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*Dragonlance Campaign
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The Legend of Huma Wizards of the Coast

Presents the history of the war between the followers of Takhisis and the minions of Paladine with tales told from the perspective of some of the supporting characters.

Time of the Twins Wizards of the Coast
Forgotten Realms creator Ed Greenwood opens the adventures of an unlikely new band of heroes who get into a bit more trouble than usual in the fabled port city of Waterdeep, but soon discover some of the seedier corners of the wider Realms — the hard way! Joined by artist Lee Ferguson and Sal Buscema, this new series kicks off a deadly tale with a kidnapping that is more — and less — than it seems.

Dragonlance: Shadow of the Dragon Queen (Dungeons & Dragons Adventure Book) TSR

Fantasirollespil.

Holy Orders of the Stars Sovereign Press (WI)

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.

Kagonesti Wizards of the Coast
Continues the adventures of the Companions of the Lance through the remote dwarven kingdom, where they search for a long-lost artifact, and Flint struggles with his own inner conflict.

The Annotated Chronicles 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.

Brothers Majere WestBow Press

In a world ravaged by war, the actions of heroes can have world-altering stakes.

Defend the people of Kalamon against seemingly insurmountable odds as Krynn prepares for war. The Dragon Armies are on the march, their ranks swelled by ogres, minotaurs, and humans who seek a share of the spoils, while rumors of the return of the Dark Queen's dragons swirl among the people. Experience the Dragon Army's initial invasion of the land of Solamnia, witness the creation of the infamous flying citadels, and face off against the death knight, Lord Soth.

Dragonlance: Shadow of the Dragon Queen adventure for characters levels 1-11 Introduces the Dragonlance setting to 5th edition D&D with a focus on the legendary War of the Lance Experience mass battlefield play with the option to enhance 6 encounters by playing connected scenarios in the Warriors of Krynn board game that alter the course of your adventure (board game sold in the Deluxe Edition) Face off against the infamous death knight Lord Soth and his army of draconians Includes character options at home in the Dragonlance setting, including the kender race, feats, backgrounds, and a subclass focused on Tower of High Sorcery magic-users Book comes with a poster map of the continent of Ansalon and the Kalamon theater of war

Forgotten Realms Campaign Setting
Sovereign Press (WI)

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. DREAD TALES

TOLD IN THE DEAD OF NIGHT When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain Dungeon Master's Screen Margaret Weis Productions

A Roleplaying Game based on the bestselling comic book.

Dragons of the Dwarven Depths Devil's Due Publishing

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

Forgotten Realms Campaign Setting
National Geographic Books

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.

The Lake of Death Sovereign Press
Fantasy roman.

[Dragons of Autumn Twilight](#) National Geographic Books
Fantasirollespil.

Dragons of Spring Dawning Random House Childrens Books

The third *Dragonlance* title ever published, now available for the first time in hardcover.

Dungeons & Dragons: Forgotten Realms Sovereign Press (WI)

A bestiary of wondrous friends and foes for the world's greatest roleplaying game Sparkling with the musings of the wizard Mordenkainen, this tome features a host of creatures for use in the *Dungeons & Dragons* roleplaying game.

Compiling and updating monsters that originally appeared in previous D&D fifth edition releases, these creatures represent some of the most benevolent and malevolent forces that D&D heroes might face. The book also gathers together fantastical peoples from many different worlds. Each of these peoples represents a race option when you create your D&D character, expanding on the choices in the *Player's Handbook*. Includes more than 250 monsters—updates to the monsters include making spellcasters easier for *Dungeon Masters* to run, giving many monsters more damage and resilience, and improving the organization of the stat blocks themselves Includes more than 30 playable races—brings the game's setting-agnostic races into one book, complementing the races in the *Player's Handbook* A multiverse of lore—includes updates to monster lore that refocuses their stories on the D&D multiverse, rather than on any particular world

Player's Guide to the Dragonlance Campaign National Geographic Books

Stories by Richard A. Knaak and others chronicle a fiery catastrophe that plunges Krynn into centuries of chaos.

[The Cataclysm](#) Wizards of the Coast

The mortal races of Krynn can see the presence of the gods by simply turning their gaze to the night sky. There the constellations of the gods of good, evil, and balance wheel about in silent struggle to influence their children who live and die on the world below. The gods have blessed the world with miracles of healing and salvation, but so also have they inflicted war and terrible cataclysms.

The Soulforge 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.

Dragonlance Random House Worlds Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Dragons of Summer Flame National Geographic Books

Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world

around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns.

Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters.

Introduces gem dragons to fifth edition! Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

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