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KEY=LYNN - CARLO SCHWARTZ

Planeswalker

Urza Triumphant. The war between Urza and Mishra is over. Brooding on the death of his brother at the hands of extraplanar forces, Urza drifts among the planes. But the end of the Brother's War has transformed him into something greater. Deep within his heart, a spark has been kindled to a flame that cannot be quenched. Urza has become a planeswalker.

Artifacts

Cycle II

An omnibus of the final three novels in the popular series includes the titles Planeswalker, Time Streams, and Bloodlines and finds Urza transformed by his war with Mishra and seeking out the corrupting power of the Phyrexia in order to avenge his brother's death. Original.

Planeswalker

Wizards of the Coast Urza Triumphant The war between Urza and Mishra is over. Brooding on the death of his brother at the hands of extraplanar forces, Urza drifts among the planes. But the end of the Brothers' War has transformed him into something greater. Deep within his heart, a spark has been kindled to a flame that cannot be quenched. Urza has become a planeswalker.

Artifacts Cycle

The Thran. I.

"Before planeswalkers, before the five colors of magic, before history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its arms across space and time: the hideous evil of Phyrexia was born. And in its wake arose a mighty conflict between the brothers Urza and Mishra, a battle of titanic engines that scarred an entire plane and that altered the course of history. So begins the saga of the brothers' war"--P. [4] of cover.

The Brothers' War

Wizards of the Coast The Myth. The Magic. Dominarian legends speak of a mighty conflict, obscured by the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titantic engines that scarred and twisted the very planet. Of a final battle that sank continents and shook the skies. The saga of the Brothers' War.

Time Streams

Wizards of the Coast Urza's Legacy Unfolds Urza Planeswalker has enlisted the most brilliant minds from across Dominaria to study at his academy on Tolaria. Together they work to bring to life the greatest artifact weapon Urza has ever devised, hoping to use it to defend their home from an imminent Phyrexian invasion. But treachery and tragedy stalk the tiny island, as Urza and his followers seek to manipulate time itself.

Bloodlines

Wizards of the Coast Blood has been spilled. Battle lines have been drawn. Time is getting short as Tolaria races to find the one who will wield the power of the Legacy. Deep in the inner circle, the dark lord Yawgmoth sends out an edict: Kill Urza Planeswalker. From the bloodlines of the Benalish plains, a hero is born.

Agents of Artifice

A Planeswalker Novel

Wizards of the Coast In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on Magic: The Gathering® is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That's all about to change. When Lilliana, a dark temptress with demons of her own (quite literally), comes into his life, she brings with her more

possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

The Thran

Wizards of the Coast Before the Brothers' War. Before the five colors of magic. Before history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its arms across space and time. The hideous evil of Phyrexia was born.

Test of Metal

A Planeswalker Novel

Wizards of the Coast Walk the Blind Eternities! The New York Times best-selling author Matthew Stover brings his razor-sharp prose and hard-hitting characterization to the Multiverse of Magic: The Gathering®. From the ashes of defeat, the planeswalker Tezzeret will rise again. Beaten to within an inch of his life and left for dead by the psychic sorcerer Jace Beleren, Tezzeret has lost control of the Infinite Consortium—an interplanar cabal he built from the ground up to achieve the sort of power and influence few in the Multiverse have ever achieved. Now he must turn to a former enemy for help: the dragon Nicol Bolas, perhaps the only being in the Multiverse powerful enough to get him back on his feet.

Dissension

Ravnica Cycle

Wizards of the Coast Dissension brings to a close the adventure and further explores the radically new and intriguing area of Magic: The Gathering® first introduced in Ravnica. This novel previews the newest trading card game expansion set to be released in June. From the Paperback edition.

And Peace Shall Sleep

And Peace Shall Sleep

Harper Voyager Hired by the elf community to stir up trouble along the Icatian-Goblin border, Reod Dai knows that dragon eggs are the ideal weapons in the situation, but when the elves cancel their contract with Dai, he must find another use for the dragon eggs--before they hatch. Original.

Scars of Mirrodin: The Quest for Karn

Wizards of the Coast Mirrodin—a world of living metal, an artificial ecosystem created by the Planeswalker Karn to support organic life—is on the cusp of cataclysm. When the Planeswalker Venser goes in search of his former mentor, he learns Karn's life hangs in the balance—and with him the entire plane of existence. For fans of the mega-selling trading card game, Magic: the Gathering®, the full story behind Scars of Mirrodin, a revisitation one of Magic's most popular settings.

Rifkind's Challenge

Tor Books Rifkind, a warrior sorceress in a barbarian world, seeks her fate as the true-born Daughter of the Bright Moon in this standalone follow-up to The Black Flame. In a desert world ruled by men, Rifkind has always been one apart. A chieftain's daughter, she learned to wield a sword while all other women were bound by tribal custom to children and the cooking fire. But when her clan was massacred, she set forth on a quest for her destiny in savage lands ruled by magic and the sword. For a while she had thought that she had found a home. She practiced the healing arts and raised her son. But now she has once again heard a personal call to arms, a call to leave behind the safety of her home. She will once again take up the way of the sword, the way of sorcery. And this time she is not alone. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

War of the Spark: Ravnica (Magic: The Gathering)

Del Rey NEW YORK TIMES BESTSELLER • Experience the first official adventure in Magic: The Gathering's multiverse in nearly a decade as the ultimate battle begins on Ravnica. Teyo Verada wants nothing more than to be a shieldmage, wielding arcane energies to protect his people from his world's vicious diamondstorms. When he's buried alive in the aftermath of his first real tempest, the young mage's life is about to end before it can truly begin—until it doesn't. In a flash, a power he didn't know he had whisks him away from his home, to a world of stone, glass, and wonder: Ravnica. Teyo is a Planeswalker, one of many to be called to the world-spanning city—all lured by Nicol Bolas, the Elder Dragon. Bolas lays siege to the city of Ravnica, hungry for the ultimate prize: godhood itself. His unparalleled magic and unstoppable army appear poised to bring the city to utter ruin. Among those who stand in the way of Bolas's terrifying machinations are the Gatewatch, Planeswalkers sworn to defeat evil, no matter where it's found. But as they work to unite the other mages and mount a defense of the city and its people, the terrifying truth of Bolas's plan becomes clear. The Elder Dragon has prepared a trap to ensnare the most powerful mages from across the Multiverse—and it's too late to escape. As forces great and small converge on the city and the battle rages, the stakes could not be higher. If the Gatewatch falters and the Planeswalkers fail, the curtain will fall on the age of heroes—and rise on the infinite reign of Nicol Bolas.

Nemesis

On the artificial plane of Rath, staging ground for invasion, the Phyrexians prepare to stop their greatest enemy. A "Magic: The Gathering" novel.

Shadowmoor

A compilation of short fiction spanning the world of Lorwyn includes the saga of a high-ranking elf disfigured in battle, who must accept help from those he despises or face death at the hands of his own people, who refuse to accept any of those deemed flawed, in an anthology that includes a novella by Cory J. Herdon and Scott McGough. Original.

The Nether Scroll

When his teacher, Ansoain, is murdered and her son, Galimer, is taken hostage, Druhallen, a young apprentice magician, and his companions brave the perilous ruins of Dekanter to find a missing artifact, avenge Ansoain's death, and rescue her son. Original.

Invasion

Wizards of the Coast The Phyrexian nightmare begins. Dominaria faces its biggest threat—an invasion by its greatest enemy, an attack planned for eons by merciless foes. No one is exempt from their terror. No land is safe from their onslaught. In the shadow of the Phyrexian horde, Dominaria has but one hope—the Weatherlight and her crew. The time has come to defend hearth and home from invasion.

Odyssey

Champions from each of the five schools of magic compete for the ultimate prize, the "Mirror of Desires," a mysterious artifact that holds the key to preserving the tenuous balance of power between the five schools. Original.

The Eternal Ice

Thousands of years after the explosion at Argoth ended the Brothers' War, ice has covered the world of Dominaria and the strong have turned to barbarism. Lim Dul, a necromancer with a taste for power, seeks to awaken a deeper evil. Included is a map of Terisiare during the Ice Age. Ties in to the card game.

The Art of Magic: The Gathering - Dominaria

Perfect Square Magnificent hardcover art books featuring the incredible images and lore of Magic: The Gathering®! Step aboard the legendary airship Weatherlight and explore Dominaria, an ancient world whose stories are known throughout the Multiverse. Dominaria has weathered one apocalypse after another and emerged into a time of rebirth and renewal. In these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®, you can step into the world where it all began. Whether Dominaria is new to you or as familiar as an old friend, you'll find enough lore and legends here to make you feel at home. A new age is dawning on Dominaria. Come and be a part of it!

Jerlayne

D A W Books, Incorporated Jerlayne, the youngest child of Elfin heroine Elmeene, ventures through the Veil that separates the worlds of Faerie and humans in order to unlock mysterious secrets that date back to the very origins of Faerie and that now once again threaten the realm. Original.

Distant Planes

An Anthology

Harper Prism An anthology of seventeen short fantasy stories takes place in the magical world of Dominia and includes the works of such authors as Michael Stackpole, Robert Vardeman, and other masters of the genre

Future Sight

Wizards of the Coast Returning to the popular world of Dominaria for the first time in years, the Time Spiral Cycle centers on Teferi Planeswalker, a well-loved character with a rich history in Magic: The Gathering. This title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike. As with previous Magic titles, Future Sight previews the latest Magic card set release by giving readers the first look at what will be coming out in the set.

Deckade

10 Years of Decks, Thoughts, and Theory!

To Be Continued LLC

Guildpact

Ravnica Cycle

Wizards of the Coast One guild ravages the streets. Teysa leads another to "cleanse" them. And Agrus Kos doesn't give a damn. But as he watches the guilds nip and tear at each other like snakes . . . something clicks. Now his mind is clear, as are his options. A disaster grows under the city's crowded streets. He knows what he must do. From the Paperback edition.

Throne of Eldraine: The Wildered Quest

Wizards of the Coast In the exciting new story of Magic's latest release, Throne of Eldraine, the young warrior-mage twins Rowan and Will Kenrith quest for their missing father, High King Kenrith. Venturing far from the safety of the Realm, their search takes them deep into the Wilds—a hostile land of faeries, monsters, and untamed magic. A chance encounter with the wily and inscrutable shapeshifter Oko seems somehow connected, but memory of the Fey trickster flits away with a wink. Beleaguered by unclear recollections and pursued relentlessly by Garruk, a cursed hunter stalking Planeswalkers across the Multiverse, can the royal scions unravel the mystery of their father's disappearance and restore him to his rightful throne before his absence shatters the peace of their home?

Journey Into Nyx, Godsend Part II

Godsend

Wizards of the Coast Elspeth's trials in Theros continue... In a realm where fickle gods fight for the devotion of mortals, the Planeswalker Elspeth has risen to become the champion of the sun god Heliod, who transformed her legendary sword into a spear named "Godsend." As Elspeth defends the city Akros from minotaur hordes, she uncovers a horrible truth: If the machinations of the satyr Planeswalker Xenagos come to fruition, he'll ascend to godhood and threaten the entire realm of Theros. Made a pariah by Xenagos, an exiled and hated Elspeth fights for her life. As she hunts Xenagos, Elspeth must attempt to breach Nyx, the realm of night...and the home of the gods.

Scourge

Out of the devastation, destruction, and chaos of the fierce struggle between Phage and Akroma a new force is born, as Kamahl confronts his greatest foe--Karoma the destroyer. Original.

The Purifying Fire

A Planeswalker Novel

Wizards of the Coast Award-winning author Laura Resnick brings readers into the adventures of Chandra Nalaar, a young and impulsive mage on a collision course with destiny. The novel that begins the story of Chandra Nalaar, the impulsive young fire mage whose exploration of the multiverse and the extent of her own volatile power draws the attention of an ancient faith that sees her as a herald of the apocalypse. Will she control her own destiny, or suffer the will of others? From the Trade Paperback edition.

Alara Unbroken

A Novel of Magic: The Gathering

Wizards of the Coast Once upon a time, the plane of Alara was shattered into five planes, each distinctly populated with relative mono-magical culture that reflects each of the five colors. Now, the planes are beginning to realign and merge once more. As nefarious forces work to hasten the cataclysmic realignment for their own gain, the populations of once ordered planes struggle to come to terms with a new planar order in which long separated struggles between opposite clash once more; martyrs face executioners, fire and water, earth and air, growth and decay, the innate versus the artificial. Amid this chaos, Ajani, a fierce leonin planeswalker, struggles to bring justice and resolution to his brother's death. Noble warrior Rafiq searches for the source of the of this evil that has invaded his world. And Sarkhan Vol, planeswalker and dragon hunter, taps into a power so pure and ancient, it threatens to consume him even as he revels in its unadulterated totality. An action packed story from the mind of one of the creators, Doug Beyer opens up the Shards of Alara(TM) set like no one else can. From the Paperback edition.

The Moons of Mirrodin

This first novel in a new trilogy tied to a Magic: The Gathering trading card set takes place on a world beyond imagination in which an orphaned elf must make her way, seeking the secrets of her past. Original.

Zendikar

In the Teeth of Akoum

In Zendikar, a land of danger and adventure, Nissa Revane, a planeswalker and proud elf warrior, and Sorin Markov, an ancient vampire planeswalker, must join forces to stop the dreaded Eldrazi from escaping from their mystical prison. Original.

Planeshift

Wizards of the Coast The first wave is over, but the invasion rages on. In the midst of all-out war, the ground shifts and moves. Millions upon millions of invaders appear out of nowhere as the artificial plane of Rath overlays Dominaria, covering the natural landscape with the unnatural horrors of Phyrexia. There is no rest for the wicked.

The Cursed Land

Harper Voyager Fantasy roman.

Dark Legacy

Dark Legacy

HarperEntertainment This bestselling series is a hit with fans of the mega-bestselling role-playing game system MAGIC: The Gathering. In this tenth book, readers encounter a new set of wonders in a place called Dominica.

Harrow County Volume 4: Family Tree

Dark Horse Comics The Southern horror series continues and is now under development for a SyFy Network television show! Emmy believes she is one of a kind, that there is no one else in the world quite like her. As strangers arrive in Harrow County, though, she discovers just how wrong she is. Are these beings--each possessing strange and ghastly supernatural abilities--her family? Collects the Dark Horse comic series Harrow County #13-#16. Praise for Harrow County from those who know their way around a good horror story! "Genuinely creepy and engaging, plus delicious art." -Mark Millar (Kick-Ass) "Harrow County #1 is worth checking out if you're a horror comic fan!" -Clive Barker (Hellraiser) "A rare thing, both wonderfully charming and genuinely disturbing." -Mike Mignola (Hellboy)

The Fifth Dawn

Mirrodin Cycle

Wizards of the Coast An enemy beyond evil... Whose eye sees into every corner of Mirrodin. Whose ambition strides across the planes. Whose foe is a lonely elf and her loyal goblin companion. The fury of Memnarch is turned against Glissa and Slobad as they make their way across Mirrodin in search of new allies. From the city of the leonin to the dark fortress Panopticon, their travels range until they come face to face with the creator of Mirrodin himself. And from his lips they will hear the prophecy that can remake their world.

War of the Spark: Forsaken (Magic: The Gathering)

Del Rey Return to the multiverse of Magic: The Gathering as the hunt for Liliana Vess is on in the aftermath of the War of the Spark. The Planeswalkers have defeated Nicol Bolas and saved the Multiverse—though at grave cost. The living have been left to pick up the pieces and mourn the dead. But one loss is almost too great to bear: Gideon Jura, champion of justice and shield of the Gatewatch, is gone. As his former comrades Jace and Chandra struggle to rebuild from this tragedy, their future, like the future of the Gatewatch, remains uncertain. As the Gatewatch's newest member, Kaya aims to help write that future. In joining, she pledged an oath to protect the living and the dead, but now that oath will be tested. The grieving guild masters of Ravnica have tasked her with a grave mission suited to her talents as a hunter and assassin—a mission she is ordered to keep secret from the Gatewatch. She must track down and exact retribution on the traitor Liliana Vess. But Liliana Vess has no interest in being found. Forsaken by her friends, she fled Ravnica after the defeat of Bolas. She was hostage to his wicked will, forced to assist in his terrible atrocities on pain of death—until Gideon, the last one who believed in her goodness, died in her place. Haunted by Gideon's final gift, and hunted by former allies, Liliana now returns to a place she'd thought she'd never see again, the only place she has left: home.