Warcraft: Day of the Dragon

The Horned Blade (The Turning War Book Three)

Since the beginning of time, the angelic hosts of the High Heavens and the demonic hordes of the

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Burning Hells have been locked in a struggle for the fate of all Creation. That struggle has now come to the mortal realm...and neither Man nor Demon nor Angel will be left unscathed... Norrec Vizharan has become a living nightmare. While on a quest to find magical treasure, the soldier of fortune discovers an artifact beyond his wildest dreams: the ancient armor of Bartuc, the legendary Warlord of Blood. But the mysterious armor soul. Now, pursued by demons who covet the dark armor for their own devices, Norrec must overcome a bloodlust he can scarcely control and learn the truth about his terrifying curse

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before he is lost to darkness forever... An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated electronic game from Blizzard Entertainment. Intended for mature readers.

Following the death of the Dragon Emperor, all hope for the future lies with the deceased sovereign's hatchlings, who are protected by a human warrior, his sorceress wife, and his best friend, Gryphon, against the dark god Ravager

*Legends of the Dragonrealm Richard a Knaak
New York Times-bestselling Tad Williams' landmark*

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epic fantasy saga of Osten Ard begins an exciting new cycle! “One of my favorite fantasy series.”

—George R. R. Martin • “Groundbreaking.” —Patrick Rothfuss • “One of the great fantasy epics of all time.” —Christopher Paolini Tad Williams introduced readers to the incredible fantasy world of Osten Ard in his internationally bestselling series *Memory, Sorrow, and Thorn*. The trilogy inspired a generation of modern fantasy writers, including George R.R. Martin, Patrick Rothfuss, and Christopher Paolini, and defined Tad Williams as one of the most important fantasy writers of our time. **BOOK TWO:**

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STONE OF FAREWELL It is a time of darkness, dread, and ultimate testing for the realm of Osten Ard, for the wild magic and terrifying minions of the undead Sithi ruler, Ineluki the Storm King, are spreading their seemingly undefeatable evil across the kingdom. With the very land blighted by the power of Ineluki's wrath, the tattered remnants of a once-proud human army flee in search of a last sanctuary and rallying point—the Stone of Farewell, a place shrouded in mystery and ancient sorrow. An even as Prince Josua seeks to rally his scattered forces, Simon and the surviving members of the

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League of the Scroll are desperately struggling to discover the truth behind an almost-forgotten legend, which will take them from the fallen citadels of humans to the secret heartland of the Sithi—where near-immortals must at last decide whether to ally with the race of men in a final war against those of their own blood. After the landmark Memory, Sorrow, and Thorn trilogy, the epic saga of Osten Ard continues with the brand-new novel, The Heart of What Was Lost. Then don't miss the upcoming trilogy, The Last King of Osten Ard, beginning with The Witchwood Crown! Praise for Osten Ard:

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"Inspired me to write my own seven-book trilogy.... It's one of my favorite fantasy series." —George R. R. Martin, New York Times-bestselling author of A Game of Thrones "Groundbreaking...changed how people thought of the genre, and paved the way for so much modern fantasy. Including mine." —Patrick Rothfuss, New York Times-bestselling author of The Name of the Wind "Tad Williams is a master storyteller, and the Osten Ard books are his masterpiece." —Brandon Sanderson, New York Times-bestselling author of Mistborn "Memory, Sorrow, and Thorn is one of the great fantasy epics

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*of all time." —Christopher Paolini, New York Times-
bestselling author of Eragon*

*The Grey are the legends of our imagination—but
now, through one man, they seek to live. From New
York Times and USA Today bestselling author*

*Richard Knaak comes a tale of the Grey. They are
the shadows we see out of the corner of our eyes,
the visions flickering past in the middle of the night.
They are the elves, the fairies, and the other legends
of our minds. They are the Grey. They are all around
us, and they are a part of us, forever tied to our
innermost thoughts. They seek to be truly real, to*

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*truly live, and for that they need a human anchor, a false king—one who can give them substance. In Chicago, unsuspecting Jeremiah Todtmann has been chosen for that role. But even as he tries to come to grips with the existence of the Grey themselves, he will soon discover that while some represent the harmless dreams of men—there are others that are men's most deadly nightmares. Book Two of Memory, Sorrow, and Thorn
Legends of the Dragonrealm: Dragon Masters*

City of Shadows Book One

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Mystic Warrior

Night elf high priestess Tyrande Whisperwind receives a vision about a reluctant human king of Stormwind, who resists an alliance with the worgen to combat the warchief Garrosh Hellscream.

This omnibus contains the last two complete novels and three bonus novellas in the Dragonrealm series. Includes Dragon Tome, in which an explorer to the land of dragons finds himself in the middle of a struggle between the holder of a book of spells, the wizards, and a Dragon King. In The Horse King, Cabe and his friends join to defeat a mad warlord,

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only to find there is a more dangerous foe from beyond.

Princess Ce'Nedra joins the young farm boy, Garion, in the struggle to find the magical Orb and defeat the power of an evil sorcerer

New York Times bestselling author Richard A. Knaak's unforgettable Legends of the Dragonrealm series continues with this spellbinding tale of a powerful sorcerer trapped in a purgatory of his own making. Survivor of a once-mighty race of sorcerers, the spellcaster known to those of the Dragonrealm simply as Shade struggles to find an end to the

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curse he brought upon himself millennia ago in his hope to escape death . . . and worse. Instead of immortality, he was condemned to an endless series of lives alternating between darkness and light, with “death” only resurrecting him over and over. His blurred features and unstable but terrible powers a threat to friend and foe alike, the hooded sorcerer must defy not only those who would manipulate him, but also his very self. Worse, he must do so always aware that even the land itself may have sinister designs upon him. . . .

* In the realms of Dragonlance, the tale of one knight

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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. * Collecting all six issues of the

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comic book adaptation of the much loved novel, Dragonlance: The Legend of Huma.

Designing Virtual Worlds

Legends of the Dragonrealm: The Horned Blade
Magician's Gambit

The Initiate Brother Duology

The Dragonrealm Wolfhelm

An omnibus containing two complete novels and three bonus novellas by the best-selling author of the Dragonrealm series includes The Crystal Dragon, in which a wizard must sacrifice himself to a dragon to defeat two horde groups; and The

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Dragon Crown, in which Cabe confronts an old enemy to protect a young emperor. Original. A collection of five fantasy novellas set in a world of dragons, sorcery, ghosts, and more, by the New York Times–bestselling author of Shade. Here, collected together for the first time, are five novellas featuring the characters that have drawn readers to the Dragonrealm over and over again. Includes two brand new stories never before seen in print, highlighting the fantastical Darkhorse and the warlock Shade. For over twenty-five years, the Dragonrealm has drawn in readers from around the

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world. Featuring the struggle not only between the drake lords and the human race, but the mysterious and often sinister secrets against which sometimes, even enemies must stand together.

Contains: Dragon Master A Wolf in the Fold A Game of Ghosts Cut from the Same Shadow Founders and Fools Praise for the Legends of the Dragonrealm

“Full of energy. . . . Great world building [and] memorable characters . . . It’s easy to see why Richard has enjoyed so much success!” —R. A. Salvatore, New York Times–bestselling author
“Richard’s novels are well-written, adventure-filled,

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action-packed.” —Margaret Weis, New York Times–bestselling author “Endlessly inventive. Knaak’s ideas just keep on coming!” —Glen Cook, author of Chronicles of the Black Company

Since the beginning of time, the angelic forces of the High Heavens and the demonic hordes of the Burning Hells have been locked in the Eternal Conflict for the fate of all Creation. That struggle has now spilled over into Sanctuary -- the world of men. Determined to win mankind over to their respective causes, the forces of good and evil wage a secret war for mortal souls. This is the tale of the

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Sin War -- the conflict that would forever change the destiny of man. Bent on destroying the evil cult of the Triune, Uldyssian does not yet suspect that Inarius -- secret Prophet of the Cathedral of Light -- has been subtly aiding his quest. Obsessed with restoring Sanctuary to its former glory, Inarius has been playing Uldyssian against the two great religions in a reckless attempt to topple them both. But another player has slipped back into the equation. The demon Lilith, once Inarius's lover, seeks to use Uldyssian as her own pawn in a scheme to turn humans into an army of naphalem

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-- godlike beings, more powerful than any angel or demon, who could overturn all Creation and elevate Lilith to supreme being. An original tale of swords, sorcery, and timeless struggle based on the bestselling, award-winning M-rated computer game from Blizzard Entertainment. Intended for mature readers.

As a band of wizards battles evil, a hero rises among them in this fantasy adventure by the New York Times–bestselling author of Firedrake. Nathan Bedlam has managed to free most of the human mages from the Dragon Kings' control, but the

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struggle against the drake lords has not gone well. With treachery at every turn, Nathan knows that the only hope the rebels have is to seize Penacles, the City of Knowledge. Yet, doing that will require forcing the Gryphon to realize the power within him, a power that may also prove to be the rebellion's downfall . . . The Turning War is a three-volume saga answering many of the questions concerning the Dragonrealm and the Dragon Masters and how those events yet reverberate in the current timeline. Praise for the Legends of the Dragonrealm "Full of energy. . . . Great world

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building [and] memorable characters . . . It's easy to see why Richard has enjoyed so much success!"

—R. A. Salvatore, New York Times–bestselling author “Richard’s novels are well-written, adventure-filled, action-packed.” —Margaret Weis,

New York Times–bestselling author “Endlessly inventive. Knaak’s ideas just keep on coming!”

—Glen Cook, author of Chronicles of the Black Company

A historical urban fantasy set in Prohibition-era Chicago, which combines action, mystery, and romance against a backdrop of gangland wars and

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the threat of supernatural horror. For sixteen hundred years, Nick Medea has guarded the gate between our world and Feirie, preventing the Wyld--the darkest Feirie of all--from coming into Chicago to find human prey. But since he defeated Oberon, more and more Wyld have been slipping through. Nick and his Feirie companion, the shapeshifter, Fetch, have been busy hunting them down. Nick keeps coming across the Dacian Draco, the sign of his ancient enemy Galerius, including a tattoo worn by a human thug. Unfortunately, every trail ends as if years old. Claryce, Nick's

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reincarnated love, has narrowly escaped two attempts on her life, and when Nick sees her wearing a broach with the Draco on it, he knows they must look more deeply into her former lives. With Wyld and gangsters wreaking havoc in Chicago, Nick and Claryce must confront the secrets of their pasts if they are to have any hope of finding out Galerius's plans before it's too late to stop them. Nick will need the help of all his friends, both human and Feirie, and the powers of the dragon within him, to keep Galerius from endangering the gate, Chicago, and all of

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humanity.

King of the Grey

Cut from the Same Shadow and Other Tales

An Adult Coloring Book

Black City Saint

The Complete Tolkien Companion

For all those who journey to J.R.R. Tolkien's Middle Earth, here is the complete guide to its lands, legends, histories, languages, and people. The Complete Tolkien Companion explains, translates, and links every single reference - names, dates, places, facts, famous weapons, even food and drink - to be found in Tolkien's world, which includes not only The

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Hobbit and The Lord of the Rings but also The Simarillion and many other posthumously published works. A detailed explanation of the various Elvish writing systems, together with maps, charts, and genealogical tables, bring the remarkable genius of Tolkien and the unforgettable world and wonder of Middle Earth to life with focus and accuracy. Presented in alphabetical order for quick and easy reference, this is an indispensable accompaniment for anyone who embarks on the reading journey of a lifetime. First published in 1976, this edition has been fully revised and updated for a new century of Tolkien lovers.

SWORD OF GHOSTS The City of Knowledge lies conquered, its longtime ruler, the Gryphon, now in exile as the Aramites

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continue their quest to finally extend their mastery to the Dragonrealm. With Shade and Valea lost in the world of Nimth --- birthplace of the dread Vraad sorcerers --- Cabe and Gwen Bedlam must turn to others not only to stop the wolf raiders' advances, but combat a vengeful undead dragon seeking Cabe. All this, as the countless spirits once enslaved by the Lords of the Dead now spread unchecked across the lands, some with sinister intentions of their own. But as the Aramite Orril D'Marr pursues his own twisted vendetta against the Gryphon and Shade must confront horrible secrets from his past that still reach out from Nimth, Cabe finds himself in the worst of nightmares as he seeks a monstrous weapon that may be the heart of all the threats. To not only find it but also survive its

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dark power, the mage must join forces with his greatest fear, his greatest hatred, in the form of a ghostly sorcerer whose bloody legacy has hung over Cabe for all his life. His father, the infamous Azran Bedlam. **SWORD OF GHOSTS**

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Diablo: The Sin War #2: Scales of the Serpent

World of Warcraft: Night of the Dragon

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