



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

Margaret Weis , Don Perrin , Jamie Chambers

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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 With historical content covering eras from the War of the Lance to the War of Souls, along with expanded rules for aerial combat, the "Dragonlance ""Campaign Setting "provides the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.

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

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Michael Thrower says

This has to be my FAVORITE campaign setting, right after this would have to be Forgotten Realms, then Ebberon, then Ravenloft. Well, I wouldn't say in that order, but Dragonlance is definitely my favorite out of all.

James Bowman says

Dragonlance is a great fictional world, but in spite of the authors' implied hopes for this book, I'm not sold on it as a great setting for games. Since everything seems to be centered around the novel storylines, either you have to work within the existing plots, or go completely outside and make up your own stuff... and in the latter case, wouldn't I be better off making up my own setting from scratch? Don't get me wrong, this book does a great job in presenting the world of Dragonlance in game terms, and it's worthwhile for that alone... but it still doesn't feel as open a world as the Forgotten Realms or Greyhawk. (I would probably recommend it over the latter, though.) (B+)

John Smith says

Another fantastic guide to my favorite Dungeons & Dragons setting. More in depth then Dragonlance Adventures. this book is giving me a great many ideas for my own Dungeons & Dragons game and provided a fountain of inspiration to add things to my game. could not ask for more.

Stefan Yates says

For a manual of game rules and guidelines, this was actually fairly entertaining. Once I catch up on my DragonLance reading (and re-reading) and get the source material more firmly set in my head, I might consider running an online campaign using this book. Even though I am not currently gaming, the book was interesting and filled in some gaps in the DragonLance world that I was missing.

Fair warning, if you intend on reading a lot in this series, this manual contains quite a few spoilers, so you may want to wait to take a look at this until you've at least read the main cannon of the DragonLance time-line.
