

## Dragonlance Guerra Delle Lance Ambientazione Di Dragonlance Accessorio

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### DENNIS TREVINO

Luz De Garra Sovereign Press (WI)

A death knight with a checkered past finally meets his match in this second gothic horror tale set in the dark and menacing world of Ravenloft On the fabled world of Krynn, Lord Soth finally learns that there is a price to pay for his long history of evil deeds, a price even an undead warrior might find horrifying. Dark powers transport Soth to Barovia, and there the death knight must face the dread minions of Count Strahn Von Zarovich, the vampire lord of the nightmare land. But with only a captive Vistani woman and an untrustworthy ghost for allies, Lord Soth soon discovers that he may have to join forces with the powerful vampire if he is ever to escape the realm of terror. Knight of the Black Rose is the second in an open-ended series of Gothic horror tales dealing with the masters and monsters of the Ravenloft dark fantasy setting.

*Brothers in Arms* 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.

**Test of the Twins** Turtleback Books

The Lazy DM's Workbook contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game--and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games. The workbook also contains ten lazy lairs: full-color maps and quick descriptions of locations common to most fantasy roleplaying games.

When the characters take a game session in a direction you didn't expect, you can use any of these lairs with minimal prep time, running it straight out of the book. The Lazy DM's Workbook is an indispensable reference, designed to be kept at your side as tales of high adventure unfold at your gaming table.

[I draghi del sole morente. La guerra delle anime. DragonLance](#) National Geographic Books

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.

*War of the Twins* Wizards of the Coast

Volume III in the heroic saga of magic, betrayal and adventure, The Darksword Trilogy. In the realm where magic is life, Joram was one of the Dead. Born without power, he was denied his royal birthright and sentenced to the Turning—his mind to be imprisoned inside a husk of living stone. Yet at the last moment, Saryon took his place, suffering the eternal torment for his young master. And Joram and his wife Gwendolyn vanished into the mists that marked the Border of the World. . . . Now, ten years later, Joram and Gwendolyn have returned to reclaim their rightful place in Merilon. Wielding one last time the terrible, magic-thirsting Darksword, Joram must confront the evil sorcerer Menju and his army of Technologists from beyond the Border in a final apocalyptic

battle. Rejoined by Saryon, the mage Mosiah and Simkin, Joram will fulfill the ancient prophecy of the Darksword—the prophecy that puts in his hands the power to destroy the world . . . or save it. [30 Years of Adventure](#) Sovereign Press (WI)

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.

[Spectre of the Black Rose](#) Wizards of the Coast

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 Shackled City Adventure Path** Gremese Editore

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

[Dragons of Autumn Twilight](#) Open Road Media

This exciting follow-up to Soulforge brings an unforgettable character into the Majere twins' world: their half-sister, Kitiara The innocence of youth is lost to war . . . In the fiery siege of the city of Hope's End, the young mage Raistlin Majere must leave behind his ideals to save himself and his twin brother. He and Caramon begin their training as mercenaries, tasked with capturing a city that holds a secret known only to the commander of the newly formed dragonarmies. Yet as Raistlin and Caramon prepare for war, another soul is forged in the heat of battle. Faraway, another path is chosen—and a future dragon highlord begins her rise to power. Her name is Kitiara Uth Matar, and she is the beautiful but dark-hearted half-sister to the Majere twins.

**Stormblade** Devil's Due Publishing

The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO:

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Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition.

[Knight of the Black Rose](#) Wizards of the Coast

This attractive new re-release of "Stormblade," first published in 1988, showcases a new look for the Heroes series, including new cover art. Reissue.

[Weasel's Luck](#) Wizards of the Coast

"From the team that brought you the smash-hit web series Critical Role!"--

[Dragons of Summer Flame](#) Humanoids Inc

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.

**I draghi della stella perduta. La guerra delle anime. DragonLance** Dark Horse Comics

A thirtieth-anniversary retrospective explores the Dungeons & Dragons franchise, featuring a selection of essays and photographs that capture the events, products, personalities, art, and influence of the game through the years.

[Dragons of Winter Night](#) Spectra

This attractive new re-release of this title showcases a new look for the Heroes series with new cover art.

[Night of the Dragons](#) Hachette UK

Novel readers and AD&D players are always looking for a new challenge. This product provides all the information they need to begin riding dragons in the skies of Krynn. Beginners and experienced players alike will thrill at the glory and adventure of this newest guide to the Dragonlance campaign world. Leatherette cover. \*\*\*\*\*Marion, add to end of title: gn (PG1)\*\*\*\*\*

*Masters of Dragonlance Art* Wizards of the Coast

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 Annotated Alice](#) TSR

Jodorowsky and Möbius's internationally bestselling Sci-Fi saga THE INCAL comes to its phenomenal finale!

[Time of the Twins](#) Wizards of the Coast

A confrontation with the Queen of Darkness is finally within Raistlin's reach—and Caramon will do anything to stop it—in this conclusion to the beloved Legends trilogy Defying the fate that claimed his evil predecessor, Raistlin opens the Portal to the Abyss and passes through. With Crysania at his side, he engages the Queen of Darkness in a battle for the ultimate prize—a seat among the gods. At the same time, Caramon and Tasslehoff are transported to the future. They come to understand the consequences of Raistlin's quest—and Caramon at last realizes the painful sacrifice he must make to prevent his brother's success. Old friends and strange allies come together to aid him, but Caramon must take the last, greatest step alone: the first step into the Abyss.

[Tales from the Vulgar Unicorn](#) Wings

Fantasy roman.