
Dragonlance Dragons Of The Dwarven Depths Lost Chronicles 1

Relics & Omens
The Covenant of the Forge
Dragons of a Fallen Sun
The Lazy DM's Workbook
DragonLance Adventures
The Lost Chronicles
The Swordsheath Scroll
Legends of the Twins
Night of the Dragons
Dragons of Spring Dawning
Lord of the Rose
The Second Generation
Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons & Dragons)
The Dragons
Dragons of a Lost Star
Dragonlance Chronicles
Dark Heart
Shadow Raiders
Amber and Ashes
Hammer and Axe
Bones of the Dragon
War of the Twins
The Doom Brigade
Dragons of the Dwarven Depths
Dragons of a Vanished Moon
Dragons of the Highlord Skies
Test of the Twins
The Dawning of a New Age
Dragons of the Dwarven Depths
Dragons of Deceit
Dragons of Autumn Twilight
Dragons of the Dwarven Depths
The War of the Lance
The Annotated Chronicles
The Magic of Krynn
The Search for Magic
Time of the Twins
Draconian Measures

Dragons of the Hourglass Mage
Holy Orders of the Stars

*Dragonlance Dragons Of The Dwarven Depths Lost
Chronicles 1*

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COHEN CLARE

Relics & Omens 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 Covenant of the Forge](#) Turtleback Books

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

[Dragons of a Fallen Sun](#) Wizards of the Coast

A courageous band of heroes joins forces to battle an extraordinary villainess and her powerful army of the dead.

[The Lazy DM's Workbook](#) 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.

[DragonLance Adventures](#) National Geographic Books

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.

[The Lost Chronicles](#) 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.

[The Swordsheath Scroll](#) Wizards of the Coast

Relics and Omens Old companions and fresh heroes. New and ever more fantastical creatures and monsters. Banished gods and lost magic. Dragon overlords are taking over the world of Krynn. The Chaos War is ending. The Fifth Age is beginning. A collection of fantastical short stories exploring the new Fifth Age setting from the best known Dragonlance writers.

[Legends of the Twins](#) Astra Publishing House

As Ansalon struggles to recover from the war that has plagued it for so long, the world is suddenly threatened by the arrival of powerful dragons who wreak havoc on the land. Original.

[Night of the Dragons](#) Random House Childrens Books

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.

Dragons of Spring Dawning Wizards of the Coast

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

Lord of the Rose 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.

The Second Generation Wizards of the Coast

First in an all-new trilogy from long-time Dragonlance author Douglas Niles. This title kicks off a key new Dragonlance trilogy from popular Dragonlance author Douglas Niles. This series will explore the post-war era in Solamnia, a central region of the Dragonlance world, continuing key story elements from the New York Times best-selling War of Souls series. AUTHOR BIO: Douglas Niles is the author of over 20 fantasy novels, many of which were published with Wizards of the Coast, Inc. He is also an award-winning roleplaying game designer who was part of the original creation team for the Dragonlance setting two decades ago. His most recent books in the Dragonlance world include Wizards' Conclave and the Icewall Trilogy.

[Explorer's Guide to Wildemount \(D&D Campaign Setting and Adventure Book\) \(Dungeons & Dragons\)](#) Macmillan

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around

them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer. *The Dragons* Sovereign Press (WI)

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.

Dragons of a Lost Star Wizards of the Coast

Collects eleven stories set during the War of Souls about forbidding places and dangerous creatures, including dragons, Qualinesti rebels, gnomes, and ghosts.

Dragonlance Chronicles Random House Childrens Books

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.

Dark Heart Wizards of the Coast

When the humans of Ergoth threaten Thorbardin, the clans of Thorbardin are drawn into territorial wars between humans and elves. Original.

Shadow Raiders 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.

Amber and Ashes Wizards of the Coast

This thrilling conclusion to the War of the Lance retelling reunites readers with fan favorite Raistlin Majere, revealing what drove his quest for 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—turn 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.

Hammer and Axe Harper Collins

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.

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