

Where To Download Player S Guide To The Dragonlance Campaign Pdf File Free

***Dragons of Spring Dawning* May 27 2022 Will truth and virtue triumph over the deadly darkness of an all-consuming evil? The war against the dragon minions of Queen Takhisis rages on. Armed with the mysterious, magical Dragon Orbs and the shining, silver Dragonlance, the Companions of the Lance lead their people in a desperate final battle. Knight and barbarian, warrior and mage, dwarf and kender—no one has reckoned how high the price of defeat, or even victory, might be. But now, in the dawn of a new day, the dark secrets that have long shadowed the hearts of the Companions come to light. If they are to truly defeat the five-headed dragon goddess, they must find a way to overcome their own personal conflicts and doubts. From betrayal and treachery to fragility and weakness, the greatest battle now lies within each of them. *Dragons of Spring Dawning* is the third book in the *Dragonlance Chronicles*.**

***Song of the Dragon* Sep 06 2020 First in an exciting fantasy saga from the co-creator of *Dragonlance* The Elves of the Rhonas Empire have carved a path of conquest throughout the civilized lands, enslaving humans, chimera, manticores, goblins, and every other race they encounter. Now humans are a nearly extinct minority among the warrior-slave races, their will and memories suppressed by the tyrannical, magic-wielding elves. But legends tell of a time when humans and the other slave races were free. There are tales of a hero who will return one day to lead them in an uprising against their masters. That hero, so the stories say, will be a human named Drakis. But Drakis Sha'Timuran, a human warrior-slave of House Timuran, gives no credence to these legends. He fights for the glory of his House and his elven masters along with the other members of his Cohort. But as they embark on the final stage of a campaign to bring down the last dwarf king, Drakis finds himself troubled by a song—a melody that coils itself around his mind and conjures disturbing visions of dark wings, claws, iridescent scales, and fire. In the midst of a devastating battle, the song leads Drakis to capture a mysterious dwarf as a prize of war. When Drakis returns to his master with his prisoner, the dwarf uses his own magic to shatter the spell over the entire household. Along with the other slaves, Drakis suddenly recalls the truth of his enslavement,**

the terrible cruelty of his masters, and their deceit. But if everything he knows about his world and his life is a lie, what is the truth? And does the lure of the song—now calling him northward into the heart of a vanished civilization—herald the beginning of a new dawn or the promise of eternal night?

Bestiary of Krynn Feb 04 2023

Dragons of Autumn Twilight Oct 20 2021 This Dungeons & Dragons-inspired fantasy adventure is the first installment in the beloved Dragonlance Chronicles. Once merely creatures of legend, the dragons have returned to Krynn. But with their arrival comes the departure of the old gods—and all healing magic. As war threatens to engulf the land, lifelong friends reunite for an adventure that will change their lives and shape their world forever . . . When Tanis, Sturm, Caramon, Raistlin, Flint, and Tasslehoff see a woman use a blue crystal staff to heal a villager, they wonder if it's a sign the gods have not abandoned them after all. Fueled by this glimmer of hope, the Companions band together to uncover the truth behind the gods' absence—though they aren't the only ones with an interest in the staff. The Seekers want the artifact for their own ends, believing it will help them replace the gods and overtake the continent of Ansalon. Now, the Companions must assume the unlikely roles of heroes if they hope to prevent the staff from falling into the hands of darkness. Dragons of Autumn Twilight is the first book in the Dragonlance Chronicles.

Legends of the Twins Sep 30 2022 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.

Time of the Twins Jun 15 2021 New York Times-bestselling series: The War of the Lance has ended, and the darkness has passed. Or has it? Sequestered in the blackness of the dreaded Tower of High Sorcery in Palanthas, and surrounded by nameless creatures of evil, archmage Raistlin Majere weaves a plan to conquer the darkness—to bring it under his control. Two people alone can stop him. One is Crysania, a beautiful and devoted cleric of Paladine, who tries to use her faith to lead Raistlin from the darkness. She is blind to his shadowed designs, and he draws her slowly into his neatly woven trap. The other is Raistlin's twin, Caramon. Made aware of his brother's plan, a distraught Caramon travels back in time to the doomed city of Istar in the days before the Cataclysm. There, together with the ever-present kender Tasslehoff, Caramon will make his stand to save Raistlin's soul. Or so he believes.

Dragonlance Races of Ansalon Jun 27 2022 Fantasirollespil.

Death March Nov 08 2020 Jean Rabe's long-anticipated return to Krynn continues! Escaping from the slave pens of a Dark Knight mining camp was no easy feat, but what awaits Direfang, a former hobgoblin slave who has become the reluctant general of a growing goblin army is every bit as perilous. From the cruel ogre mountains to the shores of Newsea, Direfang, Mudwort the shaman, and the Dark Knight wizard Grallik fight the natural and unnatural forces that seek to destroy them. Direfang is tested to his limits by once-friends and powerful foes as he undertakes a death march to the Qualinesti Forest. His eyes on independence, Direfang refuses to surrender, and pledges his life for a chance to be free, even as he learns that freedom is a deadly prize.

Player's Guide to the Dragonlance Campaign May 07 2023 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)*******

The Puppet King Jul 29 2022 Treason within, war from without. Torn asunder by the nightmares of a mad king, the elven realm of Silvanesti has nearly been restored to its former grandeur. But the elf Porthios, returning to his homeland, launches a rebellion against young Gilthas, his own nephew. Gilthas's troubles are multiplied by threats from green dragons and from the Knights of Takhisis. Now, with Porthios at his throat, Gilthas must choose between blood and honor. Douglas Nile's Dragonlance novel is filled with treachery and intrigue among the elves during the Chaos War, the backdrop for The New York Times best-selling novel Dragons of Summer Flame.

Dread Trident Oct 08 2020 Dread Trident examines the rise of imaginary worlds in tabletop role-playing games (TRPGs), such as Dungeons and Dragons. With the combination of analog and digital mechanisms, from traditional books to the internet, new ways of engaging the fantastic have become increasingly realized in recent years, and this book seeks an understanding of this phenomenon within the discourses of trans- and posthumanism, as well as within a gameist mode. The book explores a number of case studies of foundational TRPGs. Dungeons and Dragons provides an illustration of pulp-driven fantasy, particularly in the way it harmonizes its many campaign settings into a functional multiverse. It also acts as a supreme example of depth within its archive of official and unofficial published material, stretching back four decades. Warhammer 40k and the Worlds of Darkness present an interesting dialogue between Gothic and science-fantasy elements. The Mythos of HP Lovecraft also features prominently in the book as an example of a realized world that spans the literary and gameist modes. Realized fantasy worlds are becoming ever more popular as a way of experiencing a touch of the magical within modern life. Reworking Northrop Frye's definition of irony, Dread Trident theorizes an ironic understanding of this process and in particular of its embodied forms.

Amber and Ashes Aug 06 2020 The paperback edition of the new novel from New York Times bestselling author Margaret Weis. The paperback edition of the opening title in a new trilogy from Dragonlance setting co-creator Margaret Weis takes up where the War of Souls series left off with the central character Mina. While following her story, this new trilogy also explores the chaos that is post-war Krynn. This is Weis's first solo trilogy in the Dragonlance world. AUTHOR BIO: MARGARET WEIS is the author of numerous Dragonlance novels, many of them co-written with Tracy Hickman or Don Perrin, including the New York Times best-selling War of Souls

trilogy. She is also the author of *The Soulforge* and the *Star of the Guardian* novels and the designer of many *Dragonlance* roleplaying products, including the *Dragonlance Campaign Setting*. Margaret's latest title is *Mistress of Dragons* from Tor Books.

Dungeon Master For Dummies Jan 11 2021 Whether you've been a Dungeon Master (DM) before and want to fine-tune your skills or want to get ready and take the plunge, this is the book for you. It gives you the basics on running a great game, info for more advanced dungeon mastering, guidelines for creating adventures, and tips for building a campaign. It shows you how to: Handle all the expressions of DMing: moderator, narrator, a cast of thousands (the nonplayer characters or NPCs), player, social director, and creator Use published adventures and existing campaign worlds or create adventures and campaign worlds of your own Conjure up exciting combat encounters Handle the three types of encounters: challenge, roleplaying, and combat Create your own adventure: The Dungeon Adventure, The Wilderness Adventure. The Event-Based adventure (including how to use flowcharts and timelines), The Randomly Generated Adventure, and the High-Level adventure Create memorable master villains, with nine archetypes ranging from agent provocateur to zealot To get you off to a fast start, *Dungeon Master For Dummies* includes: A sample dungeon for practice Ten ready-to-use encounters and ten challenging traps A list of simple adventure premises Mapping tips, including common scales, symbols, and conventions, complete with tables Authors Bill Slavicsek and Richard Baker wrote the hugely popular *Dungeons and Dragons For Dummies*. Bill has been a game designer since 1986 and leads the D&D creative team at Wizards of the Coast. Richard is a game developer and the author of the fantasy bestseller *Condemnation*. They give you the scoop on: Using a DM binder to keep records such as an adventure log, PCs' character sheets, NPC logs/character sheets, treasure logs, and more Knowing player styles (role players and power games) and common subgroups: hack'n'slasher, wargamer, thinker, impulsive adventurer, explorer, character actor, and watcher Recognizing your style: action movie director, storyteller, worldbuilder, puzzlemaker, or connector Using miniatures, maps, and other game aids Using 21st century technology, such as a Web site or blog, to enhance your game The book includes a sample adventure, *The Necromancer's Apprentice*, that's the perfect way to foray into DMing. It includes everything you need for a great adventure—except your players. What are you waiting for? There

are chambers to be explored, dragons to be slain, maidens to be rescued, gangs of gnoll warriors to be annihilated, worgs to be wiped out, treasures to be discovered, worlds to be conquered....

Dungeon Master For Dummies Apr 13 2021 Design your own fantasy D&D epic filled with adventurous exploits, cloaked characters, and mysterious monsters If you're a Dungeons & Dragons fan, you've surely thought of becoming a Dungeon Master. Learning to be a DM isn't as hard as you might think, especially if you have Dungeon Master For Dummies tucked into your bag of tricks! Whether you've assumed the role of Dungeon Master before or not, this illustrated reference can help you run a D&D game, either online or in person. From organizing your first D&D game to dealing with difficult players, this book covers everything a DM needs to know. Written for the newest edition of D&D by the experts at Wizards of the Coast, the game's creators, it shows you how to: Run your very first campaign, from shaping storylines and writing your own adventures to dealing with unruly players and characters Build challenging encounters, make reasonable rulings, and manage disagreements Recognize all the common codes, tables, and spells Understand the parts of a D&D adventure and how to create dungeon maps and craft monsters Shape storylines and write your own adventures Find your style as a DM and develop a game style that plays to your strengths Script an encounter, vary the terrain and challenges, and establish rewards (experience points and treasure) Decide whether to use published adventures Use and follow the official Dungeon Master's Guide Develop a campaign with exciting themes, memorable villains, and plots to entrance players If you're getting the urge to lead the charge in a D&D game of your own, Dungeon Master For Dummies provides the information you need to start your own game, craft exciting stories, and set up epic adventures. Grab your copy today, and you'll be on your way!

Dragons of Autumn Mar 05 2023 Autumn settles on the plains of Abanasinia as rumors of war and strange creatures travel from northern lands. Friends meet in the tree-town of Solace after many years spent apart, hoping to reminisce about old times and adventures past. But the people of Ansalon need heroes, as the ancient gods have returned to the world, and brought creatures of myth and legend to fight in their battles. Dragons-ancient, deadly, and powerful-have returned to Krynn. An adventure like no other calls the heroes to re-discover the greatest gift given to the mortal races, to find a safe haven for hundreds of desperate refugees, and

unearth the first secrets that might lead to the power of the dragonlance. Book jacket.

Dungeons and Dragons and Philosophy Apr 01 2020 Do demons and devils have free will? Does justice exist in Menzoberranzan? What's the morality involved with player characters casting necromancy and summoning spells? Dungeons & Dragons and Philosophy probes the rich terrain of philosophically compelling concepts and ideas that underlie Dungeons & Dragons, the legendary fantasy role-playing game that grew into a world-wide cultural phenomenon. A series of accessible essays reveals what the imaginary worlds of D&D can teach us about ethics, morality, metaphysics and more. Illustrates a wide variety of philosophical concepts and ideas that arise in Dungeons & Dragons gameplay and presents them in an accessible and entertaining manner Reveals how the strategies, tactics, improvisations, and role-play employed by D&D enthusiasts have startling parallels in the real world of philosophy Explores a wide range of philosophical topics, including the nature of free will, the metaphysics of personal identity, the morality of crafting fictions, sex and gender issues in tabletop gameplay, and friendship and collaborative storytelling Provides gamers with deep philosophical insights that can lead to a richer appreciation of D&D and any gaming experience

Wizards Jul 05 2020 A spellbinding collection of wizardry! For centuries, people have been mesmerized by the spectacular tales of wizards. In this book, you will uncover the mystery behind these sorcerers with folklore, mythology, and poetry from every tradition in the world. From the legendary Telchines, who were entrusted with the upbringing of Olympian gods to the great, wise Gandalf in J.R.R. Tolkien's The Lord of the Rings trilogy, the dazzling stories surrounding these magicians are sure to captivate anyone who has ever dreamed of mastering the arcane arts of wizardry. Whether you're interested in exploring the rich history behind these enchanting figures or want to learn more about their magical abilities, you will gain a better understanding of their impact on civilizations as you accompany these powerful conjurers on their spellbinding journeys. Complete with detailed illustrations, this book reveals the incredible power and age-old wisdom of some of the most extraordinary wizards to ever exist.

Dragonlance Mar 13 2021 A guide to the fantasy games provides information on classes, feats, equipment, magical items, spells, locations, and characters.

The Rebellion Jan 03 2023 Jean Rabe returns to the world of

Dragonlance with a tale of slavery, rebellion, and the struggle for freedom! When a series of earthquakes strike a Dark Knight mining camp, goblin and hobgoblin slaves take advantage of the bedlam and revolt. A fast and deadly rebellion erupts, pitting the Dark Knights against their slaves... and against the still-rumbling ground. Casualties on both sides climb as a leader emerges among the slave force --Direfang, a hobgoblin foreman with deep scars and a long, brutal history of servitude. He must rally the surviving goblins and hobgoblins and lead them out of Neraka, turning his rag-tag force into an army that will not allow itself to be enslaved again.

Dragons of Spring Aug 18 2021

Test of the Twins Mar 25 2022 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.

Historischer Atlas von Mitteleuropa Aug 30 2022

**Dragonlance Bestiary of Krynn Revised Dec 02 2022
Fantasirollespil.**

War of the Twins Jul 17 2021 One hundred years have passed since the fiery Cataclysm that changed the face of Krynn forever. For one hundred years, the people of Krynn have struggled to survive. But for some, those one hundred years have passed in the blink of an eye. Catapulted forward in time by Raistlin's powerful magic, Caramon and Crysania find themselves aiding the mage's unholy quest to master the Queen of Darkness. To his dismay, Raistlin discovers along the way that the annals of Time are not so easily bent to his will. Neither are the longings of his heart.

The Dragons Jan 29 2020 War Among the Dragons . . . "When dragons make war, Krynn can only tremble in the shadow of angry wings." -- Astinus Lorekeeper Aurican and Darlantan, mighty serpents of gold and silver, have been nurtured in a world of wisdom, meditation, and sublime faith. On the other side of

Ansalon, Crematia, a dragon of red, inherits the Dark Queen's legacy of betrayal, violence, conquest, and plunder. The advent of a worldwide war sweeps these powerful beings and many more into desperate strife. Battles rage over Krynn with a fury that threatens to annihilate nations and whole races -- even dragonkind. As campaigns ebb and flow, generations of lesser mortals come and go, and the great serpents are left to determine the fate of the world. Their triumphs may create a destiny of all-encompassing light or cast the world beneath the shadow of ultimate darkness. The Dragons The Lost Histories Series probes the historical roots and epic struggles of little-known inhabitants of Krynn.

Fistandantilus Reborn Dec 22 2021 A Lost Gods Book Emilo Haversack is unusually worried for a kender -- though he can't for the life of him remember what his problem is. Still, he's been wandering across Ansalon for quite some time, trying to remember what's wrong. All he can recall is the name of a very evil, very dead wizard . . . Fistandantilus. Joined by a young kendermaid, a human lad, and a devout, if somewhat naive priest, Emilo is drawn into a mysterious quest. As he draws closer to the secret of his past, he and his friends find themselves caught in an increasingly sinister web of intrigue. And as the conclusion of the adventure approaches, the companions learn that their purpose is one that could catapult them from Krynn -- and forever change the destiny of the world they leave behind.

Analog Game Studies: Volume III Feb 09 2021 Analog Game Studies is a bi-monthly journal for the research and critique of analog games. We define analog games broadly and include work on tabletop and live-action role-playing games, board games, card games, pervasive games, game-like performances, carnival games, experimental games, and more. Analog Game Studies was founded to reserve a space for scholarship on analog games in the wider field of game studies.

Spectre of Sorrows Mar 01 2020 A group of scarred survivors race to escape the horrors of the Desolation. Bearing ancient magic and a terrible secret, they are the target of powerful enemies-including tireless agents of Chemosh and a distant, enigmatic threat. With luck, determination, and skill, they will strive to uncover the connection between their quest and the spectral visitations of a long-dead elven enchantress.

Drachensommer Apr 06 2023

Der Sturz der Götter Sep 18 2021

Dragons of a Vanished Moon Jan 23 2022 The flames of war devour

Ansalon. The army of dead souls marches toward conquest, led by the mystical warrior Mina, who serves the powerful One God. A small band of heroes, driven to desperate measures, leads the fight against overwhelming odds. Two unlikely protagonists emerge. One is a dragon overlord who will not easily relinquish her rule. The other is an irrepressible kender who has been on a strange and remarkable journey that will end in startling and unforeseen fashion. The stirring climax of the War of Souls.

Kindred Spirits Nov 20 2021 Magic and Murder When Flint Fireforge, dwarf and metalsmith, receives a wondrous summons from the Speaker of the Sun, he journeys to the fabled elven city of Qualinost. There he meets Tanis, a thoughtful youth born of a tragic union between elf and man. Tanis and Flint, each a misfit in his own way, find themselves unlikely friends. But a pompous elf lord is mysteriously slain, and another elf soon meets the same fate. Tanis stands accused, and if his innocence cannot be proven, the half-elf will be banished forever. Solving the mystery will be a perilous task. Time is on the murder's side, and he is not finished yet.

Dragons of Winter Night Apr 25 2022 Return to the mystical world of Krynn, where the heroic Companions continue their fantastical adventures—and face their greatest challenge yet With the return of the dragon minions of Takhisis, the Queen of Dragons, the land of Krynn has become more dangerous than ever. But as the nations of Krynn prepare to fight for their homes, their lives, and their freedom, longstanding hatreds and prejudices interfere. When fighting breaks out among the races, it seems the battle is lost before it even begins. Meanwhile, the heroic Companions have been torn apart by war. A full season will pass before they meet again—if they meet again. Raistlin has made an ominous prediction, one that implies not all of the Companions will survive the fight. His warning, along with sinister dreams, haunt the friends as they search for the weapons that will stop the Dark Queen in her tracks: the mysterious Dragon Orbs and legendary Dragonlance. Another riveting tale in the Dragonlance Chronicles, Dragons of Winter Night is an action-packed adventure in which the true value of love and friendship is measured against the backdrop of a catastrophic war between good and evil. Dragons of Winter Night is the second book in the Dragonlance Chronicles.

Dragons of Krynn Feb 21 2022

Heroes' Feast (Dungeons & Dragons) May 15 2021 NEW YORK TIMES BESTSELLER • 80 recipes inspired by the magical world of Dungeons & Dragons "Ready a tall tankard of mead and brace

yourself for a culinary journey to match any quest!”—Tom Morello, Rage Against the Machine From the D&D experts behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes’ Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommlet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik’s famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

Dungeons & Dragons Art & Arcana May 03 2020 An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you’ll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making

this the ultimate collectible for the game's millions of fans around the world.

World of Warcraft atlas Jun 03 2020

Dungeons & Dragons Nov 01 2022 Ranger Minsk und sein Hamster Boo aus Baldur's Gate sind wieder da! Sie und ihre wackeren Gefährten müssen in einem finsternen Reich den Schrecken der Untoten und der ewigen Nacht entgegentreten. Ein neues Abenteuer aus den Weiten des erfolgreichen Rollenspiel-Klassikers, mit Humor, Horror und massig Fantasy-Action.

1993 TSR Master Catalog Dec 30 2019

Knights of the Sword Dec 10 2020 Chronicles the exploits, campaigns, and adventures of Sir Pirvan the Wayward, one of the Knights of Solamnia during the War of the Lance

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