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Dragonlance Campaign Setting (Dungeon & Dragons Roleplaying Game: Campaigns)



Synopsis

Sagas from the lands of Krynn are filled with valiant heroes destined to discover ancient secrets and vanquish terrible evils. Like those great champions, you will band together with brave companions to set forth on daring adventures. The tales of those bold deeds will become the newest legends in the world of Dragonlance. From Solamnic Knights and Dragon Riders to kender, tinker gnomes, and draconians, the rich tapestry of the Dragonlance world comes alive in this campaign setting for the Dungeons & Dragons roleplaying game. With historical content covering eras from the War of the Lance to the War of Souls, along with expanded rules for aerial combat, the Dragonlance Campaign Setting provides the character races, prestige classes, feats, spells, monsters, and maps you need to fully explore the world of Dragonlance.

Book Information

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Customer Reviews

Margaret Weis is the best-selling author of 15 Dragonlance novels, 11 of them co-written with Tracy Hickman. Don Perrin is the author of the Dragonlance novel Theros Ironfeld and co-author of numerous novels with wife Margaret Weis. Jamie Chamber's credits include the Sovereign Stone Campaign Sourcebook, Escape Into Darkness, and the Bestiary of Loerem. Christopher Coyle worked on Bestiary of Loerem and Old Vinnengael: City of Sorrows d20 for Sovereign Press, Inc.

This is a great resource for info on Dragonlance and gives you everything you need to run a DL campaign in 3.5. The book is also very pretty and totally worth buying.

This book was absolutely brilliant. The races filled out nicely all of the racial attributes described in the books, the classes were well adapted, the spells very campaign specific, and the monsters, like the races, filled out nicely all of the racial attributes described in the books. The only downside is that if you haven't read the books, it will take a long while of pouring through the timeline and reading fluff to be able to actually set a campaign in Krynn. If you haven't read the books, it's still a great supplement. The idea of draconians is easy to adapt (change their origin), the races are all interesting and can be switched for any setting (the irda could be made into an elven offshoot race, and the gully dwarves children of gnomes and dwarves [this was their origin in Krynn as well]), the death knight presented here is much better than that in the MM II, and so on. The new classes were the only part that disappointed me. The noble was just a mixture of a bard with some special powers and decent combat abilities, and the mystic a perfect cleric parallel (except worse).

Almost everything you need to know about this campaign world. I use this book primarily for the races and house-rules. It touches a little bit on every subject of Krynn - gods, lands, races, and even some classes. If you are new to this campaign, and haven't read any of the novels - they give you a timeline of events as well.

Love Dragonlance, doing a game in the setting with a different system, but this is great to easily adapt monsters and grab background on gods, dragons etc.

Pros: Great for content and getting players excited about the setting, Made for 3.5e
Cons: Lots of spoilers for the novels (They don't ruin the story but lessen some of the drama if you haven't read them since you know how they are going to end.), poorly organized (in contrast to the FRCS), and no full-size world map (unlike the FRCS, but a full size map can be downloaded from the publisher's website)
Overall, I really think it could have been a lot better if it was done by game designers and not the author of the novels.

Just what I wanted Thank you So much and speedy delivery too.

Awesome book very detailed every rpg fan should get it great seller arrived on time

Great campaign

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