

Official **Advanced Dungeons & Dragons**®



## ADVENTURES

by Tracy Hickman and Margaret Weis

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*“... For in ages past, beyond memory and word, in the first blush of the world, Dragons terrible and great made war on this world of Krynn.”*

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For DRAGONLANCE® saga enthusiasts and AD&D® game players everywhere, here is the latest information on the world shattered by dragons and their armies. The backgrounds for Knights of Solamnia, the wizards of High Sorcery, tinker gnomes, kender, and much more are detailed along with their AD&D game system rules. The struggle for the fate of Krynn awaits!

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0-88038-452-2



# Dragonlance

## Adventures

by Tracy Hickman and Margaret Weis



The AD&D® game source book for continuing adventures in the world of Krynn.

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# Dedication

To Laura Curtis Hickman, my wife, for whom worlds were created.



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## Special Thanks to

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Dave Cook for advice on the AD&D® game system revisions and particularly the clerics system.

Jeff Grubb for his spell constructions, long support in the DRAGONLANCE® saga, and the Gods of Krynn.

Doug Niles for his original compiling of the DRAGONLANCE saga source book and for writing almost as many DRAGONLANCE modules as I did.

And thanks to all three for bailing me out when times got tough. The work of your hands shows on every page.

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Distributed to the book trade by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed to the toy and hobby trade by regional distributors.

Distributed in the United Kingdom by TSR UK Ltd.

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0-88038-452-2

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Printed in the U.S.A.

# preface

At last...the world of Krynn!


Here you hold as much of Krynn as can be told in one book. The world of the DRAGONLANCE® saga is a vast and complex one. This book alone cannot hope to cover all of the wonder and magic of that fabled land. We have compressed as much information as we could into this volume, but it still proved to be too large a task.

To fully recreate the world of Krynn, we recommend that you read more about this world—the DRAGONLANCE modules, the *Chronicles* trilogy, the *Legends* trilogy, and the anthology series of DRAGONLANCE Tales. These not only give you a comprehensive picture of the world and its inhabitants, but they also provide rich descriptions with which to color your campaign. For more detailed maps of Krynn and many of its specific environments, we direct you to Karen Fonstad's *Atlas of Krynn*.

You can certainly enjoy this book without playing the game...but what a game it is! Those of you who are playing the DRAGONLANCE series in the AD&D® game system will, as usual, need those rule books to play the series as the epic role-playing game that it is. We have tried to avoid duplicating material that is found in those other works so as to make room for all the detail of Krynn that we possibly can. This means for you gamers that you will need to refer to other AD&D books from time to time. We assume that you have the *Dungeon Master's Guide* and the *Player's Handbook* in order to play the game. Other works, however, you may not have, such as the *Dungeoneer's Survival Guide*, *Wilderness Survival Guide*, and *Unearthed Arcana*. We have made extensive use of these reference books in detailing the world of the DRAGONLANCE saga. However, if you do not happen to have these latter works you should not worry. The series should play just fine with just your *Dungeon Master's Guide* and *Player's Handbook*.

This book is written in a different format than the other AD&D hardback books. The material that is specifically related to the AD&D game system or to running a DRAGONLANCE campaign is placed in grey boxes throughout the text. This means that the text is easier to read and the game references are readily available.

You, in all your letters, have beckoned us back to the world of Tanis, Laurana, Kitiara, Raistlin and all the rest. May we now walk that road together for a time once more, with old friends and new.

  
Tracy Hickman

  
Margaret Weis



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